Tameside College: Triptico games and resources used to engage students

Summary

Tracey Holt introduced Triptico to her department after attending training from Sue Shercliff, ESOL Lecturer. Triptico is a resource for teachers to use in conjunction with their interactive whiteboards that currently contains around 20 different interactive resources - all of which can be easily edited, adapted and saved for later use. This quickly spread throughout the entire college. It is a fantastic free resource which promotes more interaction in the classroom between the teacher and students.

About Tameside College

Tameside College is a Further Education College based in Ashton-under-Lyne. It offers a wide range of courses including full-time, part-time, apprenticeships and university level.

The challenge

Sue Shercliff heard about Triptico from a webinar that Anita Holt, eLearning Adviser, Jisc RSC Northwest ran in October 2011. She followed this up by attending a conference a few weeks later where Anita did a whole session on it and how to use it. She was immediately interested as the College needed more interactive resources and activities to use on the interactive white boards. Previously, they were just being used to project PowerPoints and there were few activities where the students could get hands on involvement. She brought Triptico back to the college and ran a training session about it with the staff.

Sue comments: “We wanted something that everyone could use, wasn’t difficult and would get everyone involved."

The activity

Tracey attended Sue’s training and in December 2011 ran a training day for her department. From there she created some very imaginative examples to use with her hair and beauty students. She shared this with the hair and beauty department and trained colleagues in the catering department. Triptico has been such a hit she has
since delivered three sessions on the staff development day which received very positive feedback.

Tracey has been really creative with Triptico. In the ‘Deal or No Deal’ game she has students cutting each other’s hair, waxing eyebrows and polishing each other’s nails as prizes, these then double up as assessment opportunities for other students. Her students love the new look lessons. She runs a ‘Battle of the Groups’ activity which incorporates different Triptico resources and demonstrated this to a PTLLs student then used a similar idea in her micro teach.

![Triptico: Interactive whiteboard toolkit](image)

Sue commented “I really feel Tracey has excelled in her use of Triptico and it is spreading through the college thanks to her hard work”.

Triptico has become embedded in the college after just 12 months. It was a fairly quick process to establish it as it is so easy to set up the games and resources.

Tracey has had the students creating their own games and resources: they can ‘play’ at being the teacher. They love this as they can challenge each other and get points for thinking of particularly hard questions that other students can’t answer. This is great as the resources are made for students by students!
They have now added the software to all the main computers that have an interactive whiteboard across the college.

They haven’t spent anything on implementing Triptico as they use the free version. The only thing they have had to do was train staff. On average it takes Tracey about ten minutes to get staff started and then an additional short training session of about 20 minutes. Once they master the basics she does a 30 minute session to get them using more advanced games and combining more than one.

Although the college has Moodle, they find it easier to store the resources in a shared folder where all staff can access them. It’s a really easy system that anyone could implement quickly and for free.

Different departments use slightly different filing systems to store resources. Hairdressing have categorised their resources in subject, whereas beauty put them in game order.

Tracey tells me: “Every member of staff that I have trained now uses Triptico within their lessons. Not one person did not like it when they saw what it can do and how easy it is to implement.”

The outcomes

The biggest challenge with using Triptico and promoting it to other staff initially was their lack of confidence using interactive whiteboards. It was difficult to get staff to come to the first training session but once a few people had seen it and were using it, the fact that it was such an easy and useful tool spread very quickly by word of mouth. It has encouraged people to use thousands and thousands of pounds of equipment that just wasn’t being utilised to its full capacity before.
There has been fantastic feedback from staff and students alike:

“Really bright and colourful, helps the students engage.”

“It’s a fun resource to learn with - love the deal or no deal.”

Triptico has helped people improve their IT skills and made them more confident to try out other things with the interactive white boards and with computing in general. It encourages people not to be frightened of it.

Triptico has been successful, and this can be proven by the fact that all staff are using and sharing resources that are now all stored in one area accessible to everyone. Previously the resources belonged more to one owner whereas now there is a better culture for sharing which cuts down on workload.

Students thoroughly enjoy the games, especially when there is a prize at the end. The fact that it allows the students to develop and create their own resources really gets them involved.

**The impact**

Students have thoroughly benefitted from and enjoyed the games and resources. Tracey allows students to develop and create their own resources to play with the rest of the group.

Student motivation in the classroom has increased dramatically. Tracey explains: ‘Battle of the Groups has been a real success before exams as it is a quick and fun way of recapping the entire curriculum for that particular unit. I have done this on the last two exams and everyone has passed.’

The resources are so easy to create. Triptico has saved hours of staff time when planning lessons. The only extra time taken up has been the staff training which was minimal. Tracey demonstrates this:

“The other day I had half an hour left of my day and a full week’s lesson to plan. I thought why don’t I just do Battle of the Groups? All I had to do was spend two minutes creating a text spinner. That’s an hour’s worth of really good revision without me having to create a resource of a test or something like that. It got the job done and everyone got really high scores in the exam.”

Sue explains: “Attendance and punctuality have improved when doing the games at the start of the lesson. Students turn up on time as they don't want to miss the fun recap at the beginning.”

It has had a great impact on the college, nearly all curriculum areas are now using it, although some are more advanced than others.

“I can't believe how easy the resources are to make – fantastic.”
“It makes the learning fun, it’s an amazing resource.”

Triptico has increased:

- collaboration between colleagues within departments
- sharing of files and resources
- cross college awareness of e-learning and how to blend this with more traditional methods of teaching; and
- staff motivation to utilise the interactive white boards and have a go.

Triptico also helps include other aspects of learning into the lessons such as equality and diversity and functional skills.

**The lessons learned**

Tracey has been an inspiration to others; she has encouraged people to think and be creative and broken down a lot of barriers to e-learning across the college.

Tracey has already recommended it to Hulme Grammar in Oldham. She says: “After knowing and using Triptico it does make you want to do more.”

**Useful links**

- Jisc RSC Northwest
- Tameside College
- Triptico

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