

Program: FIFTH DIMENSION (5D)

Population Served:

Size: 2,030 children in 10 sites in 1999 – 2000
 Age: Elementary school age
 Other Characteristics: An after-school computer club for children

Program Components:

| <u>Component</u> | <u>Provided by</u> | <u>Duration</u> | <u>Description</u> |
|---|----------------------------|--|---|
| Educational software and computer games | Adult volunteers and staff | 75% of the activities provided after school; for evaluation, 30 days, 1 hour per day | Telecommunications activities for searching the internet, tools for computer-mediated and video-mediated conferencing, and MUD (multi-user dungeons on other shared virtual spaces) and MOO (an object-oriented MUD) activities |
| Nonelectronic activities | Adult volunteers and staff | 25% percent of the activities | Included board games and arts and crafts |

Program Objectives/Goals:

To provide contexts for children to master knowledge and skills and acquire practices mediating cognitive and social development (higher-order thinking skills; far transfer).
 To improve computer technology knowledge and skills.
 To provide a context in which undergraduates from disciplines such as developmental psychology, communications, and teacher education have opportunities to connect theory with practice and, at the same time, deliver service to children in the local community.

Study 1:

Blanton, W., Moorman, G., Hayes, B., & Warner, M. (1997). Effects of participation in the Fifth Dimension on far transfer. *Journal of Educational Computing Research, 16(4), 371-396.*

Study objectives and measurements:

Objective

To determine whether participation in Fifth Dimension yielded transfer effects on standardized measures of academic achievement.

Measurement instrument

North Carolina End-of-Grade Tests and Field Notes

Evaluation:

Type: Quasi-experimental. Pre-test/post-test matched comparison group design, but no baseline data for program and comparison groups.

Statistical techniques:

Stepwise multiple regression model. Significance level=.05; however, all findings were significant to .001.

Population evaluated: Fifty-two children from grades 3, 4, 5, and 6; 26 in the treatment group and 26 in the comparison group.

Outcome:

Children who participated in the Fifth Dimension mastered knowledge and skills and acquired practices that transferred to measures of academic achievement.

Other Information:

This site of Fifth Dimension is staffed by undergraduates in the teacher preparation program at Appalachian State University.
 No baseline data provided for the comparison group.