

PROCESSES



The Percent is Right: Sharing Research Data

Purpose:

To share important information from your school's research report in a fun and engaging way. This process can be done at a staff meeting, a parent council meeting, or an APPLE core meeting.

Materials:

- Your school's research report (the one conducted by researchers at the University of Alberta School of Public Health)
- PowerPoint presentation called *Price is Right Research Stats Process*
- 3-5 polypots or pylons
- 3 small balls
- 3 kids' golf clubs or pool noodles
- 1 hula hoop
- Dollar Store prizes for the contestants (optional).

Time for Process:

10-20 minutes

Pre-process Steps:

1. Open the PowerPoint presentation and read all the slides carefully. Insert the data from your school research report in the slides where required.
2. If there is data in your school report you believe is more important for your school to see than the stats included in the Powerpoint template, include it in the slideshow instead.
3. You will need 3-5 polypots or pylons, three small balls, kids golf clubs or pool noodles, and a hula-hoop for the *Hole in One* game.
4. Set up *Hole in One* in front of the room by placing the 3 polypots or pylons at varying distances away from the hula hoop.

Process:

1. Begin by going through the Powerpoint presentation, explaining each slide to the audience.
2. Once you get to the *Percent is Right* slide, welcome everyone to the exciting game of *Higher or Lower* and introduce yourself as the game show host.
3. Ask the audience for 3 volunteers to be contestants on the *Percent is Right* game.

4. Show everyone the prize(s) to be won (optional).
5. Explain to the contestants that you are going to show them a stat from their school's research report, and that each stat has been altered, and they will have to individually guess if the real stat is higher or lower than what is presented to them.
 - Encourage the audience to help the contestants by shouting out if they think the answer is higher or lower.
6. The game show host reveals the first stat. If the contestants guess higher or lower correctly, they get to move to the first pylon (the one farthest from the hula hoop).

Those who guess incorrectly stay where they are. Each time a contestant guesses correctly, they move to another pylon closer to the hoop. Then, each contestant gets a chance to try to get a hole-in-one from whichever pylon they are at.

7. The contestants who either come closest to, or who gets the hole-in-one picks their prize.
8. Select another 3 contestants to participate in the next 3 statistics and repeat the process.

Next Steps:

Using the last slide as a prompt, initiate a discussion about ways your school community can use the research data to enhance the use of comprehensive school health at your school.