

Understanding the Student Journey: Snakes and Ladders

Dr Yetunde Kolajo and Lucy Panesar Centre for the Study of Higher Education (CSHE)



Educational activity

- Based on a 3-year longitudinal study by Dr A. Hensby, Dr B. Adewumi and Dr Y. Kolajo of 27 Academic Excellence Scholarship (AES) students who commenced their studies at the University of Kent in the 2019-20 academic year.
- Designed for staff to understand factors enabling and inhibiting student success, in alignment with **Advance HE Professional Standards** (2023).

Professional Values

In your context, show how you:

- respect individual learners and diverse groups of learners
- promote engagement in learning and equity of opportunity for all to reach their potential
- use scholarship, or research. or professional learning, or other evidence-informed approaches as a basis for effective practice
- respond to the wider context in which higher education operates, recognising implications for practice
- collaborate with others to enhance practice

Core Knowledge

In your context, apply knowledge of:

- how learners learn, generally and within specific subjects
 - approaches to teaching and/or supporting learning, appropriate for subjects and level of study
- critical evaluation as a basis for effective practice
- appropriate use of digital and/or other technologies. and resources for learning
- requirements for quality assurance and enhancement. and their implications for practice

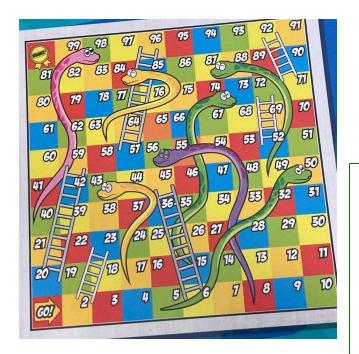


Areas of Activity

In your context, demonstrate that you:

- design and plan learning activities and/or programmes
 - teach and/or support learning through appropriate approaches and environments
- assess and give feedback for learning
- support and

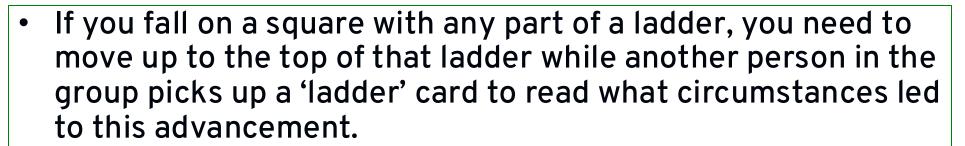
enhance practice through own continuing professional development



Student Success Snakes and Ladders - How to Play:



- In this activity, you become a student journeying through HE and gain insights into the real-life circumstances of Kent students via bespoke Snakes and Ladders cards. The dice determines how many places you move on the board, a chance factor influencing the rate at which you progress towards student success, represented on the board as 'WINNER!'
- If you fall on a square with any part of a snake, you need to move down to the end of the snake's tail while another person in the group picks up a 'snake' card to read what circumstances led to this decline.
- Before you do this, other participants can use one of the 'Catch' cards to identify an intervention to mitigate the snake and allow you to stay put.

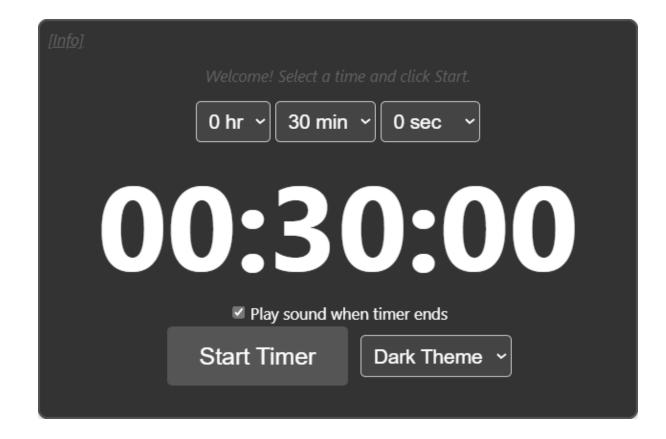




- After encountering some ladders, you can pick up a 'Campus' card to reveal and discuss an aspect of campus life in relation to the scenarios you've had so far.
- If any snakes/ladders intersect on a square, the ladder will prevail so go up the ladder instead of going down the snake.
- If two snakes intersect, go down the shorter snake. While the original game is designed to be competitive, this activity promotes principles of collective development and support towards students progressing!

Let's go!!!





Feedback

Please complete our <u>Vevox</u> <u>survey</u> by following the QR code and clicking on the clipboard icon



Join at: vevox.app

ID: **187-072-362**





Thank you.

Student Success Snakes and Ladders - How to Play:



- 1. In this activity, you become a student journeying through HE and gain insights into the real-life circumstances of Kent students via bespoke Snakes and Ladders cards. The dice determines how many places you move on the board, a chance factor influencing the rate at which you progress towards student success, represented on the board as 'WINNER!'
- 2. If you fall on a square with any part of a snake, you need to move down to the end of the snake's tail while another person in the group picks up a 'snake' card to read what circumstances led to this decline.
- 3. Before you do this, other participants can use one of the 'Catch' cards to identify an intervention to mitigate the snake and allow you to stay put.
- 4. If you fall on a square with any part of a ladder, you need to move up to the top of that ladder while another person in the group picks up a 'ladder' card to read what circumstances led to this advancement.
- 5. After encountering some ladders, you can pick up a 'Campus' card to reveal and discuss an aspect of campus life in relation to the scenarios you've had so far.
- 6. If any snakes/ladders intersect on a square, the ladder will prevail so go up the ladder instead of going down the snake.
- 7. If two snakes intersect, go down the shorter snake. While the original game is designed to be competitive, this activity promotes principles of collective development and support towards students progressing!

This activity is based on data from <u>Academic Excellence Scholarship Longitudinal</u>

<u>Research</u> by Dr A. Hensby, Dr B. Adewumi and Dr Y. Kolajo (2024). For more information visit:

https://www.kent.ac.uk/student-success/research/aes-longitudinal-research

Resources related to the Snake/Ladder scenarios



- Academic Advisers https://student.kent.ac.uk/studies/academic-advisers
- Campus maps https://www.kent.ac.uk/maps
- Counselling https://student.kent.ac.uk/support/counselling
- Diversity Mark https://www.kent.ac.uk/student-success/diversity-mark
- Emergency Funding https://student.kent.ac.uk/support/emergency-funding
- Inclusive Learning Plans (ILPs) https://student.kent.ac.uk/support/inclusive-learning-plans
- Learning from Feedback https://student.kent.ac.uk/studies/learning-from-feedback
- Mental Health https://student.kent.ac.uk/support/mental-health
- My Kent Student app https://student.kent.ac.uk/app
- Peer Assisted Learning https://student.kent.ac.uk/studies/peer-assisted-learning
- Skills for Academic Success (SAS) https://student.kent.ac.uk/studies/skills-for-academic-success
- Student Progress Profile https://student.kent.ac.uk/studies/progress-profile
- Student Support and Wellbeing https://www.kent.ac.uk/student-support
- Using Turnitin https://student.kent.ac.uk/studies/academic-integrity/using-turnitin

More resources related to the Campus Cards



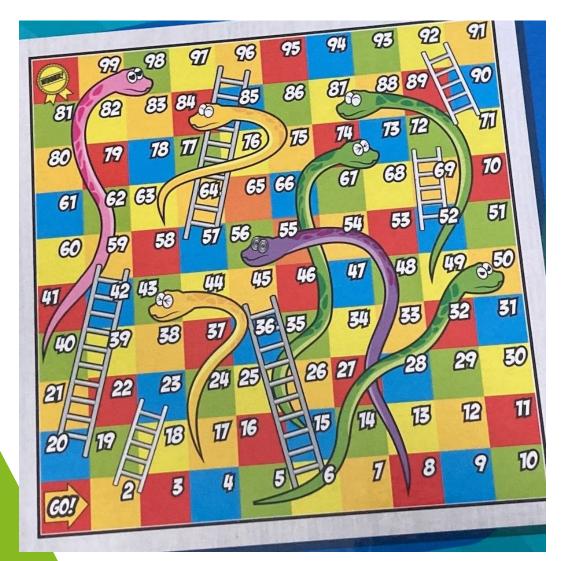
- Faith:
 - o https://www.kent.ac.uk/chaplaincy/faith-spaces
 - https://www.kent.ac.uk/chaplaincy/faith-groupsand-societies
- Food:
 - https://ksu.co.uk/campus-pantry
 - https://www.kent.ac.uk/catering/meal-plans
- Friendship: https://ksu.co.uk/activities
- Halls of

Residence: https://www.kent.ac.uk/accommodation

Kent Union: https://ksu.co.uk/

Money:

- o https://ksu.co.uk/advice/finance
- https://www.kent.ac.uk/scholarships
- https://study-uk.britishcouncil.org/scholarshipsfunding/great-scholarships/university-kent
- https://student.kent.ac.uk/support/finance
- https://www.kent.ac.uk/schools-andcolleges/scholarships-and-funding
- Study / Group Work Spaces:
 - https://www.kent.ac.uk/guides/where-to-studyon-canterbury-campus/studying-in-thetempleman-library
 - https://www.kent.ac.uk/guides/where-to-studyon-canterbury-campus/study-space-acrosscampus
- Student Societies: https://www.kent.ac.uk/student-life/clubs-and-societies
- Transport: https://www.kent.ac.uk/transport





Understanding the Student Journey: Snakes and Ladders at 13:30 in GS.7

With Dr Yetunde Kolajo and Lucy Panesar

An activity based on data from Academic Excellence Scholarship Longitudinal Research by Dr A. Hensby, Dr B. Adewumi and Dr Y. Kolajo (2024):

https://www.kent.ac.uk/student-success/research/aes-longitudinal-research