

## Engagement in After-School Program Activities: Quality of Experience from the Perspective of Participants

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**SUMMARY:** One hundred sixty four middle school students' experiences at after- school programs were compared as they participated in different types of activities and with different social partners. Self-report data from the students were analyzed using an Experience Sampling Method to better understand the quality of experience as perceived by the students.

#### **KEY FINDINGS:**

- Students reported high levels of engagement while participating in sports activities and in arts enrichment activities through after-school programming.
- Lower levels of engagement when completing solely homework at programs were reported.
- Self-report from the students showed a higher engagement level in activities that involved both adults and peers, rather than activities with peers only.

#### IMPLICATIONS FOR MILITARY PROFESSIONALS:

Military professionals could:

- Help develop modules or activities to better inform staff of best practices in educational learning activities to best serve students
- Collaborate with other professionals in the field about ways in which to facilitate program activities that provide the most engagement

#### **IMPLICATIONS FOR PROGRAMS:**

Programs could:

- Maximize students' experiences by promoting and implementing structured, adult-supervised activities
- Explicitly add academic content into enrichment activities may allow for higher engagement and motivation with students, as it supports meaningful learning

#### **IMPLICATIONS FOR POLICIES:**

Policies could:

- Develop a student-to-facilitator ratio that fits the after-school programming needs of both adults and students to promote quality time and learning
- Suggest professional development for community providers about how to support students during afterschool programming

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## METHODS

- A total of 1,596 experiences were randomly sampled using an experience sampling method approach.
- Participants wore digital wristwatches, of which were pre-programmed to randomly beep. Students then recorded their experience in a logbook each time they were 'beeped'.
- Students were paid \$1.00 for each entry in the logbook, on average, responding to 33 of the 35 signal beeps (94% response rate).

## PARTICIPANTS

- Eight elementary schools were chosen across three states in the Midwestern U.S.
- 165 students comprised the sample, of which 50% (n = 83) were male.
- Of the sample, 37% were Black, 11% Latino, 39% White, and 13% were multiple ethnicities.

#### LIMITATIONS

- Small sample size limits generalizability across the U.S.
- Self-report data may impact internal validity of study.
- Results are correlational, so unable to make inferences about casual relationships.
- The incentive of \$1.00 per logbook entry may have skewed responses or answers.

## **AVENUES FOR FUTURE RESEARCH**

Future research could:

- Future research could examine ways for educators to aid after-school programming instructors in building a supportive academic-enriched environment where students are able to feel intrinsically motivated and engaged.
- Moving forward, further research regarding specific characteristics and outcomes associated with various activities in after-school programs, and how those outcomes vary by program type will be beneficial for program implementation.
- Future longitudinal research may help in better understanding perceived experiences of the students and factors that may change over time in terms of engagement and program activities.



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