



“LEAVE NO NEW MEXICO CHILD INSIDE” FACT SHEET

EDUCATION

- ❖ In 2007, 464 of New Mexico’s 798 public schools did not make adequate yearly progress (NM PED 2007) and less than 57 percent of students graduated from high school (Education Week, 2007).
- ❖ A 1998 study, “Bridging the Achievement Gap,” found that interactive, outdoor education can:
 - improve performance on standardized measures of academic achievement in reading, writing, math, science and social studies;
 - improve grade point averages;
 - reduce discipline and classroom management problems;
 - increase teacher job satisfaction and enthusiasm;
 - build citizenry skills and resource stewardship ethics;
 - improve attendance rates;
 - increase engagement and enthusiasm for learning (Lieberman & Hoody, 1998).
- ❖ A 2005 study commissioned by the California State Legislature found that at-risk children who participated in outdoor education programs:
 - raised their science test scores by 27 percent;
 - improved their conflict resolution and problem-solving skills;
 - experienced better self-esteem (American Institutes for Research, 2005).
- ❖ Weaving education into guided outdoor recreation enhances knowledge of environment and community (Schatz, 1996).
- ❖ Children who experience school grounds with diverse natural settings are more physically active, more aware of nutrition, more civil to one another and more creative. (Bell & Dymont, 2006).
- ❖ Studies reported upon in the medical journal, *Pediatrics* documented an association between television, movie, and video game exposure and poor school performance (Sharif and Sargent, 2006).
- ❖ Teens that play violent video games for extended periods of time are more prone to confrontation with their teachers and see a decline in school achievements. (Gentile et al., 2004).
- ❖ Children who watch over 1 hour of television per day are at elevated risk for poor homework completion, negative attitudes toward school, poor grades, and long-term academic failure. Kids who watched more than 3 hours were less likely to receive postsecondary education (Johnson et al., 2007).

References:

- American Institutes for Research (AIR) (2005). Effects of Outdoor Education Programs for Children in California. Palo Alto, CA.
http://www.sierraclub.org/youth/california/outdoorschool_finalreport.pdf
- Bell, A.C. and J.E. Dymont (2006). “Grounds for Action: Promoting Physical Activity through School Ground Greening in Canada.” Evergreen.
- Charles, C. and A. Senauer (2007). Children & Nature Network Research and Studies, Volumes 1 & 2. <http://www.cnaturenet.org/research/Intro>
- Education Week (2007). “New Mexico: From Cradle to Career - Connecting American Education From Birth to Adulthood.” *Quality Counts 2007*; Vol. 26, No. 17.
<http://www.edweek.org/media/ew/qc/2007/17shr.nm.h26.pdf>
- Gentile, D.A., P. Lynch, J. Linder & D. Walsh (2004). “The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance.” *Journal of Adolescence*, Vol. 27, pp. 5-22.
- Johnson, J.G., P. Cohen, S. Kasen, and J.S. Brook (2007). “Extensive Television Viewing and the Development of Attention and Learning Difficulties During Adolescence.” *Archives of Pediatrics and Adolescent Medicine*, Vol. 161, pp. 480-486.
- Lieberman, G.A. and L.L. Hoody (1998). “Closing the Achievement Gap: Using the Environment as an Integrating Context for Learning.” *State Environment and Education Roundtable*, San Diego, CA. <http://www.seer.org/extras/excsum.pdf>
- New Mexico Public Education Department (PED) (2007). News Release: Secretary of Education Makes AYP Announcement.
<http://www.ped.state.nm.us/press/2007/august/2007AYPNewsReleaseFINAL8-3-07.pdf>
- Schatz, C. (1996). “When Bambi Meets Godzilla: Bringing Environmental Education and Outdoor Recreation Together.” *ERIC Digest* (ED 404088).
- Sharif, I. and J.D. Sargent (2006). “Association Between Television, Movie, and Video Game Exposure and School Performance.” *Pediatrics*, Vol. 118, No. 4.