

An Empirical Practice of How to Achieve “No One Should Be Left Behind” at Informal Science Setting

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2030 Development Goals: “No one should be left behind, and no human right ignored” – UN experts. (12 July 2016, GENEVA). Undoubtedly speaking, game-based science activity with a fair competition can help the participants to devote more attention, but how to treat the so-called loafing or the loser that indeed exists in the real world environment. There was a maxim “everyone one is good at something” as per the Chinese Poet (Li Bai, 701-762, Tang Dynasty). A Portable Learning Credit (PLC) and Alternated Cooperative Learning (ACL) has been applied at the information setting for science education that help the participants to be full of confidence and learning motivation when learning science.

The findings of the empirical practice bu using “Magical Force” are as below:

1. Each of the participants were willing to contribute and share what he or she has learned and found.
2. The game-based contest with each other can effectively enhance the sustainability of learning and doing something.
3. There is not any so-called loafing when camp conducted since none is left behind and everyone is full of confidence of believing that he/she can do much better in the next round of game.