

At-risk learners in a pedagogic perspective

Key findings on at-risk learners in a
media pedagogic perspective

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At-risk learners

- In the perspective of sociology:
 - social inequity
 - socially excluded
- In the perspective of education:
 - socially disadvantaged
- migration
- boys

Example: Media use - school type: ISCED 2A (*Hauptschule*)

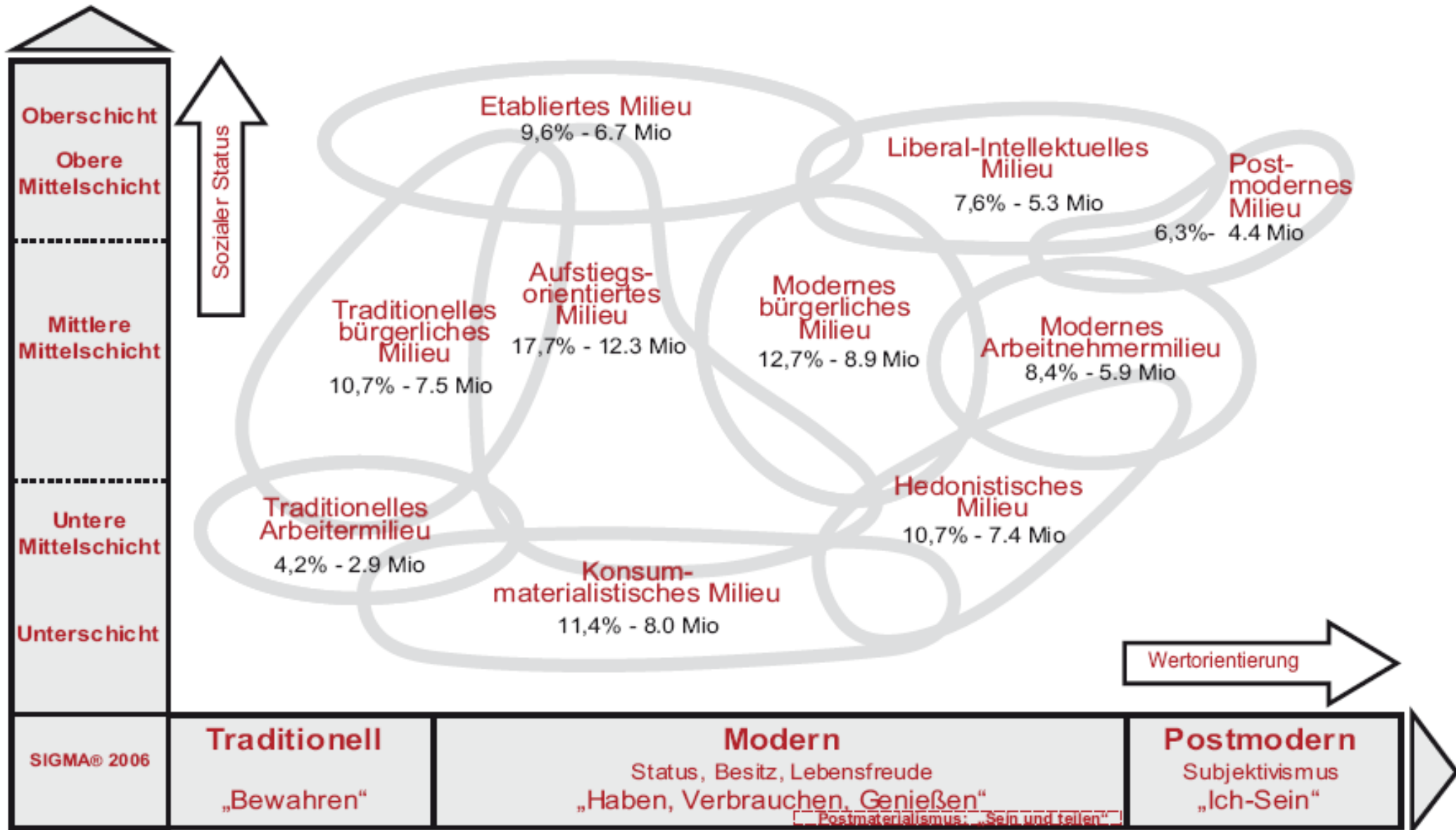
Highest rates in:

- Gaming consoles (incl. PSP)
- Computer gaming
- violence and porn on mobiles (self, friends, witnessed)

Lowest rates in:

- Own computer
- Internet access
- Digital camera
- Reading books

SIGMA /SINUS Milieus



Example: Precarious Consumers

6-13 year old children:

- 77% are computer users
 - 60% have to use the computer elsewhere
 - 40% use the internet elsewhere
- Instant messaging
- Downloading music, games, files
- Hardly any writing or information retrieval



Supporting at-risk learners

Youth clubs are visited especially by at-risk learners

- Providing access to computers and internet
 - PortableApps on storage card in the mobile phone connected to any PC by USB
- Self organised participation
 - Engaging with others to use the computer & internet
- Enhance strategies in information retrieval for school