Case study 13: Huippula – a gamified assessment that supports both teachers and young people

Save the Children Finland in collaboration with Google.org have produced a programme Huippula, with a loose translation of PeakVille in English.[409] Huippula is a gamified and storified test, that produces class, school, and district level data sets highlighting the competencies of young people. The programme is aimed at 10-12 year olds and assesses the digital safety and wellbeing competencies of young people. Save the Children intends for the programme to reach 60,000 5th graders in Finland, developing their and their teachers' competencies, and to provide a national data set indicating the level of young people's competencies at the 5th grade (year 7) level.

There are four areas tested:

- Balanced online life – focused on digital wellbeing and how much time young people are spending online.
- Participation and interaction online – focused on how young people are treating others online.
- Safety and safety skills – focused on information security and potential risks online.
- Critical media and information literacy – focused on digital footprints and how to distinguish reliable and unreliable information online.

The test and other resources are made so teachers can deliver it in a single lesson. The 10-12 year old age group was chosen as from this age onwards it is relatively common for young people to have public facing social media accounts. This gives teachers time to respond before most young people are fully immersed in social media content online. To help with this response, the platform gives teachers an individual class report with anonymised individual student data, followed by lesson plans that are relevant to areas in which the class hasn't performed well. These followup lessons further strengthen young people's knowledge and grow their digital and media and information literacy competence. If there are responses that raise red flags, the teacher will get an alert to cover the topic in the class, along with the resources to support this. There is significant opportunity for data collection at a national level to give a snapshot of how young people are tracking, and Save the Children is focused on getting as many 5th graders as possible to take the test in Finland, building a national data set that the government can use to guide their media education policy.

References

409.   Save the Children (Finland), A million dollar grant from Google.org for Save the Children to a Nordic program promoting children's and young people's digital skills and online safety. Retrieved 25 May 2023 from https://www.pelastakaalapset.fi/en/news/a-million-dollar-grant-from-google-org-for-save-the-children-to-a-nordic-program-promoting-childrens-and-young-peoples-digital-skills-and-online-safety/