





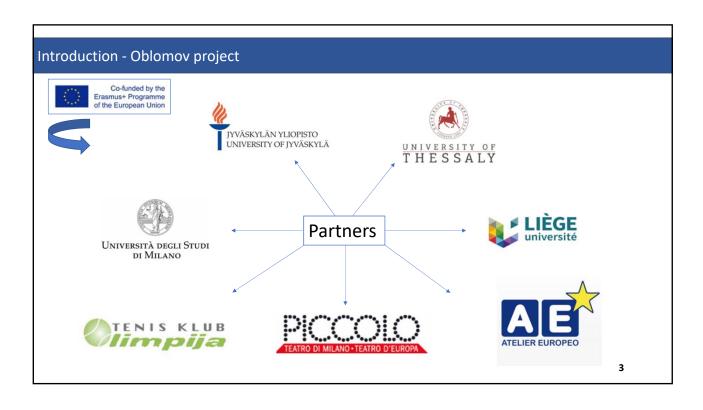
Foster knowledge and integration of healthy behaviors among Belgian pupils : impact of the Oblomov methodology



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Goals of the project





- 1. Promoting an *active and healthy lifestyle* among pre-adolescents (11-13 years-old)
- 2. Developing autonomy, *creativity*, and *cooperation*
- 3. Using new technologies
- 4. Involving *youths' entourage* (parents, family, school, associations)
- 5. Producing resources for *sustainable changes*

5

General and specific principles Pen scenario heater (Piccolo Teatro di Milano, Italy) igh ntensity nterval raining 6

General and specific principles

1. HIIT = at least as efficient as moderate intensity endurance training (MIT) and... (Eddolls et al., 2017)



- 1. Time-efficient
- 2. Shorter distances and duration
- 3. Obese/sedentary kids can participate with others
- 4. Natural children's movements are mostly intermittent
- 5. Less boring and funnier

(Vitale, 2018; Bailey et al., 1995; Milanovic et al., 2015)

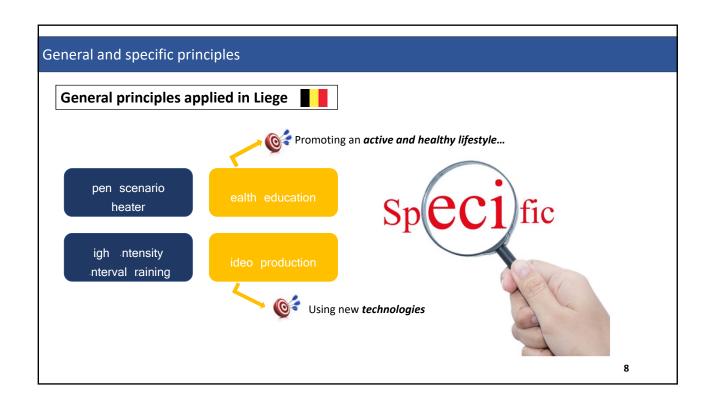
2. Imaginary context of the exercises/lessons = motivation to be physically active... (Pasetti, 2018)



- 1. Complete transformation of an ordinary lesson by the imaginary context
- 2. Imagination = fun and engagement factor
- 3. Distracts from the strenuousness of the effort
- 4. Makes possible to repeat exercises without realising it

(Brougère, 2010 ; De Sousa Morgado & Jidovtseff, 2017 ; Terré, 2015)

7



Purposes of this study

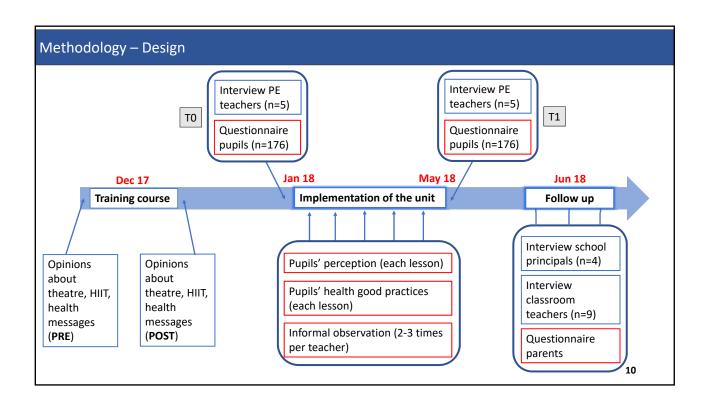


- 1. To analyse the impact on pupils of a 10 lessons-unit applying Oblomov's principles :
 - ➤ Effects on pupil's health knowledge?
 - Quality of the video productions ?

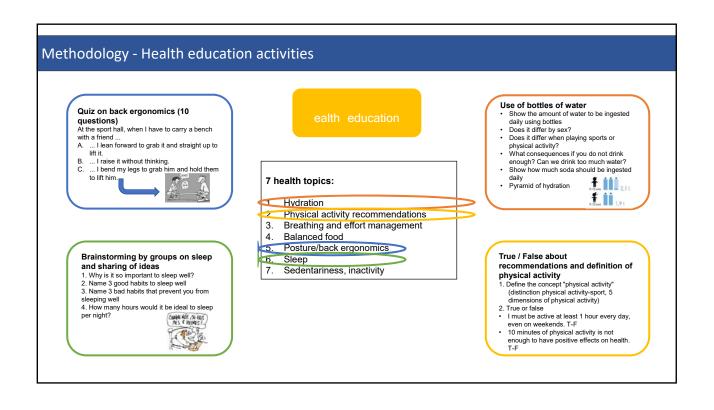


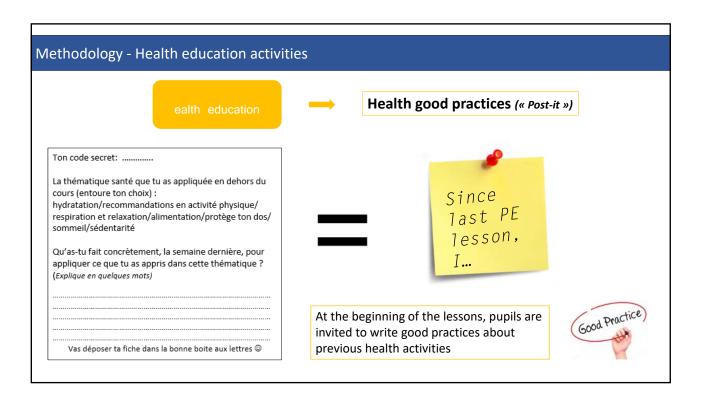
- 2. To determine how the Oblomov-unit is able to encourage pupils to adopt an active lifestyle:
 - > Effects of health good practices proposed by the pupils?
 - ➤ Parent's involvement in the project

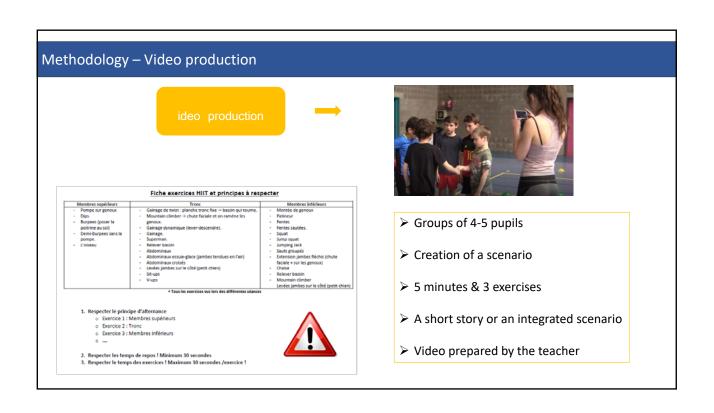
9



	L1	L2	L3	L4	L5	L6	L7	L8	L9-L10
Open scenario	National Geographic	Eurosport and The Olympic Games	24	Survivors	Ninja Warrior	Fort Boyard	The Simpsons	Favorite lesson	Video
HIIT Protocol	10 x 20s <u>Rest</u> = 90sec (Ratio 1 :4)	10 x 20s Rest = 90sec (Ratio 1 :4)	10 x 30s Rest = 90sec (Ratio 1 :3)	10 x 30s Rest = 90s (Ratio 1 :3)	10 x 40s Rest = 90s (Ratio 1 :2)	10 x 40s Rest = 90s (Ratio 1 :2)	10 x 45s Rest = 90s (Ratio 1 :2)	10 x 45s Rest = 90s (Ratio 1 :2)	Video
Health Topic	Hydration	Physical Activity	Breathing and Effort Management	Balance Food	Back Ergonomics	Sleep	Sedentari- ness and Inactivity	General knowledge about sport	Video
1 Scena	ario : Caught by	their TV, chile	dren are going	g to travel fr	om one TV :	show to ano	ther		
2 HIIT	. •		the effort du ctives, muscle	•	45s)		4		









Results

Health knowledge

- Positive influence on children's health knowledge (3.22 Vs 4.37; p-value<0.000)
- Significant improvement <i> **BUT** also significant deficiencies!

	T0	T1	p-value
Health knowledge	3,22	4,37	< 0.000
(/10)			

➤ Underlines the need of actions to improve pupil's health knowledge



➤ Health education was not Oblomov primary goal





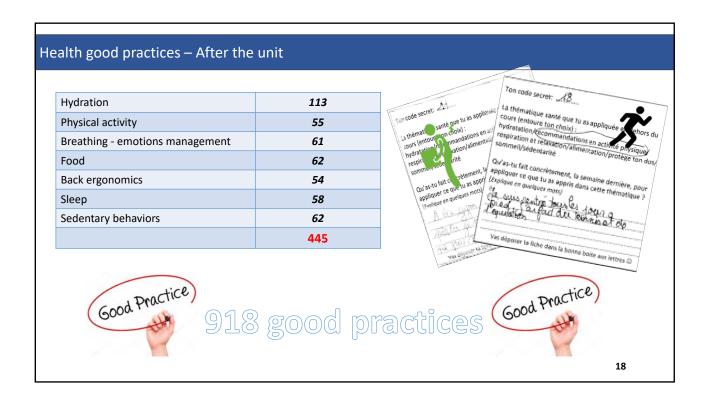


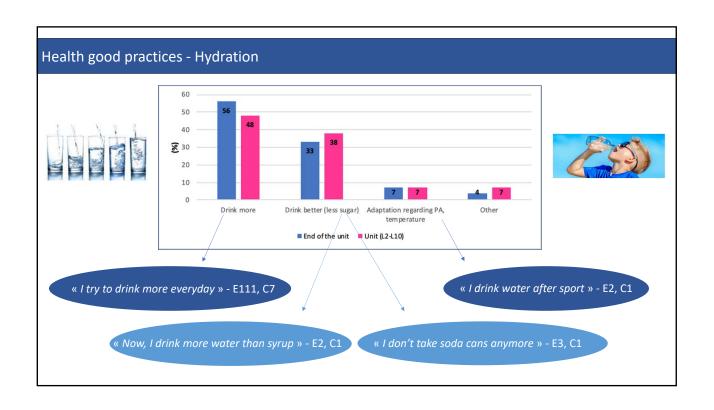


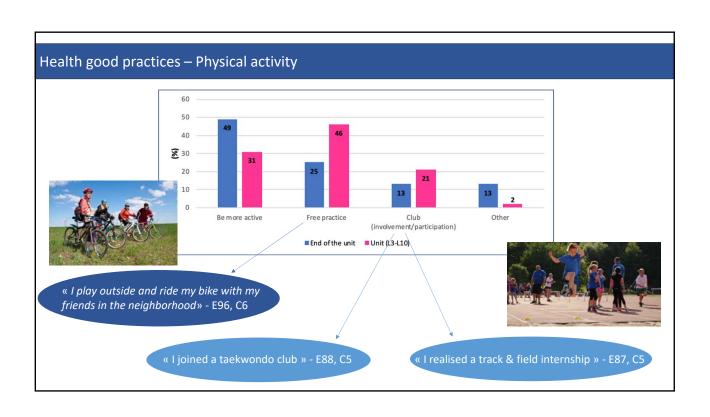
- 1. PE = effective tool
- 2. PE & PE teacher: role to play in health education
- 3. // PE Curriculum reform in Federation Wallonia-Brussels

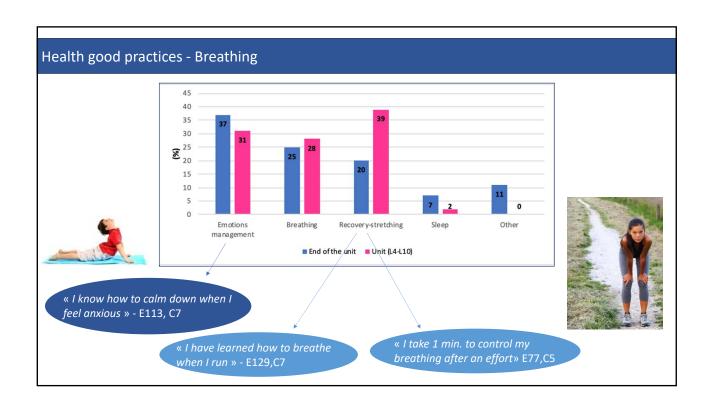


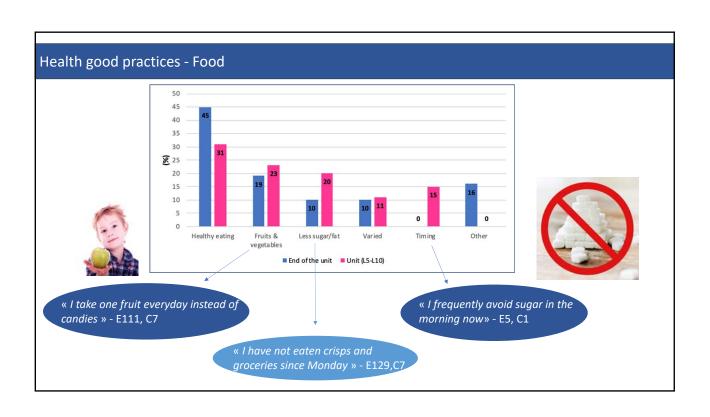
Health good practices - During the unit Class Hydration Physical Relaxation, Back Sleep Sedentary Overall activity breathing ergonomics lifestyle /pupils 25 21 10 21 4,5 6 involvement C2 15 20 9 24 **C3** 9 2 0 0 0 18 19 0,9 Classroom C4 18 12 0 31 16 1,9 behavior C5 11 0 18 19 0,9 4 0 0 **C6** 26 18 20 24 21 25 2 136 32 4,3 Teacher **C7** 21 13 12 19 19 24 3,9 involvement 25 C8 19 18 22 22 100 4 13 6 0 Number 100 101 51 57 53 55 423 6 2,4 More opportunities Less opportunities to to complete complete Overall number Link theory-practice = necessary in health promotion at school (Poland et al., 2010) Accountability = PE teacher's responsibility to produce concrete changes for pupils (Clements, 2013) « Societal transfer » (Cloes, 2010) ; « Transfer » (Hellison, 1995) 17



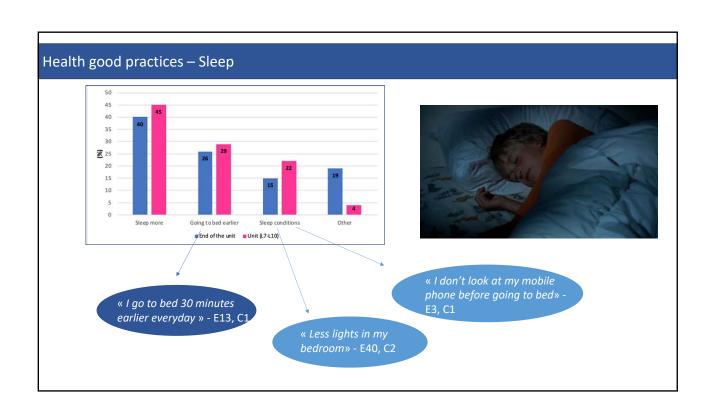














Conclusion

25

Conclusion Pleasure Achievement Movement Interaction Autonomy Autonomy Realth education activities Health good practices sharing

