

Welcome!







Free competition challenging
4th to 6th class primary school
children to run their own
randomised trial in the classroom

https://startcompetition.com/

Workshop Outcomes

By the end of today, you will:

- See how a child-led trial links to the curriculum and supports UDL
- Get practical tools for guiding trials in class
- Gain resources to support inclusive practice







The START Competition Step-by-step



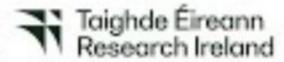












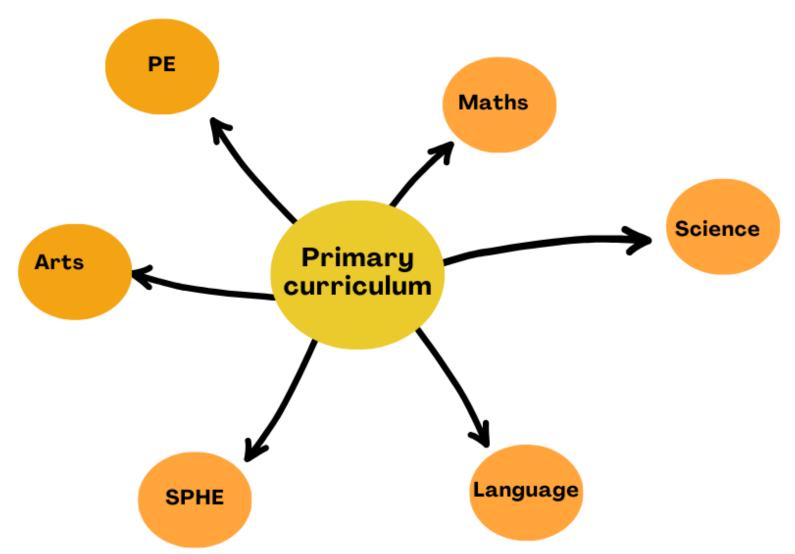


The START Competition Linking the primary curriculum and UDL



















Maths

Students analyse data and apply critical thinking when comparing trial results.

Science

Hands-on trials develop skills in observation, reasoning, and scientific inquiry.

Language

Team discussions help students communicate ideas clearly and effectively.







SPHE

Projectson health and personal growth build self-esteem and responsibility.

Visual Arts

Oreativepresentation of findings nurtures confidence and artistic expression.

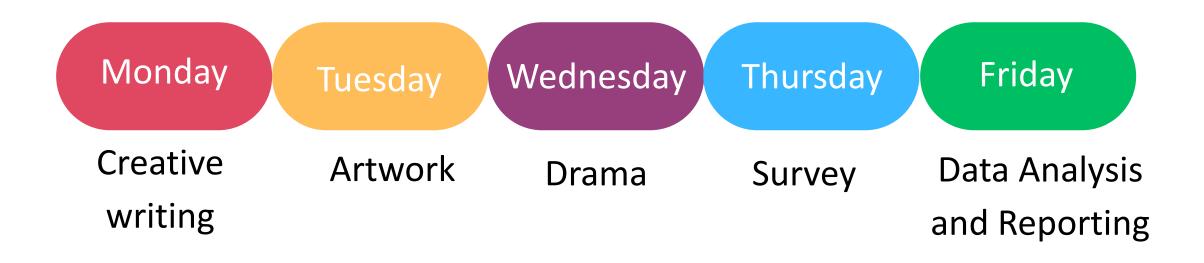
PE

Physical activity trials connect movement to health knowledge.



St. Cuana's trial:

Does homework make children feel stressed?



Teamwork, thinking outside the box

How we learned through S.T.A.R.T

English:

Art:

- How to write letters.
- Designing posters.
- Presuasive writing.
- Colouring.
- How to present our presentations.

Maths:

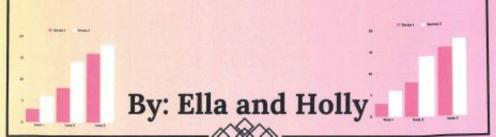
Science:

- Averages.
- · Randomised trial.

- Addition.
- · What is critical thinking skills?

· Patterens.

- · Clinical trial.
- · How to use stopwatch.
- How to collecting data.





"As a class teacher in a DEIS Band 1 school, where our students face significant social and economic challenges, I was so impressed by the impact this cross-curricular project had on my class [...]

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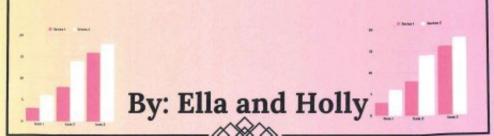
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[...] The hands on approach not only engaged every student, but also provided them with a high-quality learning experience.

It was so rewarding to witness the student's enthusiasm and creativity as they tackled the trial.
[...]

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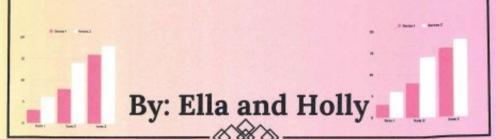
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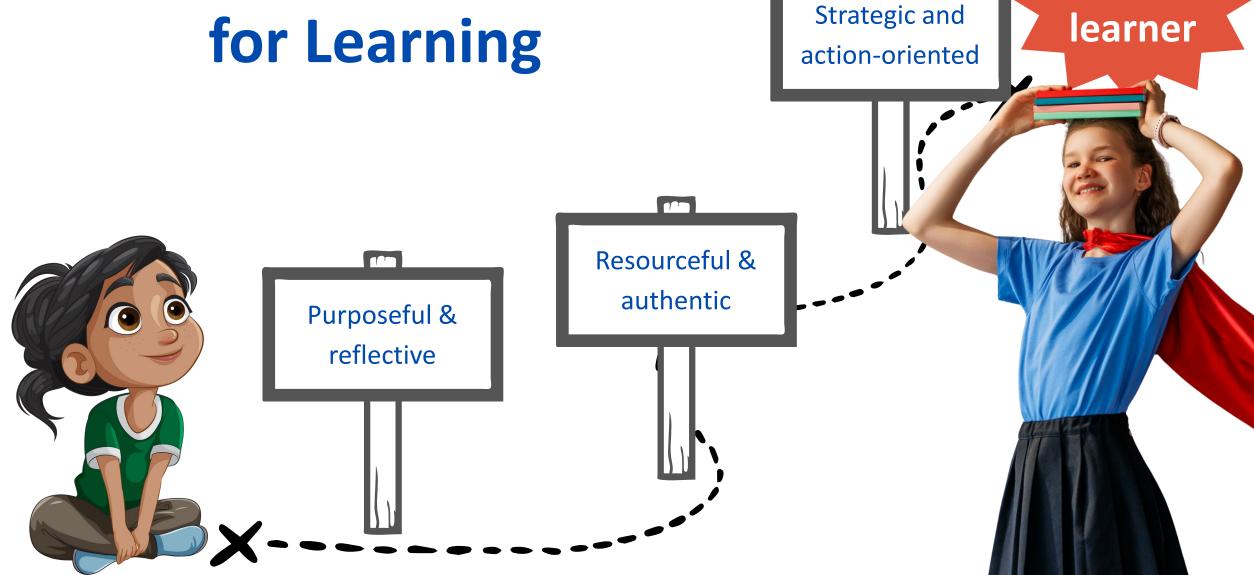




[...] It opened the door to many genuinely thought-provoking conversations. Our project explored the concept that with the right opportunities, all learners can thrive."

Joan Byrne, Trinity Primary School, Tuam

Universal Design for Learning



Confident

Engagement (Choice & Collaboration)



START Competition

Representation (Supports & examples)

Action and expression
(Multiple outputs)



Activity 1







Choose an **observation** that resonate with your class.

For example:

Observation



Noise makes it hard to concentrate



Choose an **intervention** that could have an impact on the observation.

Example:

Intervention

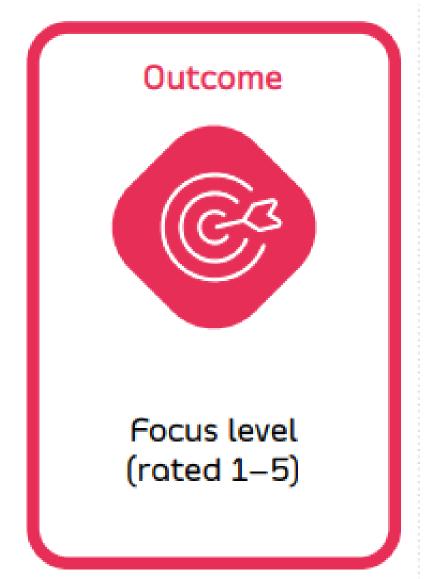


Working in silence / with noise

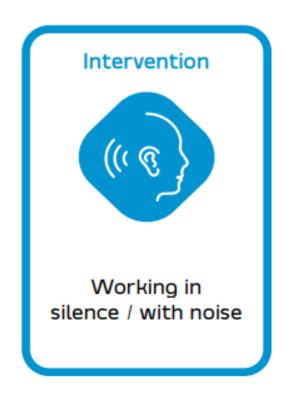


Select an **outcome** (how will you know if your intervention worked? How will you measure?)

For example:









Refine your question.

Example: Does working in silence help children concentrate better compared to working with noise?





The KITE Framework

Choose your Trial Question and Select your Outcomes



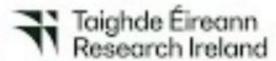












Activity 2:

Example

Refine your question using the KITE Framework

Research Question	K (Kids/Key Group)	I (Intervention)	T (test and comparison)	E (Evidence of change, outcome)
Does eating fruit at breakfast improve performance in maths? (Compared to not eating fruit at breakfast)	3rd class students	Eating fruit at breakfast before school	Compare with students who do not eat fruit at breakfast	Maths test scores





Activity 3: Randomisation Demo





Dividing Participants into Groups



We divided the participants into two groups by getting the randomized spinner on the laptop.



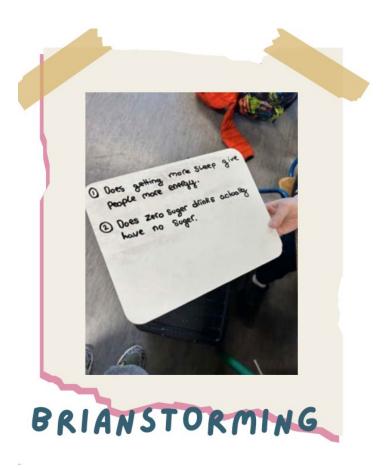
Activity 4: Mini-trial walkthrough

"Does 15 minutes of video games affect concentration?"

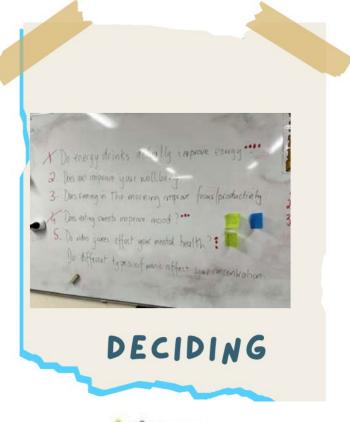


5th and 6th class, St Fintans BNS, 3rd place 2025

Step 2: Choosing a trial question











Step 3: Selecting our outcomes

Play video
games/other
activity for 15
mins

SELECTING OUR OUTCOMES

. Score t

Score the task and compare results

Complete a maths task afterwards

Interview the participants about their concentration levels

Step 4: Collect consent

CONSENT



Consent Form

About our study:

We are conducting a study to investigate how different activities affect our concentration in school.

What you will do:

- You will take part in an activity, such as playing a game on the ipad or doing mindfulness colouring.
- 2. You will then do some school work for 10 minutes.
- 3.Afterwards, we will ask you some questions.
- 4. We will also examine the results of the school work you completed.

The benefits of taking part:

- You might learn something new about how your mind works and the activities you take part in.
- You will take part in enjoyable activities.
- You are helping us in our research/science project.

The disadvantages of taking part:

You don't get to choose the activity you want to do.

The fine print:

☐ You may	leave th	ne study	αt	any	point
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	I under:	stand	what	the	study	is	about
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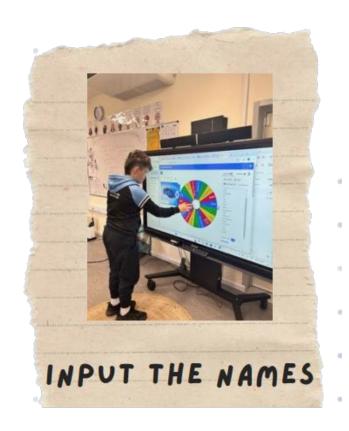
Signed:	
Date:	

Thank you for your participation





Step 5: Divide participants into groups (randomisation)







Step 6: Keep it secret (if you can) Blinding

"We are conducting a study to investigate how different activities affect our concentration in schools"



Step 7: Conduct your study









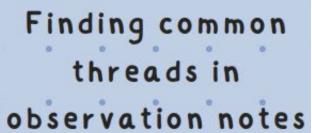




Step 8: Report your findings

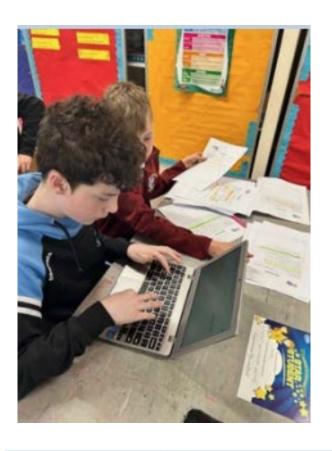








Drawing graphs



Writing the project





Key messages from today



- Engaging, hands-on, inclusive
- Support UDL
- Strong links with the curriculum
- Builds critical thinking, teamwork, and confidence



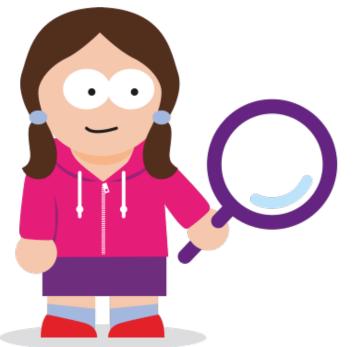
How to get started?



- Visit the START website: <u>startcompetition.com</u>
- Register your class
- Timeline reminder:
 - Competition is open
 - Closing date: 26 March 2026
 - Award Ceremony: 15 May 2026



Support & Questions



- Planning Guide
- Website



start.competition@universityofgalway.ie