West Bromwich Albion F.C. Academy

**LiteracyPlanet usage:** Under 9s to Under 14s.

**Key uses:** Homework and English sessions.

**Why LiteracyPlanet?** The Premier League’s choice to support English in the school release programme.

### Improving English skills in competitive learners

LiteracyPlanet is engaging the students in literacy without them fully realising they are practicing and learning new English skills, as they enjoy the competition element of the software.

Simon Crockett, Education Officer

West Bromwich Albion Football Club (WBA) is a professional English football club with a Premier League Academy focused on developing the best and brightest young footballers in the West Midlands.

**Why did WBA Academy choose LiteracyPlanet?**

WBA’s Academy was given the opportunity to use LiteracyPlanet for its students as part of an agreement with The Premier League.

The Premier League aims to provide a world-class education via inspirational and innovative teaching, as part of its Elite Player Performance Plan (EPPP).

LiteracyPlanet is suitable for students from both English and non-English speaking backgrounds, and the gamification is particularly appealing to competitive students.

These aspects make it an engaging and effective learning tool for the Academy.

It’s just a positive experience for all the students.
How WBA Academy uses LiteracyPlanet

LiteracyPlanet is used as a learning tool for all players on WBA Academy’s school release programme.

The under 9s to under 11s use it in their homework club sessions at the end of their school release programme. The under 12s to under 14s use it during their English sessions within the education programme.

Students particularly enjoy LiteracyPlanet’s automated learning mode which maps out an age appropriate adventure challenge, made up of curriculum-aligned literacy exercises.

Other popular elements include multi-player games, leaderboards, and virtual rewards and points associated with doing well.

According to Education Officer Simon Crockett the competitive and gamified elements successfully engage the students in learning without them even realising.

“LiteracyPlanet is engaging the students in literacy without them fully realising they are practicing and learning new English skills, as they enjoy the competition element of the software,” he said.

“As the students are all young football players, they have naturally competitive characters, so the competition element keeps them engaged.”

The under 12s to under 14s aim to beat each other, and therefore, concentrate more on the task. The younger students enjoy earning points to customise their avatar and spinning the prize wheel if they achieve 100% accuracy on a task.

“It’s just a positive experience for all the students,” said Mr Crockett.

As the students are all young football players, they have naturally competitive characters, so the competition element keeps them engaged.