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[Press Kit](#)

## **Free app will help tackle school behavioural issues after successful 51-school pilot**

**June 4, 2019** – Educational publisher LifeGames has announced the upcoming launch of a free app designed to address the increasing behavioural issues in UK and Irish schools after statistics reveal an urgent need for social skills development in the current education system, and a recent pilot programme involving 51 schools receives an overwhelmingly positive response.

The free LifeGames app will be preloaded with a collection of 40+ classroom activities and games for three age groups (3-5, 6-9, 10-12), covering key areas such as empathy, respect, responsibility, problem solving, conflict resolution, effective communication and confidence.

A further 320+ activities and games will be accessible via the LifeGames app and a variety of packages will be available to suit even the most thinly stretched educational budget.

It comes after a survey of 227 teachers found that:

- 99.6% agreed when asked if better social skills and traits like empathy, compassion, trust, respect and responsibility could help create a better society
- 98.7% agreed when asked if they thought schools have an important role to play in developing these skills and traits in children
- 77.1% agreed that schools could do more to help develop these social skills and traits
- 86.8% said they were likely to use a product that helped develop these skills and traits
- 89.9% said they'd use such a teaching product at least once a week
- Empathy was the most lacking of social skills taught in the current education system, with others such as compassion, respect, cooperation and responsibility also mentioned.

The pilot programme, launched in January 2019, involved 51 schools across the UK and Ireland trialling a selection of LifeGames classroom activities, and was met with an overwhelmingly positive response, with 216 reviews rating the simplicity, popularity and effectiveness of the activities 4 out of 5. Teachers reported that students were motivated and engaged by the activities, felt better able to express themselves, were more respectful of others, and had a greater sense of responsibility after completing the activities.

*“There is a crisis in many schools - and the world at large - where an increasing disconnection of people is causing a breakdown in basic respect and compassion for others,”* says LifeGames founder Colin Turner. *“These traits should never be the luxury of a few or left to chance. If we have the tools and institutions in place to provide a full education for our children, then a good grounding in social and emotional intelligence should definitely be a part of that. And that’s what LifeGames offers.”*

With The Guardian recently reporting that 1 in 4 teachers experience violence from pupils every week, and that schools have been told to stop using exclusions to boost their results, educational professionals across the UK and Ireland are coming under increasing pressure to manage unruly behaviour in the classroom.

While The Department for Education has announced a £10 million initiative to address bad behaviour at more than 500 schools, many in the industry express criticism, voicing concerns that schools will resemble penal institutions with zero tolerance policies and the initiative will fail to get results.

*“We know that teachers are overloaded already so we wanted to make it easy and fun to pass on really useful life learning through our app and books,”* explains Colin. *“The games are short, simple and don’t require any special training or materials. We also know from a study conducted by the Lego Foundation that kids learn better and faster through the medium of play, so it’s wins all round. The teachers and students have fun and everyone takes away something useful from the games.”*

The LifeGames app will be available to download via Google Play and the App Store from August 2019 with print books available shortly thereafter.

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### **About LifeGames**

LifeGames is a new educational publisher that provides teaching resources to schools to improve life, social and awareness skills. Via a downloadable app and three-book series, fun group activities aimed at 3 to 12 year olds teach essential life and social skills such as empathy, respect, cooperation, sharing, trust, resilience, responsibility, and much more through the medium of play.

[www.lifegamesbooks.com](http://www.lifegamesbooks.com)

### **Sources:**

LifeGames survey results:

<https://lifegamesbooks.com/news/2019/07/01/press-kit/>

LifeGames pilot program 2019 results:

<https://lifegamesbooks.com/report/results.cgi>

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<https://www.theguardian.com/education/2019/may/05/schools-exclusions-review>

Dept. of Education announcement:

<https://www.tes.com/news/bad-behaviour-more-500-schools-be-tackled-dfe>

Lego Foundation study:

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