



# Our Special Island

## Pilot Program in Tonga



## The Innovation

**A game-based educational platform for young children in Tonga that inspires positive attitudes towards healthy eating and traditional foods through play, music and culture.**

*Our Special Island* (**Motu Ta'e'iloa** in Tongan) is an educational pilot program designed for Tongan children in their first or second year of school. The main resource is a fun tablet application that engages children in learning through play, as they grow and collect healthy food items to use to make traditional meals.

Two Tongan characters, Kelela and Pulotu, support the player, while Maui-Kisikisi, the youngest son of the great Polynesian cultural hero Maui, helps out with the cooking.



Photo by Ben Kreimer



## The Pilot

<b>When:</b>	June 2017 – June 2018
<b>Where:</b>	11 primary schools across the island of Tongatapu in Tonga
<b>What:</b>	Tablet application, board game, flashcards and worksheets
<b>Who:</b>	Year 1 and Year 2 students (ages 6 and 7)



Photo by Ben Kreimer

Print resources in the form of a board game, flashcards and worksheets have also been designed to support existing health and nutrition lessons in the classroom, and to extend the messaging in the app.

*Our Special Island* is an enjoyable, interactive way to increase children's awareness of the fresh, local foods that are available around them, while promoting a positive attitude towards healthy eating.

The program has been developed through a partnership between the [Australian Government](#) and the [LAUNCH Food](#) platform, and is supported by the [Ministry of Education and Training, Tonga](#). It is being delivered by game-based education application developer [Millipede](#).

[launch-legends.com](http://launch-legends.com)





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## Evaluation Results in Tonga



Photo by Rachael Imam

### The Conclusion

At the conclusion of *Our Special Island*, an end-of-pilot evaluation was conducted by Millipede and SecondMuse between July and September 2018.

The results confirm that innovative technologies are an effective education tool in increasing awareness of healthy food options and shifting children's preferences towards healthy food.

*Our Special Island* demonstrates the potential for innovative technology to affect positive change to health and nutrition in the region.

### The Goals

- Raise awareness about the value of play-based and game-based learning using innovative technology
- Increase awareness of healthy food options, especially local foods
- Shift children's preferences towards healthy food



Photo by Rachael Imam

### Key Outcomes



33%

increase in students' ability to draw healthy foods



77%

increase in students' ability to differentiate between healthy and unhealthy food examples



x<sup>2</sup>

double the number of teachers feeling 'very confident' using an iPad as a teaching tool by the end of the pilot

9/10

teachers recognise the benefits of using play and games to support young children's learning by the end of the pilot



4/11

schools organise unprompted healthy food presentations of songs, games and in-class cooking



The full pilot program and evaluation report can be found online at [launch-legends.com](https://launch-legends.com)