



Digital Teachers, Digital Principals

*Transforming the Ways We
Engage Students*



**Matthew Brown
Julie Evans
Robert Miller
Kari Stubbs
June 30, 2015**

Today's Discussion

Introductions

BrainPOP Quiz: What do you know?

White Paper Findings

Panel Discussion

Your thoughts, ideas, comments





*Use your devices to
tweet your ideas or
comments during
today's session:*

#ISTEdigital

#ISTE2015

@EdTechMatthew

@JulieEvans_PT

@RobrtMiller

@KariStubbs

BrainPOP Quiz Time!

Do you know teachers?

What grade level says they are using digital content in their classroom?

Pick the grade level where you think teachers are **most likely** to be using these resources. You only get to choose one grade level per content type!

Digital Content Type	Elementary School Teachers K – 5	Middle School Teachers Gr 6-8	High School Teachers Gr 9-12
Online Textbooks			
Simulations			
Games			
Online Videos /Movies			
Self-created Videos/Movies			

Do you know teachers? Who says they are using these types of digital content in their classroom?

Digital Content Type	Elementary School Teachers K – 5	Middle School Teachers Gr 6-8	High School Teachers Gr 9-12
Online Textbooks	27%	30%	29%
Simulations	5%	13%	17%
Games	40%	24%	14%
Online Videos /Movies	62%	64%	61%
Self-created Videos/Movies	9%	14%	14%

Source: Speak Up 2014
41,802 Teachers

Introducing a special white paper

Digital Teachers, Digital Principals: Transforming the Ways We Engage Students

A special collaboration with



The more you know, the more you know!®

Speak Up National Research Project

Annual national research project

- Using online surveys + focus groups
- Surveys for: K-12 Students, Teachers, Parents, Administrators, Community Members
- Special: Pre-Service Teachers in Schools of Education
- Open for all K-12 schools and schools of education
- Schools, districts & colleges receive free report with their own data

Inform policies, plans & programs

- Local: your stakeholder data
- State: state level data
- Federal: national findings

**4 million
surveys since
2003**

What has greatest potential to impact student success readiness?

Administrators say:

- 1. Enhancing teacher effectiveness**
- 2. Integrating 21st century skills into curriculum**
- 3. Leveraging technology more effectively**

What has greatest potential to impact student success readiness?

Administrators say:

1. Enhancing teacher effectiveness
2. Integrating 21st century skills into curriculum
3. Leveraging technology more effectively
 - *Blending online with F2F*
 - *Integration of mobile devices*
 - *Use of digital content*

Teachers' use of digital content in the classroom

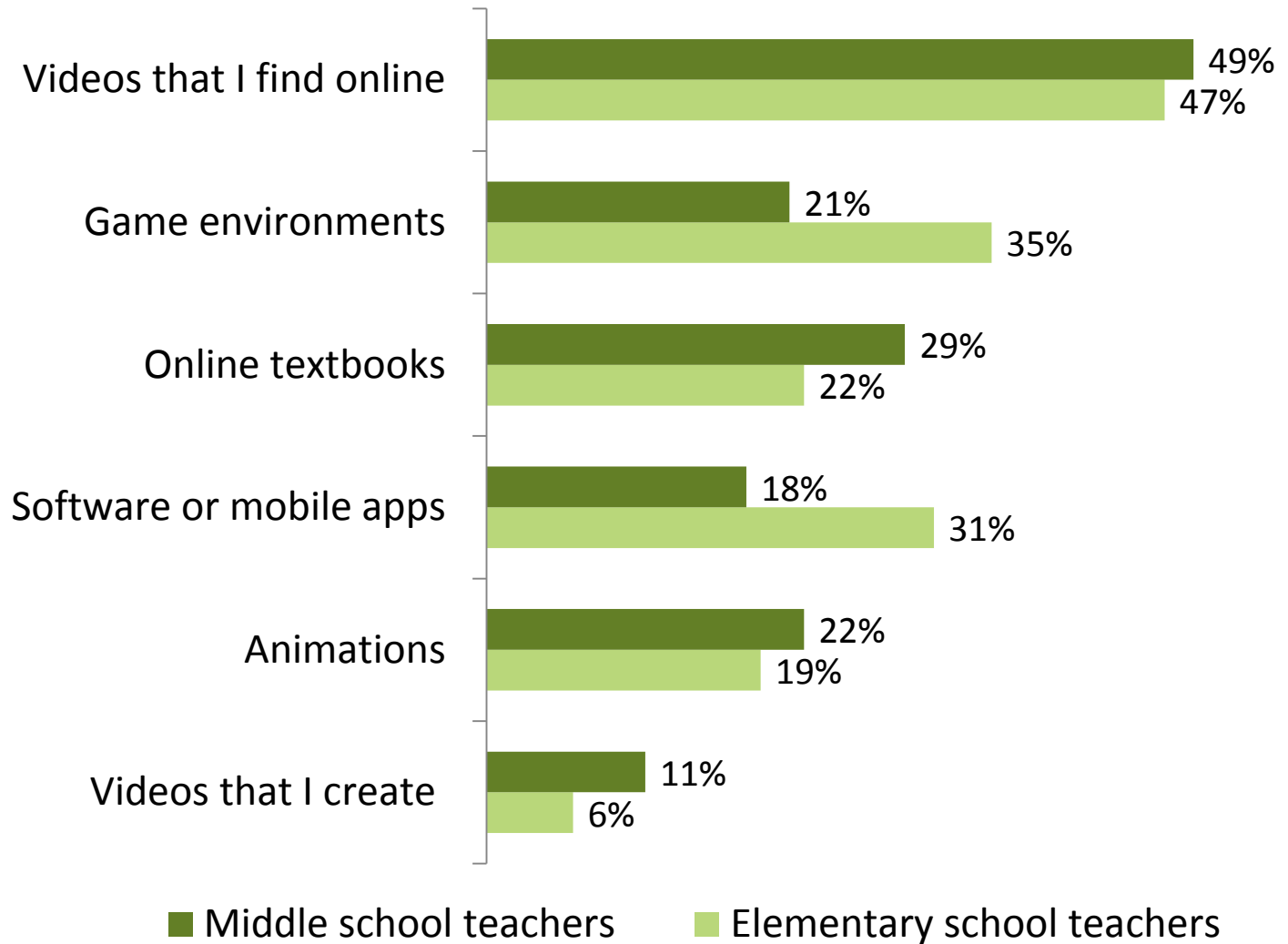
“Use of digital content helps students develop critical thinking and problem solving skills”

2009: 27% of classroom teachers

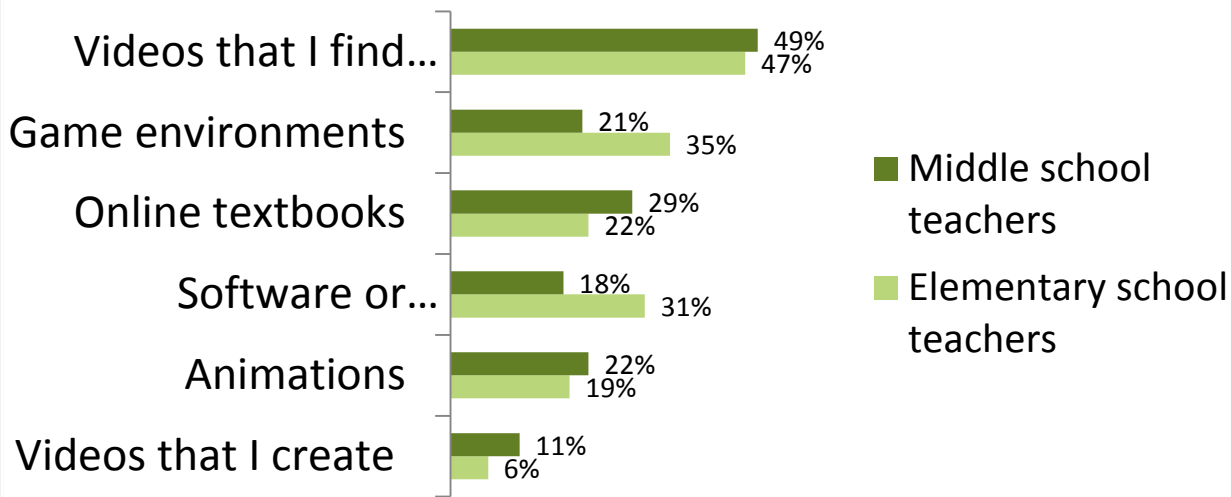
2013: **38% of classroom teachers**

2014: **50% of teachers in blended classrooms**

Teachers' use of digital content in the classroom



Teachers' use of digital content in the classroom



Digital games/Game-based environments:

1. Increase in teacher interest
2. Increase in administrator interest
3. High interest of students

How to support the greater adoption of digital content?

- Examine role of **digital games as an entry point** for digital content adoptions in the classroom
- Learn from the values, attitudes and behaviors of **teachers who use digital games** in their classroom (*25% of teachers*)
- Learn from the **principals who are supporting digital games** within their school (*1/3 of principals*)

What are the benefits of using digital games within learning?

Benefits of using digital games	Teachers who are using digital games in their classroom	All teachers
Increased student engagement in learning	88%	74%
Address different learning styles	80%	63%
Help students reinforce learning	62%	49%
Provide practice opportunities for students	59%	46%
Differentiate instruction	59%	48%
Help students visualize different concepts	51%	40%
Introduce new concepts within lessons	50%	41%

How does technology use within instruction impact your students' success?

Student outcomes	Teachers who are using digital games in their classroom	All teachers
Students are more motivated to learn	70%	53%
Students develop critical thinking and problem solving skills	49%	38%
Students develop creativity skills	48%	39%
Students take ownership of their learning	39%	30%
Students develop collaboration skills	37%	30%

How does technology use within instruction impact your effectiveness as a teacher?

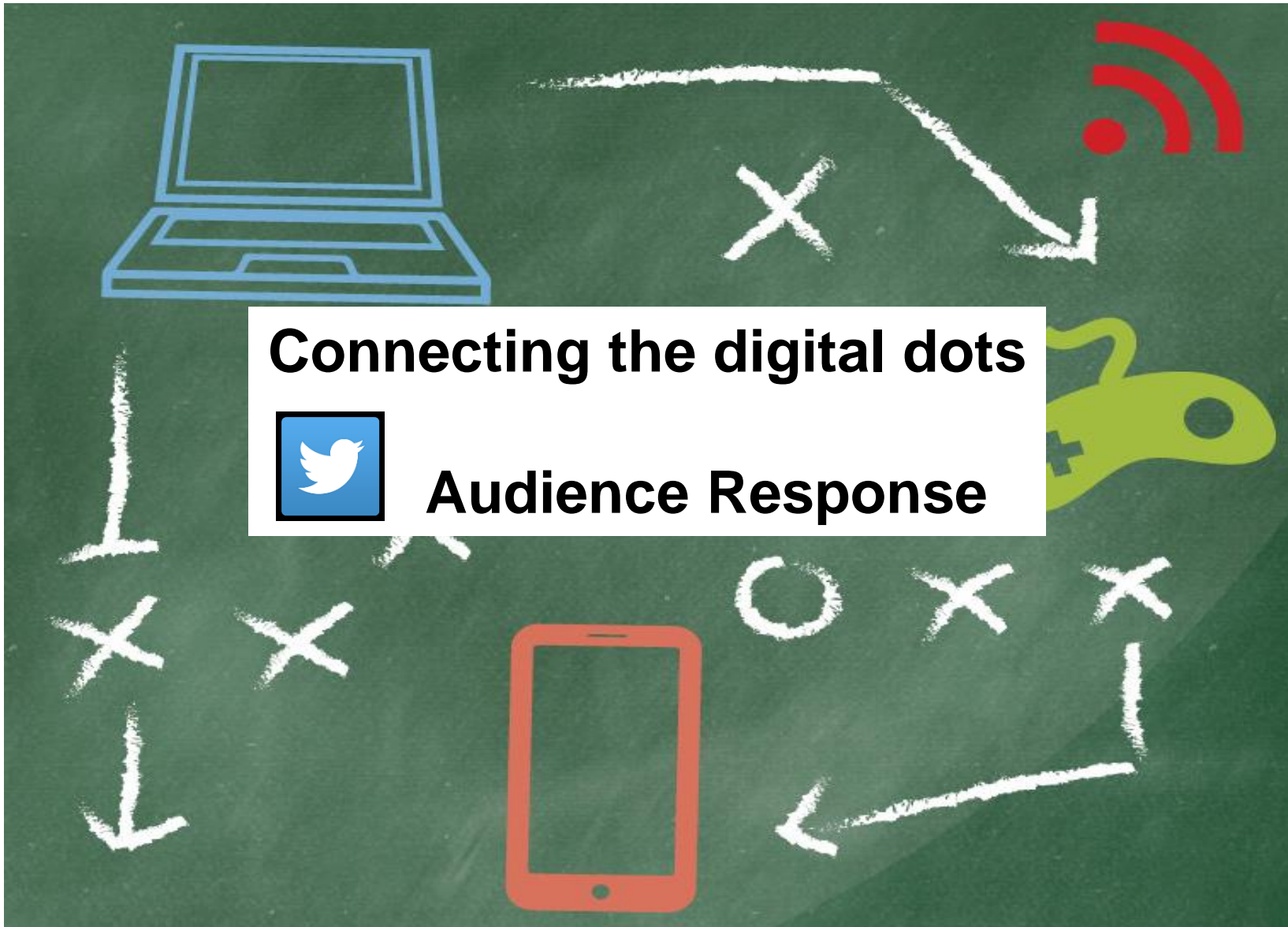
Teachers who are using digital games in their classroom say that games have:

- Improved their productivity
- Increased classroom management effectiveness
- Provided time to differentiate instruction
- Made it easier to assess student learning

What are the benefits of digital content usage within instruction?

Principals who say digital games are transforming teaching & learning at their school say:

- Increase student engagement (72%)
- Extend the learning day (63%)
- Personalize instruction (54%)
- Increase relevancy and quality of instructional materials (52%)
- Improve teachers' skills with using technology





*Use your devices to
tweet your ideas or
comments during
today's session:*

#ISTEdigital

#ISTE2015

@EdTechMatthew

@JulieEvans_PT

@RobrtMiller

@KariStubbs

Expert Panel Discussion

Matthew Brown

Lafayette Sunnyside Intermediate

Robert Miller

Port Orange Elementary

Dr. Kari Stubbs

BrainPOP



Be part of the discussion



Your comments/thoughts/questions

More Speak Up? www.tomorrow.org

National Speak Up reports and infographics

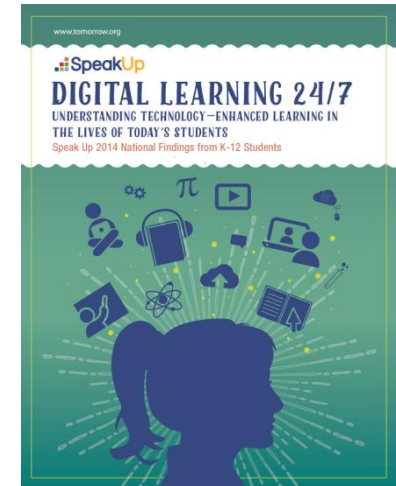
Targeted and thematic reports

Digital learning trends

Mobile learning & social media

Games in the classroom

Blended learning outcomes



Presentations, podcasts and webinars

Services: consulting, workshops, evaluation and efficacy studies

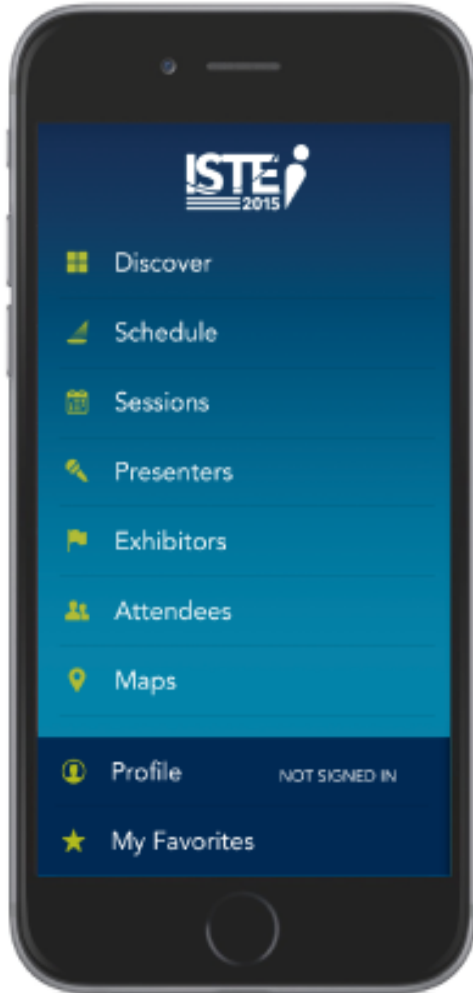
Speak Up Opens October 1



Thank you for this conversation!

Matthew Brown
Julie Evans
Robert Miller
Kari Stubbs

Speak Up Data: copyright Project Tomorrow 2015
This work is the intellectual property of the author. Permission is granted for this material to be shared for non-commercial, educational purposes, provided that this copyright statement appears on the reproduced materials and notice is given that the copying is by permission of the author. To disseminate otherwise or to republish requires written permission from the author.



Tell us what you think!

There are two ways to provide feedback on this session:

- ISTE 2015 mobile app
- isteconference.org/feedback