Speak Up International
Lower Secondary Student Survey

1. **What type of school do you attend?**
    - Primary for students ages 5 to 11 years old
    - Lower secondary for students ages 11 to 13 years old
    - Upper secondary for students ages 13-16 years old

2. **Are you a…**
    - Girl
    - Boy

3. **How would you rate your technology skills compared to other students in your class?**
    - Advanced - I know more than others
    - Average - I know about the same as others
    - Beginner - I am still learning how to use technology

4. **Which of these things do you do for schoolwork? (Check all that apply)**
   - Create videos or movies to demonstrate what I have learned
   - Play digital games for learning (like BrainPOP's GameUp)
   - Post content I create online (like writings, videos, artwork)
   - Post to class blogs or class discussion board
   - Read e-books or online articles on a mobile device
   - Take an online class
   - Take notes on a mobile device
   - Take photos of school assignments or textbook pages using a mobile device
   - Take tests or quizzes online
   - Text my teacher with questions
   - Text other students for class or homework help
   - Use a mobile device to look up information in class
   - Use educational mobile apps (like graphing calculator, language translator, vocabulary lists)
   - Use online curriculum as part of my class
   - Use online textbooks
   - Use social networking sites to work with classmates on a project
   - Watch an online video or movie in class like from BrainPOP
   - Watch online videos or movies I find myself to help with homework/studying

5. **What obstacles do you face using technology at your school? (Check all that apply)**
   - Internet access is not schoolwide
   - Internet is too slow or inconsistent
   - Lack of computers for students to use at school
   - My school blocks websites I need for schoolwork
   - Not allowed to text with classmates
   - Not allowed to use my mobile devices at school
   - Not allowed to use social media
   - Teachers don't know how to use technology for learning
   - Teachers limit our technology use
   - Too many rules against using technology
   - I rarely use technology at school
   - Other

6. **Which of these mobile devices do you have for your own use (but not provided to you by your school)? (Check all that apply)**
   - Cell phone without Internet
   - Smartphone with Internet (like iPhone, Samsung Galaxy)
   - Laptop
   - 2-in-1 laptop (a laptop that can turn into a tablet)
   - Web-based laptop (like Chromebook)
   - Tablet (like an iPad)
   - Digital reader (like Kindle or Nook)

7. **Which of these are true for you most of the time when you are at school? (Check all that apply)**
   - I use my own mobile device (smartphone, tablet, laptop) to help with schoolwork
   - I use a laptop in class that my school gives me to use
   - I use a tablet in class that my school gives me to use
   - I use a Chromebook in class that my school gives me to use
   - I use computers in the computer lab, library, or media center to help with schoolwork
   - I do not regularly use technology when I am at school

8. **What would be the BEST device to use for each of these schoolwork tasks?**

Options:

- Smartphone
- Laptop
- Tablet
- Digital Reader

Answer choices:

- Access an online textbook
- Access social media
- Check grades
- Connect with classmates
- Connect with teachers
- Create a PowerPoint
- Create a video
- Do Internet research
- Play a digital game
- Read online articles or books
- Take an online test
- Take notes in class
- Watch an online video or movie
- Work on a school project with a group
- Write a report

9. **Do you think it is important for every student to be able to use a mobile device like a laptop, tablet, or Chromebook during the school day to support schoolwork?**
   - Yes
   - No
   - Not sure

10. **Do the majority of your academic classes follow an International Baccalaureate curriculum?**
    - Yes
    - No
    - Not sure

11. **Check the box if you agree with these statements. As a result of using technology, I am...**
   - Collaborating with other students more
   - Communicating with my teacher more often
   - Getting better grades and test scores
   - Developing creativity skills
   - Developing critical thinking and problem solving skills
   - Forming better inquiries about the world and my learning
   - Gaining a better understanding of the class material
   - In control over my learning
   - Learning at my own pace
   - Learning in a way that fits my learning style
   - More likely to complete homework assignments
   - More interested in what I am learning in class
   - Participating more in class discussions
   - Spending more time mastering a skill or learning something
   - Taking ownership for my learning
   - Using time at home for extended learning
   - Using what I know to solve problems

12. **Many people around the world are interested in having more students pursue careers in science, technology, math, or engineering. Are you interested in a job or career in any of these fields?**
   - Yes, I am very interested in those career fields
   - I am somewhat interested
   - I am not interested
   - I am not sure about my level of interest

13. **How would you like to explore future careers or get prepared for a future job? (Check all that apply)**
    - Earn a micro-credential or digital badge
    - Get real life experience (like working a part-time job, internship, or volunteering)
    - Go to summer camp (like space camp)
    - Learn about careers through social media
    - Learn from teachers who have worked in the professional field before becoming a teacher
    - Let career professionals teach lessons at school
    - Participate in an after school programme
    - Participate in competitions to see how I rank compared to other students interested in that career
    - Play an online or digital game about a career
    - Shadow a career professional for a day
    - Take field trips to see and talk with people working in those jobs
    - Take a quiz to identify my career interests or strengths
    - Use mobile apps or websites to explore careers
    - Watch videos or movies about different jobs
    - Work with mentors who can help me with my university or job planning

14. **If your school offered a class or after school activity to learn how to do computer programming or coding, would you be interested in participating in that class or activity?**
    - Yes
    - No
    - Not sure
    - I am already doing that

15. **How often do you play video, online or digital games in school to help you with your learning?**
    - Every day
    - A few days a week
    - A few times a month
    - Once every few months
    - Rarely
    - Never

16. **How does playing video, online, or digital games in school help you with learning? (Check all that apply)**

- Games would make it easier to understand difficult topics
- I would be a better thinker and problem solver
- I would be more interested in the subject
- I would feel more challenged in my schoolwork
- I would get immediate feedback on how much I had learned
- It would be a more interesting way to practise problems
- I would try new things beyond what was assigned through the game
- I would learn how to work in teams
- I would learn more about the subject
- I would be in charge of my learning
- Schoolwork could be personalised to my learning style
- Games could adapt to what I know and make it harder or easier for me
- Games would help show how I would use the topic in the real world
- I would learn skills that I can use when I'm older
- School would be more fun
- I don't think I would like playing games in school

17. **Imagine you are designing your dream school. Which of these tools would have the greatest positive impact on your learning? (Check all that apply)**
    - 3D printers
    - Chromebook for every student
    - Cloud based productivity tools
    - Concept mapping tool (e.g. BrainPOP's Make-a-Map)
    - Digital reader (like Kindle or Nook)
    - Interactive whiteboards
    - Internet access anywhere at school
    - Laptop for every student
    - Learning management systems (like Blackboard)
    - Mobile apps for learning
    - Mobile device accessories (like attachable keyboards, covers)
    - Online discussion groups or other group messaging in class
    - Online or digital educational games (like BrainPOP's GameUp)
    - Online or virtual classes
    - Online tests and assessments
    - Online textbooks
    - Online tools that help organise schoolwork and provide access to important information (like take notes, organise, and view assignments)
    - Online tutors
    - Online videos and movies (like from BrainPOP)
    - School mobile app
    - Social media tools for students to connect and work with others (like blogs, wikis, social networking sites)
    - Subscriptions to digital content such as databases, e-books, journals, and online resources
    - Tablet for every student
    - Text messaging
    - Tools to help students create media projects (like video, audio)
    - Other

18. **Which of these statements are true for you? (Check all that apply)**
    - Doing well in school is important to me
    - I am interested in what I am learning at school
    - I am often bored in my classes
    - I believe that my school cares about me as a person
    - I wish my classes were more interesting
    - I would learn more if my classes used more technology to support my learning
    - Teachers are important to my learning
    - The skills that I am learning at school are important for my future
    - The subjects that I am learning at school are important for my future
    - What I learn in school is important for my future
    - There is at least one adult at school that I can talk to about school or personal problems
    - Using technology in my classes increases my interest in learning

19. **In what classes have you watched online videos or movies to help you with homework, research projects, or studying? (Check all that apply)**
    - Business
    - Citizenship
    - Computing/ITC
    - English
    - English as an additional language
    - Geography
    - History
    - Mathematics
    - Personal, Social and Health Education
    - Physical Education
    - Reading and Literacy
    - Religious education
    - Science
    - Visual or performing arts (e.g. Art, Music, Drama)
    - World or foreign languages
    - Other

20. **Why is watching online videos or movies at school a good way for students like you to learn? (Check all that apply)**
    - Complements what my teacher is sharing in class
    - Connects what I am learning to the real world
    - Easy to access on any type of mobile device
    - Easy to find all kinds of videos online to help with schoolwork
    - Fits my learning style
    - Helps me overcome my learning difficulties
    - I am more interested in what we are learning
    - I learn more quickly when watching videos
    - I can watch it as many times as I need to
    - I can watch it simultaneously with classmates and discuss it with them
    - I feel more in control of my learning
    - I learn more from watching a video than reading a book
    - Makes it easier to understand difficult concepts
    - More engaging and keeps my attention
    - Provides a different learning approach than offered by my teacher
    - School is more fun
    - I don't think this is a good way for students to learn
    - Other

21. **Are you participating in any of these programmes at your school this year? (Check all that apply)**
    - AVID (Advancement Via Individual Determination)
    - Computer programming club (coding)
    - IB (International Baccalaureate)
    - School Video Production Team
    - STEM (Science, Technology, Engineering, and Mathematics) Academy
    - Student Government
    - Student Tech Support Team
    - Visual and Performing Arts Academy
    - None of the above

22. **Can you predict the future? What do you think "school" will be like in 2021? How will technology change the way students go to school, take classes, interact with their teachers and classmates, and learn about the world? Share your ideas with us and we will share them with the futurists who are thinking about this same topic – your ideas are important to those discussions!**

23. **Have you ever thought about being a game designer? Now is your chance. Imagine you are going to create a game to teach other students about something that interests you. Tell us about your game. How would you create that game? What tools would you need? What would other students learn from your game?**