TeachME Professional Development

Technology in Education

Introduction

1. Technology-enabled assessments provide insight to teachers, administrators, families, and most importantly, the learners themselves.

A. True
B. False

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2. All of the following are examples of how the United States has made significant progress in leveraging technology to transform learning EXCEPT:

A. Technology being used to personalize learning and giving students more choice over what and how they learn
B. Improved understanding of what people need to know and the skills and competencies they need for success in life and work in the 21st century
C. Ensuring that every school has high-speed connectivity
D. As the cost of digital devices has dramatically increased, schools and districts have accelerated their capacity for funding such devices

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Learning-What People Need to Learn

3. Learners should have the opportunity to develop a sense of urgency in their learning and the belief they are capable of succeeding outside of school.

A. True
B. False

Scaling Up Personalized Learning: Massachusetts' Innovation Schools Create Multiple Pathways to Learning

4. The STEAM model differs from STEM because it also includes:

A. Arts
B. Acuity
C. Advancement

D. Awareness

PROJECT-BASED LEARNING

5. Experts contend that if implemented properly and supported, project-based learning helps students develop 21st century skills such as reasoning, analysis, and interpretation.

A. True
B. False

LEVERAGING THE POWER OF NETWORKS: CULTIVATING CONNECTIONS BETWEEN SCHOOLS AND COMMUNITY INSTITUTIONS

6. The Hive Learning Networks, which organize and support city-based, peer-to-peer professional development networks and champion connected learning, support levels of engagement around events, learning networks, and:

A. Workshops and field trips
B. Graphics and games
C. Learning communities
D. Authentic educational centers

The Future of Learning Technologies

7. Interactive three-dimensional imaging software, such as zSpace, is creating potentially transformational learning experiences where students are able to work with a wide range of images, from the layers of the earth to the human heart.

A. True
B. False

Providing Technology Accessibility for All Learners

8. Advantages of digital learning tools include:

A. They can offer more flexibility and learning supports than traditional formats
B. They can make it possible to modify content, such as raising or lowering the complexity level of a text or changing the presentation rate
C. Educators can use mobile devices, laptops, and networked systems to personalize and customize learning experiences that align with the needs of each student

D. All of the above

Teaching-Teaching With Technology

9. Research indicates that out of all school-level factors, a safe environment that encourages growth has the biggest impact on student learning.

A. True
B. False

Evaluating Technology through Rapid-Cycle Technology Evaluations

10. Many school and district leaders face barriers in generating meaningful evidence on technology tools and other education investments, and they need processes to conduct low-cost, quick-turnaround evaluations for the types of students they serve.

A. True
B. False

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11. Which is NOT a principle of technology in teacher preparation?

A. Ensure pre-service teachers' experiences with educational technology are one-off courses separate from their methods courses
B. Align efforts with research-based standards, frameworks, and credentials
C. Build sustainable, program-wide systems of professional learning and teaching
D. Focus on the active use of technology to enable learning and teaching through creation, production, and problem solving

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Fostering Ongoing Professional Learning

12. Professional learning and development programs should transition to support and develop educators' identities as fluent users of technology, creative and collaborative problem solvers, and adaptive:

A. Organizers of content
B. Socially aware experts
C. Sources of stimulation
D. None of the above

Leadership-Creating a Culture and Conditions for Innovation and Change

13. Leadership in technology implementation is needed across all levels of the education system, but especially in PK-12 public schools.

A. True
B. False

Robust Infrastructure

14. A robust technology infrastructure is essential to _____ digital learning environments.

A. Informative
B. Reformative
C. Transformative
D. Descriptive

Student Support and Academic Enrichment (SSAE) Grants

15. Which of the following is included in SSAE goals for improving the use of technology?

A. Delivering specialized or rigorous academic courses and curricula using technology
B. Building technological capacity and microstructure
C. Carrying out inexpensive learning projects
D. Providing students in rural, centrally located, and affluent areas with the resources to benefit from high quality digital learning opportunities

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Ensure Long-Term Sustainability

16. Technology should be an ongoing, line-item expense from the very beginning of planning technology implementation.

A. True
B. False

Assessment-Measuring for Learning

17. Each statement about technology-enabled assessments is correct EXCEPT:

A. They can help reduce the time, resources, and disruption to learning required for the administration of paper assessments

B. They can provide a more complete picture of student needs, interests, and abilities than traditional assessments
C. Educators can provide near real-time feedback through learning dashboards
D. They always use a multiple choice format, which is the most effective type of assessment.

Approaches to Assessment

18. When are summative assessments given?

A. Once a quarter
B. Only given at the end of a year
C. Only given at the beginning of the year
D. Once a month

Technology Enables Assessment of Growth Mindset

19. SchoolKit is an app that uses animations, assessments, and classroom activities to expose students to a growth mindset, which is the understanding that ability develops with:

A. Time
B. Perseverance
C. Effort
D. Motivation

Using Data Effectively and Appropriately

20. Each of the following can create a barrier to the development of multi-level assessment systems EXCEPT:

A. Having several student data systems running side-by-side
B. The significant expense involved
C. Disparate data formats
D. Lack of interoperability across systems

Set of Shared Skill Standards

21. Micro-credentials, often referred to as badges, focus on mastery of numerous competencies and the achievement of certificates of completion.

A. True

B. False

Infrastructure

22. Which of the following is NOT one of the essential components of an infrastructure capable of supporting transformational learning experiences?

A. Persistent access to high-speed internet in and out of school
B. Access to mobile devices that connect learners and their peers
C. Digital learning and content tools that can be used to design and deliver engaging and relevant learning experiences
D. Guidelines to safeguard students

Ubiquitous Connectivity

23. The type of connectivity that is foundational to creating an effective learning environment is:

A. Relative
B. Realistic
C. Reliable
D. Rapid

Beware of Bring Your Own Device (BYOD) or Bring Your Own Tech (BYOT)

24. A problem with letting students bring their own mobile devices to school could be:

A. That all families can’t afford the devices
B. That teachers have difficulty managing activities when there are so many types of devices
C. That student-owned devices may not have appropriate safeguards in place
D. All of the above

Device and Network Management

25. Key elements of an infrastructure plan should include firewall protection, user help desk and technical support, security filtering, back-up recovery plans, content filtering, and anti-virus protection.

A. True
B. False
