Teacher Questionnaire C4

Introduction

This survey is about your use of the iTEC Learning Story you have implemented in your classroom. Please answer all questions. It should take no longer than 40 minutes to complete. There are no right or wrong answers. The data you provide will be anonymized and treated as confidential. For further information about the iTEC evaluation and how your data will be used please click here. Thank you for your time.

I give my permission for my data to be used as part of this study and understand that I can withdraw at any time and my data will be destroyed.

○ Yes   ○ No

1. Your experience

1.1) How long have you been working as a teacher (where possible exclude extended periods of absence e.g. career breaks)?

○ This is my first year

○ 1-2 years

○ 3-5 years

○ 6-10 years

○ 11-15 years

○ 16-20 years

○ more than 20 years

2. Your professional use of digital tools

2.1) Have you been involved directly in any national or international ICT initiatives or projects in the last 2 years (e.g. eTwinning?)

○ Yes   ○ No

2.2) How would you rate your level of competency in using ICT in teaching and learning?

○ 1   ○ 2   ○ 3   ○ 4   ○ 5   ○ 6   ○ 7   ○ 8   ○ 9   ○ 10
none   very high

3. About your school

3.1) Does your school participate in other national or international ICT initiatives (for example, eTwinning, EU or industry funded projects, innovative schools, other research projects)?

○ Yes   ○ No

3.2) Are your senior leaders supportive of the use of ICT in the classroom (for example, part of the school vision, arranging specialist training etc)?

○ Yes   ○ No

4. Preparation

4.1) In preparation for implementing the Learning Story
(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
With no help, I was able to adapt the Learning Story to suit my particular needs.	○	○	○	○	○

5. The Learning Story

5.1) I implemented the following Learning Story (choose one):

○ Creating an Object

○ Telling a Story

○ Creating a Game

○ Other (please specify)

[   ]

5.2) When implementing the Learning Story I used the following Learning Activities:

☐ Dream

☐ Explore

☐ Map

☐ Reflect

☐ Make

☐ Ask

☐ Show

☐ Collaborate

5. The Learning Story (continued)

5.3a) In what ways was your pedagogy different when implementing the Learning Story?

[   ]

5.3b) How different was it in relation to what you were doing before?

○ 1 Not at all ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10 Radically different

5.3c) In what ways was your use of technology to support learning and teaching different when implementing the Learning Story?

[text field]

5.3d) How different was it in relation to what you were doing before?

○ 1 Not different ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10 Radically different

5. The Learning Story (continued)

5.3e) In what ways was your students' experience different when implementing the Learning Story

[text field]

5.3f) What did the digital tools enable you to do that you could not have done otherwise?

[text field]

5. The Learning Story (continued)

The iTEC definition of innovation is: potentially scalable learning activities that provide beneficial pedagogical and technological responses to educational challenges and opportunities.

5.3g) To what extent do you agree with the following statements:
(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
The Learning Story has potential to lead to pedagogical innovation	○	○	○	○	○
The Learning Story has potential to lead to technical innovation	○	○	○	○	○
I intend to use the Learning Story again in the future	○	○	○	○	○
I would recommend the Learning Story to other teachers	○	○	○	○	○
I have shared my experience of the Learning Story with other teachers outside iTEC	○	○	○	○	○

6. Implementation: digital tools

6.1) When implementing the Learning Story I used the following environments (tick all that apply):

☐ dotLRN

☐ Moodle

☐ ActivInspire

☐ SMART Notebook

☐ Other (please specify)

6. Implementation: digital tools (continued)

6.2a) Did you use the Widget Store?

○ Yes   ○ No

6. Implementation: Digital tools (continued)

6.2b) Which widgets did you use?

6.2c) Did you create your own widgets?

○ Yes   ○ No

6. Implementation: digital tools (continued)

6.2d) Imagine you could access the Widget Store from your normal learning environment and it included more useful widgets. To what extent would you agree with the following statements:

(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
The Widget Store has potential to be a useful tool, enabling teachers to access and gather a wide selection of digital tools and services in one place	○	○	○	○	○
The Widget Store has potential to enable teachers to select and use digital tools and services as and when needed	○	○	○	○	○
The Widget Store has potential to lead to technical innovation	○	○	○	○	○
The Widget Store has potential to enable teachers to discover new digital tools and services which are useful and will help them to change their practice	○	○	○	○	○
I would use the Widget Store again in the future	○	○	○	○	○
I would recommend the Widget Store to other teachers	○	○	○	○	○

6. Implementation: Digital tools (continued)

6.2e) The potential benefits of the Widget Store for learning and teaching are:

6.2f) The potential challenges of the Widget Store for learning and teaching are:

6. Implementation: Digital tools (continued)

6.3a) Did you use TeamUp?

○ Yes – to form teams only   ○ Yes – to form teams and record reflections

○ Yes – to record reflections only   ○ No

6. Implementation: Digital tools (continued)

6.3b) To what extent do you agree with the following statements:
(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
TeamUp has potential to lead to pedagogical innovation	○	○	○	○	○
TeamUp has potential to lead to technical innovation	○	○	○	○	○
I intend to use TeamUp again in the future	○	○	○	○	○
I would recommend TeamUp to other teachers	○	○	○	○	○
I have shared my experience of TeamUp with other teachers outside iTEC	○	○	○	○	○

6. Implementation: Digital tools (continued)

6.4a) Did you use Reflex?

○ Yes   ○ No

6. Implementation: Digital tools (continued)

6.4b) The main benefits of Reflex for learning and teaching were:

[ ]

6.4c) The main challenges of Reflex for learning and teaching were:

[ ]

6. Implementation: Digital tools (continued)

6.4d) To what extent do you agree with the following statements:
(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
Reflex has potential to lead to pedagogical innovation	○	○	○	○	○
Reflex has potential to lead to technical innovation	○	○	○	○	○
I intend to use Reflex again in the future	○	○	○	○	○
I would recommend Reflex to other teachers	○	○	○	○	○
I have shared my experience of Reflex with other teachers outside iTEC	○	○	○	○	○

6. Implementation: digital tools (continued)

6.5a) When implementing the Learning Story I also used the following digital tools:

☐ Media authoring tool (i.e. to create podcasts or multimedia presentations)

☐ Collaboration tools (such as: social networking sites, wikis, bookmarking)

☐ Communication tools (such as email, blog, Skype, IM and text messaging, video conferencing)

☐ Data capture device (such as: digital camera, video camera, audio recorder, webcam)

☐ Digital resources (online and offline, such as: databases, electronic books, animations, videos, educational software etc)

☐ Document camera/digital visualiser (such as: ELMO)

☐ Student information system (online portfolio, automated assessment tool, student reporting tool, task management tool)

☐ Game based learning

☐ Learner response systems

☐ High tech instruments for science (such as: data loggers, sensors, digital microscopes)

☐ Interactive whiteboard

☐ Mobile devices (such as: smartphones, PDAs, tablets)

☐ Music/photo/video/slide sharing sites

☐ Virtual experiments and simulations

☐ Other (please specify)

> [   ]

6. Implementation: Digital tools (continued)

6.5b) List the communication tools you used (eg Gmail, MSN, Twitter, Facebook). For each tool explain how you used it (eg announcements, chat).

Communication tool 1	
Communication tool 2	
Communication tool 3	
Communication tool 4	
Communication tool 5	

6. Implementation: Digital tools (continued)

6.5c) List all other digital tools you used when implementing each of the Learning Activities:

Dream

Explore

Map

Reflect

Make

Ask

Show

Collaborate

Other activities

6. Implementation: Digital tools (continued)

6.5c) List all digital tools you used when implementing each of the Learning Activities:

Dream

Explore

Map

Reflect

Make

Ask

Show

Collaborate

Other activities

7. Implementation: My students' experience

7.1) The implementation of the Learning Story has led to improvements in …
(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
my students' levels of attainment (as indicated by my assessment data).	○	○	○	○	○

7.2) Explain why (open ended)

7. Implementation: My students' experience

7.3) The implementation of the Learning Story led to improvements in my students'
(SD: Strongly Disagree, D: Disagree, N: Neutral, A: Agree, SA: Strongly Agree)

	SD	D	N	A	SA
Digital literacy skills	○	○	○	○	○
Collaborative skills	○	○	○	○	○
Critical thinking skills	○	○	○	○	○
Creativity skills	○	○	○	○	○
Communication skills	○	○	○	○	○
Independent learning skills	○	○	○	○	○
Problem solving skills	○	○	○	○	○
Interest and engagement	○	○	○	○	○

Other (please specify)

7.4) Explain why: