

TeachME Professional Development

Digital Learning in the Classroom

1. What does 'BYOD' stand for?

- A. Bring Your Own Digital Platform
 - B. Bring Your Own Data
 - C. Bring Your Own Device
 - D. Bring Your Own Design
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2. In studies recently completed on new 1-1 computing systems, test scores were seen to go up.

- A. True
 - B. False
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3. With apps that promote kinesthetic learning, PE teachers have reported having fulfilling remote and digitally enabled motion-intensive courses, which have been great for helping students to be more active, and also good for those who:

- A. Have difficulty staying on task
 - B. Naturally learn with a more hands-on modality
 - C. Struggle with cognition and memory
 - D. Have behavioral and social problems
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4. When reviewing a 1-1 computing policy after a launch, attention should be given to various aspects of the program to see if adjustments need to be made, including:

- A. Website testing, video hosting, content creation
 - B. Communications, funding sources, and security and privacy
 - C. The overall vision, ready access, and comprehensive integration
 - D. The social engagement strategy, a mission statement, an educational component
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5. What is NOT a benefit of 1-1 computing?

- A. More customization of student lessons based on need, interest, and ability
 - B. The data can be used for classification and differentiation
 - C. Increased access to resources which enable students to self-teach when appropriate
 - D. Long term savings for school districts due to fewer textbooks being purchased
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6. Which one of these is NOT an important step in the initiation of a 1-1 computing program?

- A. Finding a consistent source of funding**
 - B. Making sure the educators have consistent support**
 - C. Investment in the creation of specific digital curricula for all classes**
 - D. Coordination of a large schoolwide program in the beginning to ensure buy-in**
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7. The main drawback of iPads for 1-1 computing is that they are not generally functional without an internet connection.

- A. True**
 - B. False**
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8. 1-1 computing can be defined as:

- A. A state of the art student information system**
 - B. Digital bench-marking standards for school districts**
 - C. A student-centered technological platform that evaluates teaching and learning**
 - D. An educational paradigm in which every student has a device**
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9. When implemented successfully, digital learning or 1-1 computing platforms appear to be ideal for teaching and learning methods such as whole group instruction, small group learning, and

- A. Flipped classrooms**
 - B. Cooperative learning**
 - C. Inquiry-based learning**
 - D. Constructivist approaches**
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10. The success of 1-1 computing should be judged primarily by a resultant rise or fall in students' test scores.

- A. True**
 - B. False**
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