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. n a case study of a rural Illinois school district's new 1-1 computing program, standardized 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. Teachers may be able to customize the experiences of different students based on need, interest, and ability
B. It places less strain on a school's infrastructure
C. Students will be able to access resources more frequently and self-teach on their own time
D. Long-term cash savings for school districts, since it eliminates the recurring investment in new textbooks

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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 technological platform that evaluates teaching and learning
D. A program in which every student has a digital device to help enrich his/her learning experience

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9. According to the course, ways you could present new lessons with the use of digital learning or 1-1 computing platforms include whole group instruction, small-group instruction, 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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