

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. It is impossible to make 1-1 computing a good system for kinesthetic learners.

- A. True
 - B. False
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4. What are the three things that need to go into a good 1-1 computing implementation policy?

- A. Website testing, video hosting, content creation
 - B. A communication plan, documentation of consistent funding, and assessment plans
 - C. A clear vision, ready access, and comprehensive integration
 - D. A social engagement strategy, a mission statement, and an educational component
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5. What is NOT a benefit of 1-1 computing?

- A. More personalization of student lessons
 - B. The data can be used for classification and differentiation
 - C. The class is prepared to go remote if needed
 - D. The teacher can visualize data in real-time
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6. Which one of these is NOT an important step in the initiation of a 1-1 computing program? coordinate all aspects of technology integration, including professional development or staff training; and evaluate outcomes.

- A. Finding a consistent source of funding**
 - B. Making sure the educators have consistent support**
 - C. Upgrading your IT infrastructure**
 - D. Coordination of integration activities and evaluation procedures**
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7. To successfully initiate a 1-1 computing program, all you need to do is buy every student a laptop.

- 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. What is an important benefit of a device chosen for 1-1 computing?

- A. A quick boot-up time**
 - B. Its sustainability**
 - C. User-friendliness**
 - D. The amount of space in its hard drive**
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10. The success of 1-1 computing should be judged solely by a resultant rise or fall in students' test scores.

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