

# 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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