

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

2. In studies recently completed on new 1-1 computing systems, test scores were seen to go up.

- A. True
- B. False

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

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

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

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

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

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

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

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
