

TeachME Professional Development

Technology in Education

Introduction

1. Technology-enabled assessments provide insight to teachers, administrators, families, and most importantly, the learners themselves.

- A. True
 - B. False
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2. All of the following are examples of how the United States has made significant progress in leveraging technology to transform learning EXCEPT:

- A. Technology being used to personalize learning and giving students more choice over what and how they learn
 - B. Improved understanding of what people need to know and the skills and competencies they need for success in life and work in the 21st century
 - C. Ensuring that every school has high-speed connectivity
 - D. As the cost of digital devices has dramatically increased, schools and districts have accelerated their capacity for funding such devices
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Learning-What People Need to Learn

3. Learners should have the opportunity to develop a sense of urgency in their learning and the belief they are capable of succeeding outside of school.

- A. True
 - B. False
-

Scaling Up Personalized Learning: Massachusetts' Innovation Schools Create Multiple Pathways to Learning

4. The STEAM model differs from STEM because it also includes:

- A. Arts
- B. Acuity

- C. Advancement
 - D. Awareness
-

PROJECT-BASED LEARNING

5. Experts contend that if implemented properly and supported, project-based learning helps students develop 21st century skills such as reasoning, analysis, and interpretation.

- A. True
 - B. False
-

LEVERAGING THE POWER OF NETWORKS: CULTIVATING CONNECTIONS BETWEEN SCHOOLS AND COMMUNITY INSTITUTIONS

6. The Hive Learning Networks, which organize and support city-based, peer-to-peer professional development networks and champion connected learning, support levels of engagement around events, learning networks, and:

- A. Workshops and field trips
 - B. Graphics and games
 - C. Learning communities
 - D. Authentic educational centers
-

The Future of Learning Technologies

7. Interactive three-dimensional imaging software, such as zSpace, is creating potentially transformational learning experiences where students are able to work with a wide range of images, from the layers of the earth to the human heart.

- A. True
 - B. False
-

Providing Technology Accessibility for All Learners

8. Advantages of digital learning tools include:

- A. They can offer more flexibility and learning supports than traditional formats

- B. They can make it possible to modify content, such as raising or lowering the complexity level of a text or changing the presentation rate**
 - C. Educators can use mobile devices, laptops, and networked systems to personalize and customize learning experiences that align with the needs of each student**
 - D. All of the above**
-

Teaching-Teaching With Technology

9. Research indicates that out of all school-level factors, a safe environment that encourages growth has the biggest impact on student learning.

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

Evaluating Technology through Rapid-Cycle Technology Evaluations

10. Many school and district leaders face barriers in generating meaningful evidence on technology tools and other education investments, and they need processes to conduct low-cost, quick-turnaround evaluations for the types of students they serve.

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

11. Which is NOT a principle of technology in teacher preparation?

- A. Ensure pre-service teachers' experiences with educational technology are one-off courses separate from their methods courses**
 - B. Align efforts with research-based standards, frameworks, and credentials**
 - C. Build sustainable, program-wide systems of professional learning and teaching**
 - D. Focus on the active use of technology to enable learning and teaching through creation, production, and problem solving**
-

Fostering Ongoing Professional Learning

12. Professional learning and development programs should transition to support and develop educators' identities as fluent users of technology, creative and collaborative problem solvers, and adaptive:

- A. Organizers of content**
- B. Socially aware experts**

- C. Sources of stimulation
 - D. None of the above
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Leadership-Creating a Culture and Conditions for Innovation and Change

13. Leadership in technology implementation is needed across all levels of the education system, but especially in PK-12 public schools.

- A. True
 - B. False
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Robust Infrastructure

14. A robust technology infrastructure is essential to _____ digital learning environments.

- A. Informative
 - B. Reformative
 - C. Transformative
 - D. Descriptive
-

Student Support and Academic Enrichment (SSAE) Grants

15. Which of the following is included in SSAE goals for improving the use of technology?

- A. Delivering specialized or rigorous academic courses and curricula using technology
 - B. Building technological capacity and microstructure
 - C. Carrying out inexpensive learning projects
 - D. Providing students in rural, centrally located, and affluent areas with the resources to benefit from high quality digital learning opportunities
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Ensure Long-Term Sustainability

16. Technology should be an ongoing, line-item expense from the very beginning of planning technology implementation.

- A. True
 - B. False
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Assessment-Measuring for Learning

17. Each statement about technology-enabled assessments is correct EXCEPT:

- A. They can help reduce the time, resources, and disruption to learning required for the administration of paper assessments**
 - B. They can provide a more complete picture of student needs, interests, and abilities than traditional assessments**
 - C. Educators can provide near real-time feedback through learning dashboards**
 - D. They always use a multiple choice format, which is the most effective type of assessment.**
-

Approaches to Assessment

18. Summative assessments are:

- A. Given frequently**
 - B. Only given at the end of a year**
 - C. Used to provide information before summative tests are administered**
 - D. Used to improve the instructional practice of teachers**
-

Technology Enables Assessment of Growth Mindset

19. SchoolKit is an app that uses animations, assessments, and classroom activities to expose students to a growth mindset, which is the understanding that ability develops with:

- A. Time**
 - B. Perseverance**
 - C. Effort**
 - D. Motivation**
-

Using Data Effectively and Appropriately

20. Each of the following can create a barrier to the development of multi-level assessment systems EXCEPT:

- A. Having several student data systems running side-by-side**
- B. The significant expense involved**

- C. Disparate data formats
 - D. Lack of interoperability across systems
-

Set of Shared Skill Standards

21. Micro-credentials, often referred to as badges, focus on mastery of numerous competencies and the achievement of certificates of completion.

- A. True
 - B. False
-

Infrastructure

22. Which of the following is NOT one of the essential components of an infrastructure capable of supporting transformational learning experiences?

- A. Persistent access to high-speed internet in and out of school
 - B. Access to mobile devices that connect learners and their peers
 - C. Digital learning and content tools that can be used to design and deliver engaging and relevant learning experiences
 - D. Guidelines to safeguard students
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Ubiquitous Connectivity

23. The type of connectivity that is foundational to creating an effective learning environment is:

- A. Relative
 - B. Realistic
 - C. Reliable
 - D. Rapid
-

Beware of Bring Your Own Device (BYOD) or Bring Your Own Tech (BYOT)

24. A problem with letting students bring their own mobile devices to school could be:

- A. That all families can't afford the devices
- B. That teachers have difficulty managing activities when there are so many types of devices

- C. That student-owned devices may not have appropriate safeguards in place
 - D. All of the above
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Device and Network Management

25. Key elements of an infrastructure plan should include firewall protection, user help desk and technical support, security filtering, back-up recovery plans, content filtering, and anti-virus protection.

- A. True
 - B. False
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