

## What Digital Content are Teachers Using in the Classroom?

	K-5	6-8	9-12
Animations	19%	22%	22%
Games	35%	21%	13%
Online textbooks	22%	29%	24%
Real time data	21%	19%	16%
Self-created videos	6%	11%	11%
Videos found online	47%	49%	47%
Virtual field trips	19%	10%	8%

### Teachers' PD Wish List

- Using technology to **differentiate** instruction
- Identifying **mobile apps** to use in the classroom
- Preparing for **Common Core** or other new state standards
- Identifying **high quality** digital content
- Using a **tablet computer** within instruction

## Principals Agree: Top 5 Benefits of Digital Content

- 1 Increases **student engagement**
- 2 **Extends learning** beyond the school day
- 3 **Prepares students** for work environments
- 4 Increases **relevancy and quality** of instructional materials
- 5 **Personalizes** learning

**46%** of principals say that digital content like videos, simulations and animations are having the **greatest impact** on transforming teaching and learning.

**#1 challenge?** Principals say: providing enough computers or devices with internet so students can access digital content (55%).

## Different Points of View: Evaluating Digital Content

Teachers	Quality Measure	Principals
45%	Research based	70%
68%	Modifiable by teacher	58%
28%	Proven student achievement results	47%
43%	Created by a teacher	47%
42%	Have no commercial ads	44%
32%	Include teacher reviews	43%
30%	Include embedded assessments	42%

**7 out of 10** teachers

view digital/online games as a tool for increasing student engagement and motivation.

**56%**

of librarians

say they are helping teachers find digital content such as games and animations to use within their lessons.

**K-12**

students agree that the **top benefit** to playing **online or video games** in the classroom is that it makes difficult concepts **easier to understand**.

## Our Ultimate School Includes Digital Content

