

Digital Content for K-12 Instruction

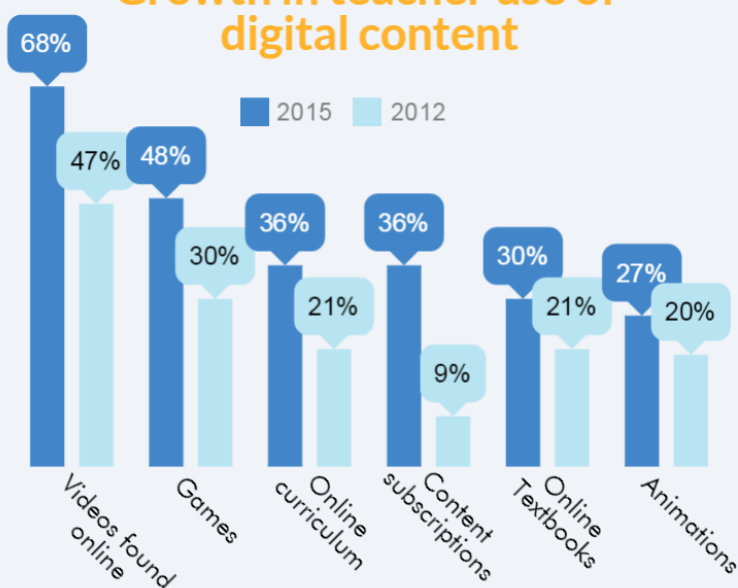
Teachers, Administrators and Librarians Speak Up!

Principals and teachers differ on what marks quality in digital content for instruction

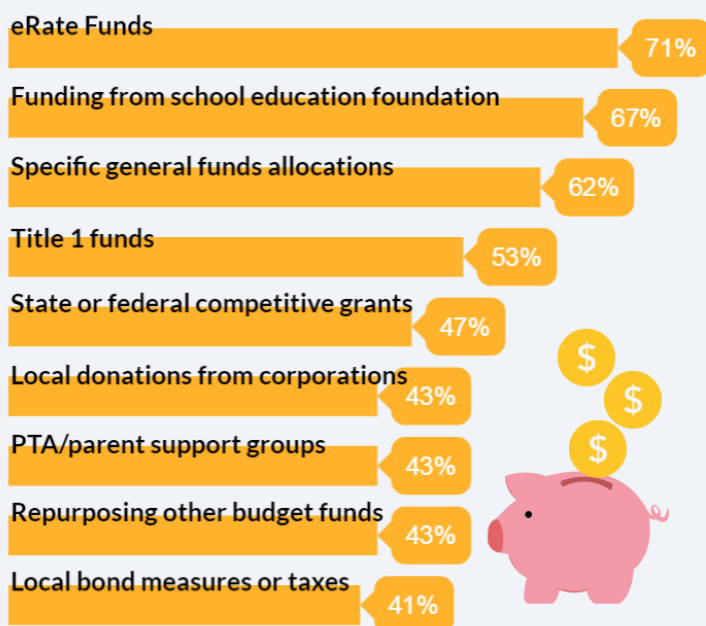


Evaluation options include:	Teachers	School Administrators
Teachers can modify it to meet classroom needs	71%	66%
Research-based	58%	74%
Includes professional development	35%	60%
No commercial ads within content	54%	47%

Growth in teacher use of digital content



How are schools paying for digital content?



24% of schools say parents pay an annual technology fee

57% of school administrators say both providing enough computers/devices with Internet access and the lack of teacher training are the top challenges to implementing digital content within instruction in their schools.

>80% of school administrators and librarians agree that the primary benefit, by far, of using more digital content within instruction is increased student engagement in school and learning.

Digital content use is grade level dependent

	K-2 Teachers	Gr 3-5 Teachers	Gr 6-8 Teachers	Gr 9-12 Teachers
Content Subscriptions	48%	49%	33%	21%
Games	65%	59%	44%	31%
Online Textbooks	27%	32%	33%	33%
Teaching Aids	48%	53%	50%	47%
Videos	67%	72%	69%	65%

Librarians say teachers in their schools are:

- Using digital content they find online without editing, modifying or customizing (61%)
- Primarily creating their own digital content and resources (19%)
- Not regularly using digital content or online resources in their classrooms (21%)



Does the use of digital content improve student achievement?

Yes. 54% of school principals say they are already seeing positive academic outcomes from the use of digital content in their school



Digital Content Usage

How teachers are using digital content:

55% Encourage student self-monitoring of learning



49% Create cues, questions or advanced organizers



33% of teachers use digital content to support student creation of media and content



30% of teachers use digital content to facilitate interaction and collaboration between students, and between students and experts on authentic real-world problems