Common Sense Media Educator Census Survey (May 2018)

Which of the following best describes your school?

○ Public School

○ Charter or Magnet School

○ Private School

○ Virtual or Online K12 School

○ Other

Skip To: End of Block If Which of the following best describes your school? = Virtual or Online K12 School or Other

What grade level(s) do you currently teach? (Check all that apply).

- [ ] Pre-kindergarten
- [ ] Kindergarten
- [ ] 1st grade
- [ ] 2nd grade
- [ ] 3rd grade
- [ ] 4th grade
- [ ] 5th grade
- [ ] 6th grade
- [ ] 7th grade
- [ ] 8th grade
- [ ] 9th grade
- [ ] 10th grade
- [ ] 11th grade
- [ ] 12th grade

What subject areas do you currently teach? (Check all that apply)

☐ Science

☐ Math

☐ English Language Arts

☐ Social Studies

☐ Fine Art (Music, Visual Arts, Drama)

☐ Foreign Language

☐ Physical and/or Health Education

☐ Other (please specify): _____

Is your school in a rural, urban, or suburban setting?

○ Rural

○ Urban

○ Suburban

Is your school a Title I school?

○ Yes

○ No

○ I'm not sure

In order to understand the racial-ethnic diversity at your school, _approximately_ what percentage of students at your school identify as these racial-ethnic groups?

_____ White

_____ African-American/Black

_____ Latino/Latina

_____ Asian

_____ Multiracial

_____ Native Hawaiian or Other Pacific Islander

_____ American Indian or Alaska Native

_____ Other

How many years have you been teaching?

_____

Timing

First Click

Last Click

Page Submit

Click Count

Page Break

In the following questions, we'd like to ask you about whether or not, and how you have taught students about **Digital Citizenship** issues in your classroom. **Digital Citizenship** refers to competencies involved in "Thinking critically, behaving safely and participating responsibly in the digital world."

What curricula and/or resources do you use to support students' development of **digital citizenship** competencies in your classroom? (Check all that apply)

☐ Common Sense Education Digital Citizenship Curriculum

☐ BrainPop

☐ Everfi

☐ Be Internet Awesome by Google

☐ I Keep Safe

☐ NetSmartz

☐ Media Smarts

☐ Learning.com

☐ Other, (please specify): _____

☐ I don't use digital citizenship curricula or resources in my classroom.

How effective is the digital citizenship curricula that you have used in helping students to make safe, smart, ethical decisions online?

○ Not at all effective

○ Slightly effective

○ Moderately effective

○ Very effective

○ Extremely effective

Do you teach lessons and/or facilitate activities in order to develop students' competencies and/or skills in any of the following areas? (Check all that apply)

☐ **Media Balance & Well-being:** Being aware of the health impact of media, and promoting balance between media use and other activities.

☐ **Privacy & Safety:** Protecting our online data, understanding how we're tracked online, and being careful of online scams.

☐ **Digital Footprint & Identity:** What we share about ourselves online and how that impacts our identity and reputation.

☐ **Relationships & Communication:** How we communicate and develop relationships using digital media, and avoiding risky sharing like sexting.

☐ **Digital Drama, Cyberbullying & Hate Speech:** How we treat others online with kindness, respect and dignity.

☐ **News & Media Literacy:** How we evaluate online information and credibility, and being a critical media consumer and creator.

Approximately how frequently do you teach lessons and/or facilitate activities to develop students' competencies in each of these areas?

	Daily	Weekly	Monthly	Every other month	A few times a year	Never
Media Balance & Well-being: Being aware of the health impact of media, and promoting balance between media use and other activities.	○	○	○	○	○	○
Privacy & Safety: Protecting our online data, understanding how we're tracked online, and being careful of online scams.	○	○	○	○	○	○
Digital Footprint & Identity: What we share about ourselves online and how that impacts our identity and reputation.	○	○	○	○	○	○
Relationships & Communication: How we communicate and develop relationships using digital media, and avoiding risky sharing like sexting.	○	○	○	○	○	○

Digital Drama, Cyberbullying & Hate Speech: How we treat others online with kindness, respect and dignity.

○　　○　　○　　○　　○　　○

News & Media Literacy: How we evaluate online information and credibility, and being a critical media consumer and creator.

○　　○　　○　　○　　○　　○

Timing
First Click
Last Click
Page Submit
Click Count

Page Break

In the following questions, we'd like to ask you about your experiences with using **assistive technology** in _your classroom_. An **assistive technology** (AT) is a device or approach that a person can use to perform certain important activities. For individuals with learning and attention issues or other disabilities, they might include such tools as text-to-speech technology, and dictation software.

To what extent do you agree with the following statements?

Assistive technologies are a good way for students who need them to access information and demonstrate knowledge.

○ Strongly disagree

○ Somewhat disagree

○ Neither agree nor disagree

○ Somewhat agree

○ Strongly agree

There are children in my class who have an unfair advantage over other students because they use assistive technologies.

○ Strongly disagree

○ Somewhat disagree

○ Neither agree nor disagree

○ Somewhat agree

○ Strongly agree

What reasons, if any, do you have for _not_ using assistive technologies (AT) in your classroom _more than you do now_? (Check all that apply)

☐ Lack of time

☐ Lack of training/knowledge of what is available

☐ Insufficient access to equipment

☐ Student and or parents don't want them

☐ Administration is not supportive

☐ Other students think it's unfair

☐ I already use AT and don't need to do more than I do now

☐ I don't use AT and don't think it's necessary

☐ Other. Please specify: _____

☐ Not applicable. Please explain: _____

Timing
First Click
Last Click
Page Submit
Click Count

Page Break

Which of the following categories of digital products do *your students* use in *your classroom*? (Check all that apply)

☐ **Learning Management System** (e.g., Google Classroom, Canvas, Moodle, etc.)

☐ **Video Streaming Services** (e.g., YouTube, SchoolTube, Netflix, etc.)

☐ **Social Media** (e.g., Twitter, Facebook, etc.)

☐ **Core Curricular Programs** (e.g., Read 180, Achieve 3000, Edmentum, etc.)

☐ **Supplemental Apps or Websites** (e.g., Khan Academy, IXL, Kahoot!, etc.)

☐ **Productivity and Presentation Tools** (e.g., Google G Suite for Education, (including Google Docs, Slides, Sheets, etc.), Microsoft Office 365, (including Microsoft Word, Excel, Powerpoint, etc.), Nearpod, etc.)

☐ **Digital Creation Tools** (e.g., iMovie, Photoshop, Scratch, etc.)

☐ **Digital Games** (e.g., Minecraft, BrainPop, Dreambox, etc.)

☐ **Assistive Technology** (e.g., Texthelp, Bookshare, text-to-speech software)

☐ **Communication and Portfolio Tools** (e.g., Remind, ClassDojo, Seesaw)

☐ **Tools for Wellbeing and Health** (e.g., GoNoodle, Mind Yeti, Amaze)

☐ **Free Resources for Educators** (e.g., PBS, National Geographic, OER, etc.)

x

How often do <u>your students</u> use these types of digital products in <u>your classroom</u>?

	Daily	2-3 times per week	Every week	2-3 times per month	Every month	Every other month	1-4 times per school year
Learning Management System (e.g., Google Classroom, Canvas, Moodle, etc.)	○	○	○	○	○	○	○
Video Streaming Services (e.g., YouTube, SchoolTube, Netflix, etc.)	○	○	○	○	○	○	○
Social Media (e.g., Twitter, Facebook, etc.)	○	○	○	○	○	○	○
Core Curricular Programs (e.g., Read 180, Achieve 3000, Edmentum, etc.)	○	○	○	○	○	○	○
Supplemental Apps or Websites (e.g., Khan Academy, IXL, Kahoot!, etc.)	○	○	○	○	○	○	○
Productivity and Presentation Tools (e.g., Google G Suite for Education, (including Google Docs, Slides, Sheets, etc.), Microsoft Office 365, (including Microsoft Word, Excel, Powerpoint, etc.), Nearpod, etc.)	○	○	○	○	○	○	○

Digital Creation Tools (e.g., iMovie, Photoshop, Scratch, etc.)	○	○	○	○	○	○	○
Digital Games (e.g., Minecraft, BrainPop, Dreambox, etc.)	○	○	○	○	○	○	○
Assistive Technology (e.g., Texthelp, Bookshare, text-to-speech software)	○	○	○	○	○	○	○
Communication and Portfolio Tools (e.g., Remind, ClassDojo, Seesaw)	○	○	○	○	○	○	○
Tools for Wellbeing and Health (e.g., GoNoodle, Mind Yeti, Amaze)	○	○	○	○	○	○	○
Free Resources for Educators (e.g., PBS, National Geographic, OER, etc.)	○	○	○	○	○	○	○

How do you determine whether a digital product is _safe and/or secure_ to use with _your students_? _Check all that apply_

○ I review the privacy policy, or privacy practices, in the product documentation

○ I consult my district or school administrator or designated official

○ I check to make sure that the product meets the requirements of the "Technology Acceptable/Responsible Use Policy" at my school or district.

○ We have an approved list of digital products that I can check against

○ I ask other teachers if the digital product is safe to use with students

○ I use the app first

○ I'm not sure how to determine if a digital product is safe and/or secure to use with my students.

○ Not applicable or not a factor

Do you make decisions to use educational applications and/or service in your classroom?

○ Yes

○ No

How important is its privacy policy or practices in making your decision?

○ Extremely important

○ Very important

○ Moderately important

○ Slightly important

○ Not at all important

Timing
First Click
Last Click
Page Submit
Click Count

Page Break

Has your school or district purchased or provided you with any digital products or devices that you ***practically never use***, or ***have decided not to use in your classroom***?

◯ Yes

◯ No

◯ It's possible that my district provides digital products or devices that I never use because I might not know such products or devices exist.

Please specify the digital products and/or devices that were purchased by your school or district that you *practically never,* or *do not* use.

_____

Which of the following best describes why you don't use the digital product(s) or device(s) that your school or district provides? Check all that apply.
Too hard to use;
Not effective for engaging students
Not effective for supporting students' skills or knowledge
Too slow and/or unreliable
Out of date
Not relevant to my students' learning needs
Other, please specify:___

What do you *not like* about the technology your school or district has selected?

_____

_____

_____

_____

_____

What do you <u>like</u> about the technology your school or district has selected?

_____

_____

_____

_____

_____

How well does your school or district communicate with you about opportunities to use digital products or devices that are available for use in your classroom?"
Extremely well
Very well
Moderately well
Slightly well
Not well at all

Timing
First Click
Last Click
Page Submit
Click Count

Page Break

16

Thinking about the policies at _your school_ to address educational technology, does your school implement any of the following types of policies to address students' use of educational technology? **_Check all that apply._**

	Yes	No	Don't Know
Technology Acceptable/Responsible Use Policy, which allows students to bring and use their own electronic device in classrooms and/or on school grounds under certain conditions, and/or requires that every student have access to a personal computing device, and/or limits or restricts what digital devices and/or products teachers can use in their classrooms with students.	○	○	○
Cell phone policy, which restricts or limits the conditions under which students may use cell phones on school grounds.	○	○	○
Students' Data Privacy Policy, which protects the privacy of students' data and their personal information that is collected and/or used at school or elsewhere	○	○	○
Technology Purchasing Policy that limits or restricts the technology purchases that schools or teachers can make, requiring a district or state-level approval process for school technology purchases.	○	○	○

Digital Citizenship policies that require schools or teachers to teach specific digital citizenship curricula and/or report the digital citizenship curricula that they teach.	○	○	○
Social Media Policy/Guidelines, which outlines how teachers and students can or should use social media in classrooms and for educational and professional purposes.	○	○	○
Other policy addressing educational technology at my school. Please specify:	○	○	○

x

For each of these policies, how difficult or easy is it for you to follow each of these policies in *your classroom*?

	Very Difficult	Difficult	Neutral	Easy	Very Easy	Not sure
Technology Acceptable/Responsible Use Policy, which allows students to bring and use their own electronic device in classrooms and/or on school grounds under certain conditions, and/or requires that every student have access to a personal computing device, and/or limits or restricts what digital devices and/or products teachers can use in their classrooms with students.	○	○	○	○	○	○

Cell phone policy, which restricts or limits the conditions under which students may use cell phones on school grounds.

○　　　○　　　○　　　○　　　○　　　○

Students' Data Privacy Policy, which protects the privacy of students' data and their personal information that is collected and/or used at school or elsewhere

○　　　○　　　○　　　○　　　○　　　○

Technology Purchasing Policy that limits or restricts the technology purchases that schools or teachers can make, requiring a district or state-level approval process for school technology purchases.

○　　　○　　　○　　　○　　　○　　　○

Digital Citizenship policies that require schools or teachers to teach specific digital citizenship curricula and/or report the digital citizenship curricula that they teach.

○　　　○　　　○　　　○　　　○　　　○

Social Media Policy/Guidelines, which outlines how teachers and students can or should use social media in classrooms and for educational and professional purposes.

○　　　○　　　○　　　○　　　○　　　○

Other policy addressing educational technology at my school. Please specify:

○　　　○　　　○　　　○　　　○　　　○

What is the difficulty you have experienced with following the policy?

Timing
First Click
Last Click
Page Submit
Click Count

Page Break

x

Based on your experiences with technology products in *your classroom*, how effective is/are the type(s) of technology product(s) listed below for increasing **students' engagement in learning**?

	Extremely Effective	Very Effective	Somewhat Effective	Slightly Effective	Not at all Effective
Learning Management System (e.g., Google Classroom, Canvas, Moodle, etc.)	☐	☐	☐	☐	☐
Video Streaming Services (e.g., YouTube, SchoolTube, Netflix, etc.)	☐	☐	☐	☐	☐
Social Media (e.g., Twitter, Facebook, etc.)	☐	☐	☐	☐	☐
Core Curricular Programs (e.g., Read 180, Achieve 3000, Edmentum, etc.)	☐	☐	☐	☐	☐
Supplemental Apps or Websites (e.g., Khan Academy, IXL, Kahoot!, etc.)	☐	☐	☐	☐	☐
Productivity and Presentation Tools (e.g., Google G Suite for Education, (including Google Docs, Slides, Sheets, etc.), Microsoft Office 365, (including Microsoft Word, Excel, Powerpoint, etc.), Nearpod, etc.)	☐	☐	☐	☐	☐

Digital Creation Tools (e.g., iMovie, Photoshop, Scratch, etc.)	☐	☐	☐	☐	☐
Digital Games (e.g., Minecraft, BrainPop, Dreambox, etc.)	☐	☐	☐	☐	☐
Assistive Technology (e.g., Texthelp, Bookshare, text-to-speech software)	☐	☐	☐	☐	☐
Communication and Portfolio Tools (e.g., Remind, ClassDojo, Seesaw)	☐	☐	☐	☐	☐
Tools for Wellbeing and Health (e.g., GoNoodle, Mind Yeti, Amaze)	☐	☐	☐	☐	☐
Free Resources for Educators (e.g., PBS, National Geographic, OER, etc.)	☐	☐	☐	☐	☐

Carry Forward Selected Choices from "Which of the following categories of digital products do your students use in your classroom? (Check all that apply)"

Based on your experiences with technology products in _your classroom_, how effective is/are the type(s) of technology product(s) listed below for increasing **students' skills in communication, collaboration, critical thinking, and/or creativity**?

	Extremely Effective	Very Effective	Somewhat Effective	Slightly Effective	Not at all Effective
Learning Management System (e.g., Google Classroom, Canvas, Moodle, etc.)	☐	☐	☐	☐	☐

Video Streaming Services (e.g., YouTube, SchoolTube, Netflix, etc.)	☐	☐	☐	☐	☐
Social Media (e.g., Twitter, Facebook, etc.)	☐	☐	☐	☐	☐
Core Curricular Programs (e.g., Read 180, Achieve 3000, Edmentum, etc.)	☐	☐	☐	☐	☐
Supplemental Apps or Websites (e.g., Khan Academy, IXL, Kahoot!, etc.)	☐	☐	☐	☐	☐
Productivity and Presentation Tools (e.g., Google G Suite for Education, (including Google Docs, Slides, Sheets, etc.), Microsoft Office 365, (including Microsoft Word, Excel, Powerpoint, etc.), Nearpod, etc.)	☐	☐	☐	☐	☐
Digital Creation Tools (e.g., iMovie, Photoshop, Scratch, etc.)	☐	☐	☐	☐	☐
Digital Games (e.g., Minecraft, BrainPop, Dreambox, etc.)	☐	☐	☐	☐	☐
Assistive Technology (e.g., Texthelp, Bookshare, text-to-speech software)	☐	☐	☐	☐	☐

Communication and Portfolio Tools (e.g., Remind, ClassDojo, Seesaw)	☐	☐	☐	☐	☐
Tools for Wellbeing and Health (e.g., GoNoodle, Mind Yeti, Amaze)	☐	☐	☐	☐	☐
Free Resources for Educators (e.g., PBS, National Geographic, OER, etc.)	☐	☐	☐	☐	☐

Carry Forward Selected Choices from "Which of the following categories of digital products do your students use in your classroom? (Check all that apply)"

X

Based on your experiences with technology products in *your classroom*, how effective is/are the type(s) of technology product(s) listed below for increasing ***students' knowledge and/or skills in a specific subject area***?

	Extremely Effective	Very Effective	Somewhat Effective	Slightly Effective	Not at all Effective
Learning Management System (e.g., Google Classroom, Canvas, Moodle, etc.)	☐	☐	☐	☐	☐
Video Streaming Services (e.g., YouTube, SchoolTube, Netflix, etc.)	☐	☐	☐	☐	☐
Social Media (e.g., Twitter, Facebook, etc.)	☐	☐	☐	☐	☐
Core Curricular Programs (e.g., Read 180, Achieve 3000, Edmentum, etc.)	☐	☐	☐	☐	☐
Supplemental Apps or Websites (e.g., Khan Academy, IXL, Kahoot!, etc.)	☐	☐	☐	☐	☐

Productivity and Presentation Tools (e.g., Google G Suite for Education, (including Google Docs, Slides, Sheets, etc.), Microsoft Office 365, (including Microsoft Word, Excel, Powerpoint, etc.), Nearpod, etc.)	☐	☐	☐	☐	☐
Digital Creation Tools (e.g., iMovie, Photoshop, Scratch, etc.)	☐	☐	☐	☐	☐
Digital Games (e.g., Minecraft, BrainPop, Dreambox, etc.)	☐	☐	☐	☐	☐
Assistive Technology (e.g., Texthelp, Bookshare, text-to-speech software)	☐	☐	☐	☐	☐
Communication and Portfolio Tools (e.g., Remind, ClassDojo, Seesaw)	☐	☐	☐	☐	☐
Tools for Wellbeing and Health (e.g., GoNoodle, Mind Yeti, Amaze)	☐	☐	☐	☐	☐
Free Resources for Educators (e.g., PBS, National Geographic, OER, etc.)	☐	☐	☐	☐	☐

Display This Question:

If Based on your experiences with technology products in your classroom, please indicate if the cate... = Extremely Effective or Very Effective for developing knowledge and/or skills in a specific subject area

Carry Forward Selected Choices from "Based on your experiences with technology products in your classroom, please indicate if the category of technology product(s) is/are effective for developing students' skills and/or competencies in any of the following areas. Check all that apply."

x

In which **subject area(s)** *that you teach* (is/are) the technology product(s) effective? (Check all that apply).

	Science	Math	English Language Arts	Social Studies	Fine Art (Music, Visual Arts, Drama)	Physical and/or Health Education	Other
Learning Management System (e.g., Google Classroom, Canvas, Moodle, etc.)	☐	☐	☐	☐	☐	☐	☐
Video Streaming Services (e.g., YouTube, SchoolTube, Netflix, etc.)	☐	☐	☐	☐	☐	☐	☐
Social Media (e.g., Twitter, Facebook, etc.)	☐	☐	☐	☐	☐	☐	☐
Core Curricular Programs (e.g., Read 180, Achieve 3000, Edmentum, etc.)	☐	☐	☐	☐	☐	☐	☐
Supplemental Apps or Websites (e.g., Khan Academy, IXL, Kahoot!, etc.)	☐	☐	☐	☐	☐	☐	☐
Productivity and Presentation Tools (e.g., Google G Suite for Education, (including Google Docs, Slides, Sheets, etc.), Microsoft Office 365, (including Microsoft Word, Excel, Powerpoint, etc.), Nearpod, etc.)	☐	☐	☐	☐	☐	☐	☐

Digital Creation Tools (e.g., iMovie, Photoshop, Scratch, etc.)	☐	☐	☐	☐	☐	☐	☐
Digital Games (e.g., Minecraft, BrainPop, Dreambox, etc.)	☐	☐	☐	☐	☐	☐	☐
Assistive Technology (e.g., Texthelp, Bookshare, text-to-speech software)	☐	☐	☐	☐	☐	☐	☐
Communication and Portfolio Tools (e.g., Remind, ClassDojo, Seesaw)	☐	☐	☐	☐	☐	☐	☐
Tools for Wellbeing and Health (e.g., GoNoodle, Mind Yeti, Amaze)	☐	☐	☐	☐	☐	☐	☐
Free Resources for Educators (e.g., PBS, National Geographic, OER, etc.)	☐	☐	☐	☐	☐	☐	☐

Please specify the subject area(s) in which this type of technology product has increased students' content knowledge and/or skills:

_____

Timing
First Click
Last Click
Page Submit
Click Count

Page Break

How often do the following issues occur in *your classroom*?

	Very Frequently	Frequently	Occasionally	Rarely	Very Rarely	Never	Don't Know or Not Applicable
Technology distracts students from the learning experience and interferes with learning	○	○	○	○	○	○	○
Cyberbullying	○	○	○	○	○	○	○
Technology products bring commercial advertising into the learning experience	○	○	○	○	○	○	○
Students lack skills to critically evaluate online information	○	○	○	○	○	○	○
Sexting	○	○	○	○	○	○	○
Online hate speech (e.g. racist, sexist, homophobic content)	○	○	○	○	○	○	○
Parents or caregivers of students in my class post critical messages about me or the administration online.	○	○	○	○	○	○	○
Parents or caregivers of students in my class post supportive messages about me or the administration online.	○	○	○	○	○	○	○

My school intervenes in digital incidents involving students that occurred in off-school hours.

◯   ◯   ◯   ◯   ◯   ◯   ◯

Which of the following best describes *your students'* access to a computing device in *your classroom*, (e.g., computer, laptop, tablet, or chromebook)? *Select all that apply.*

☐ Each student has a computing device (1:1 access).

☐ There are shared computing devices in the classroom, with **fewer than 5 students per device**.

☐ There are shared computing devices in the classroom, with **more than 5 students per device**.

☐ There is a lab/media centers where the class can go to use these.

☐ There is a mobile cart that is shared across classrooms.

☐ Students bring and use their own cell phones into the classroom for learning.

☐ Students bring and use their own tablets or laptops into the classroom for learning.

- -

Have you instituted a specific 'Cell Phone Policy' in your classroom?

○ Yes

○ No

- -

In *your classroom*, *approximately* what percentage of students ***does not*** have adequate broadband Internet and/or digital devices at home to do school work at home that would require using the Internet or a computer?

○ 0-20%

○ 21-40%

○ 41-60%

○ 61-80%

○ 81-100%

○ Don't know

In your classroom, how much does it limit students' learning if students do not have adequate broadband and/or a computing device at home to do homework?

○ A great deal

○ Quite a bit

○ Some

○ Very little

○ None at all

How often do you assign homework that requires students to have access to digital devices and/or broadband Internet outside of school?

○ Never

○ Sometimes

○ About half the time

○ Most of the time

○ Always

During the last school year, approximately how many hours did you spend in professional development (PD) activities hosted by your school or district to support your use of technology in the classroom?

_____ hours

Thinking about the professional development activities in which you have participated to support your use of classroom technology, which of the following topics did you learn about? *Check all that apply.*

☐ Creating videos of my lessons and lectures for students

☐ Developing and/or facilitating an online course

☐ Identifying and evaluating high quality, standards-aligned digital content to use in my instruction

☐ Implementing a "flipped classroom" or "blended learning" model

☐ Learning how to leverage digital tools to support student investigations

☐ Understanding student data privacy requirements and strategies

☐ Using educational games with instruction

☐ Identifying mobile apps and/or learning how to use mobile apps with students

☐ Using mobile apps and/or devices (smartphones, tablets, laptops) within instruction

☐ Using social media to keep students and parents informed

☐ Using technology for formative assessment and/or to differentiate instruction

☐ Using technology with special education or English language learning students

☐ Digital Citizenship

☐ Other

Overall, how effective was the PD that you received in supporting your use of classroom technology?

○ Extremely effective

○ Very effective

○ Moderately effective

○ Slightly effective

○ Not effective at all

How often do you communicate with parents about ...

	Always	Most of the time	About half the time	Sometimes	Never
Their child's use of technology for school purposes?	○	○	○	○	○
Their child's use of technology for non-school purposes?	○	○	○	○	○

To what extent do you agree with the following statements?

	Strongly agree	Agree	Somewhat agree	Neither agree nor disagree	Somewhat disagree	Disagree	Strongly disagree
Technology has made it easier for me to have meaningful communication with parents.	○	○	○	○	○	○	○

| Parents have expressed concerns that our school requires too little technology use. | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| Parents have expressed concerns that our school requires too much technology use. | ○ | ○ | ○ | ○ | ○ | ○ | ○ |

Timing
First Click
Last Click
Page Submit
Click Count

Display This Question:

If Which of the following best describes your school? = Virtual or Online K12 School or Other

Thank you for your interest in our survey. For this survey, we are only seeking responses from K12 teachers working in traditional, physical school structures.