NSDL Annual Meeting
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Project Tomorrow

Speak Up

Critical Trends in K-12 Education

Selected Findings from Speak Up 2008

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Today's Topics

- Key issues for NSDL Community
- What is Speak Up?
- Trends to Watch (from Speak Up data)
- Seeding Innovation: A Case Study
- Implications for NSDL

Key Issues for NSDL

- Innovation
- Dissemination/Impact
- Approach to Sustainability

What is Speak Up?

- National Research Project
- Largest authentic, unfiltered database of stakeholder views
  - Students (k-12)
  - Parents
  - Teachers
  - Administrators
  - Pre-Service Teachers (NEW)

Speak Up Reach

- Over 1.5 million participants (since 2003)
    - 1.3 million K-12 students
    - 103,000 teachers
    - 54,000 parents
    - 6,300 school leaders
    - 18,000 schools from all 50 states, DC American military base schools, Canada, Mexico, Australia

Speak Up 2008

K-12 Students	281,500
Teachers	29,644
Parents (in English & Spanish)	21,309
Administrators	3,114
Schools	4,379
Districts	868
States	All 50

Top 10: TX, CA, AZ, AL, IL, MD, FL, NC, NE, WI

About Speak Up Schools

- 95% public, 3% private, 2% virtual
- 35% urban, 32% suburban, 33% rural
- 45% Title 1 eligible
- 34% majority-minority student population

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How to use Speak Up

- Gain insights about your audience
- Inform the design of your portal
- Develop outreach strategies
- Understand opportunities/challenges in K-12

Informing Innovation

Getting Started

- Who am I?

- Warm Up Exercise

Who am I? Profile characteristics:

Access to mobile devices:
MP3 player (44%)
Game player (53%)
Laptop (44%)

Participates in immersive virtual reality environments (39%)

Uses Internet for education research (51%) and online assessments (35%)

Wishes for their ultimate school
Online classes (27%)
High tech science tools (39%)
Online tools for organization (35%)

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Audience Response: Who am I?

1. Kindergarten Boy

2. 3rd Grade Girl

3. 7th Grade Boy

4. 10th Grade Girl

5. Teacher

Who am I?
3rd Grade Girl with Average Tech Skills

Meet today's 3rd grade girls:

Access to mobile devices:
MP3 player (44%)
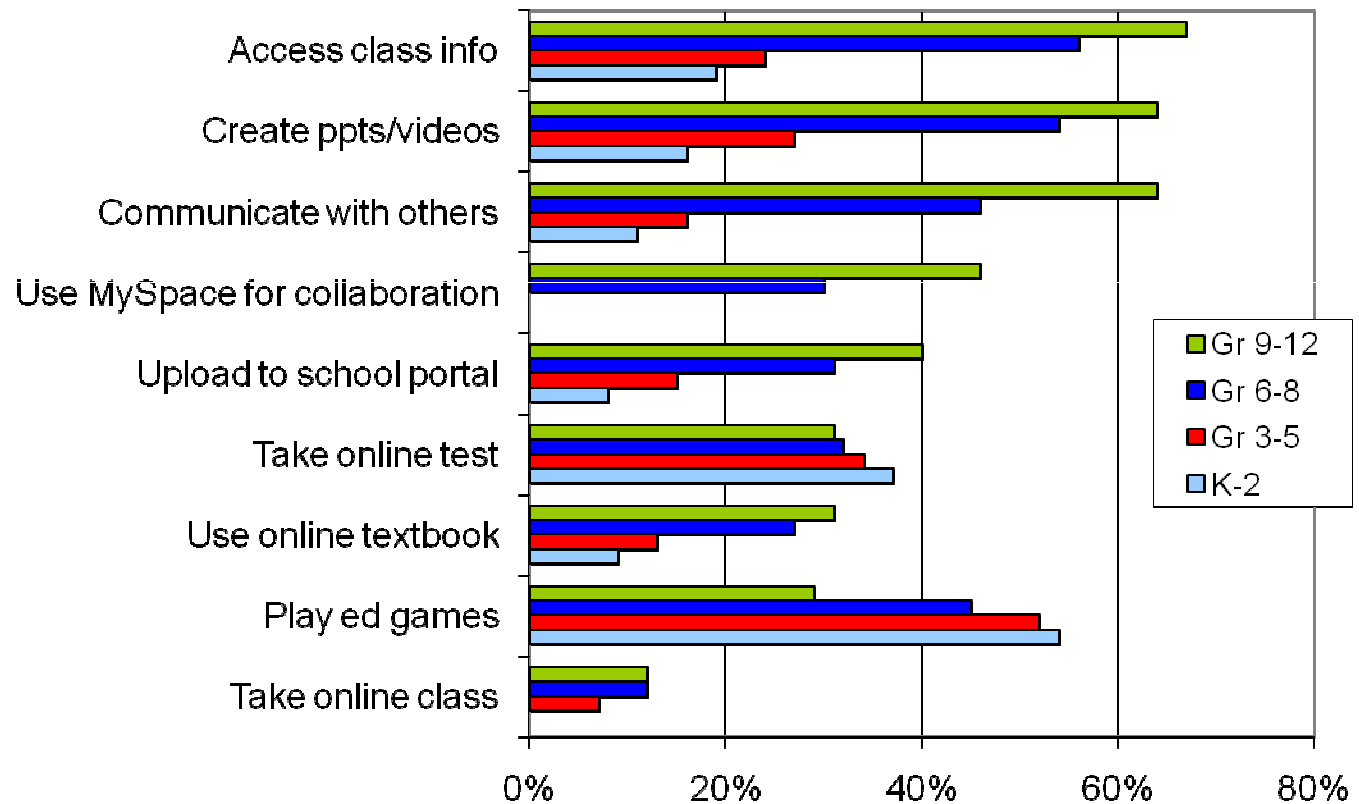Game player (53%)
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How are students using technology for schoolwork?

Horizontal bar chart with categories (top to bottom): Access class info, Create ppts/videos, Communicate with others, Use MySpace for collaboration, Upload to school portal, Take online test, Use online textbook, Play ed games, Take online class. Legend: Gr 9-12, Gr 6-8, Gr 3-5, K-2. X-axis: 0% to 80%.

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TREND #1 –
Digital Advance Team

Digital Advance Team

- Adopting/Adapting technologies for learning
- Tech trend setters
- Use predicts widespread acceptance
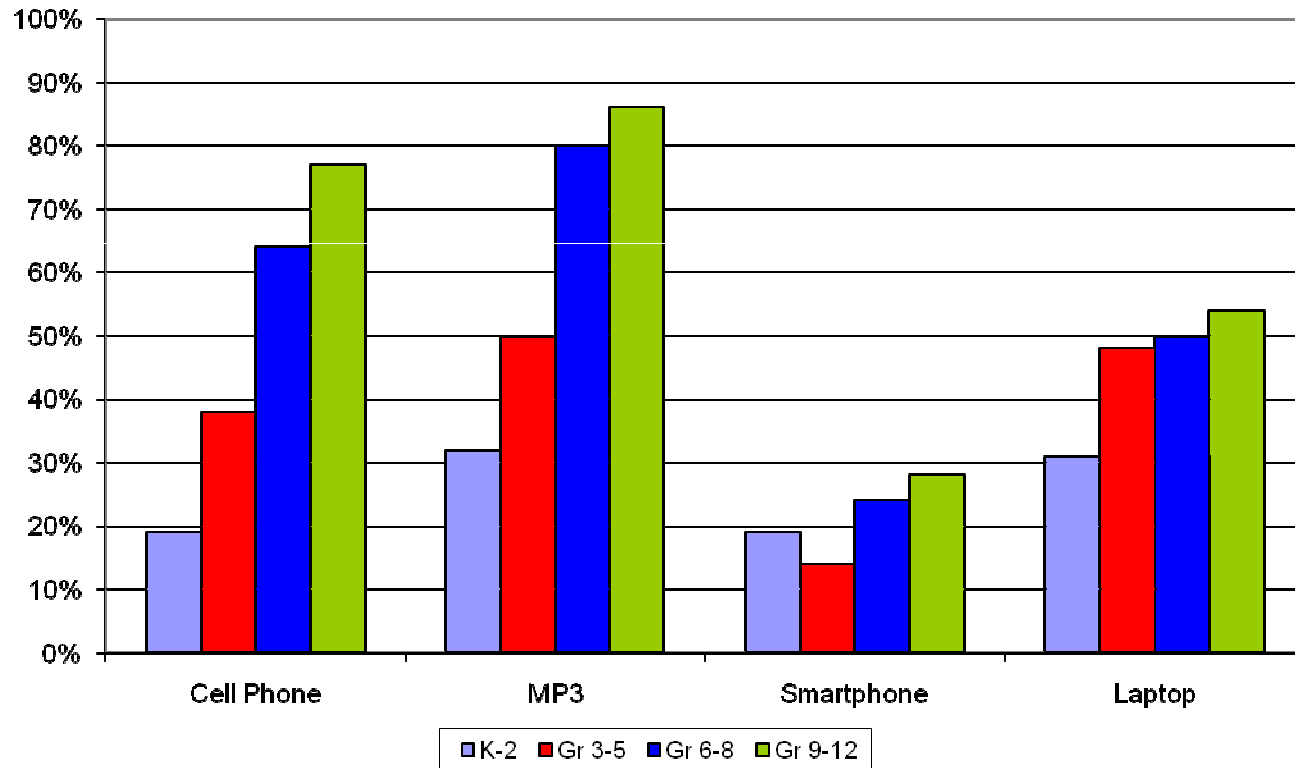- Out of school use drives school use

Advance Team Trends

- Mobile Learner
- Use Web 2.0
- "I'll take that class to go!"
- Personalizing learning - ultimate online textbook

Mobile Learner

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Using mobile devices for learning

- Communications
  - Email teachers, classmates
  - Access personal websites

- Collaborations
  - Projects and calendars

- Creativity
  - Create/share documents, videos

- Productivity
  - Research, downloads, ed games
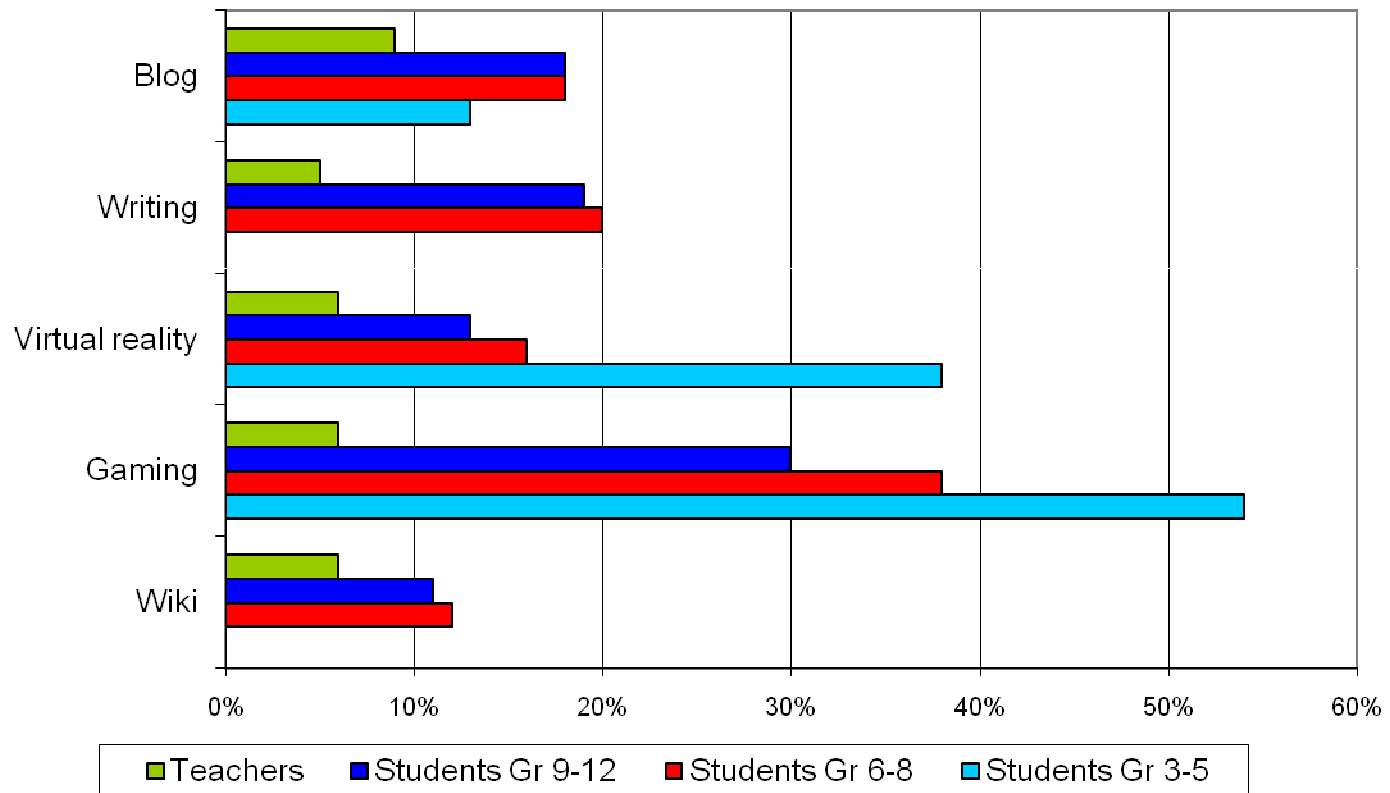 - Get alerts and reminders

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Using Web 2.0 for learning

- Communications
- Creation
- Collaboration
- Contribution

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Web 2.0: Collaborate & Contribute

"I'll take it to go!"

	Taken online class	Interested
High School Students	16%	40%
Middle School Students	14%	45%
G3-5		15%

Interest in online learning increased since 2007

- +40% of high school students ⬆ **21%**

- +35% of middle school students ⬆ **46%**

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Online offers choices
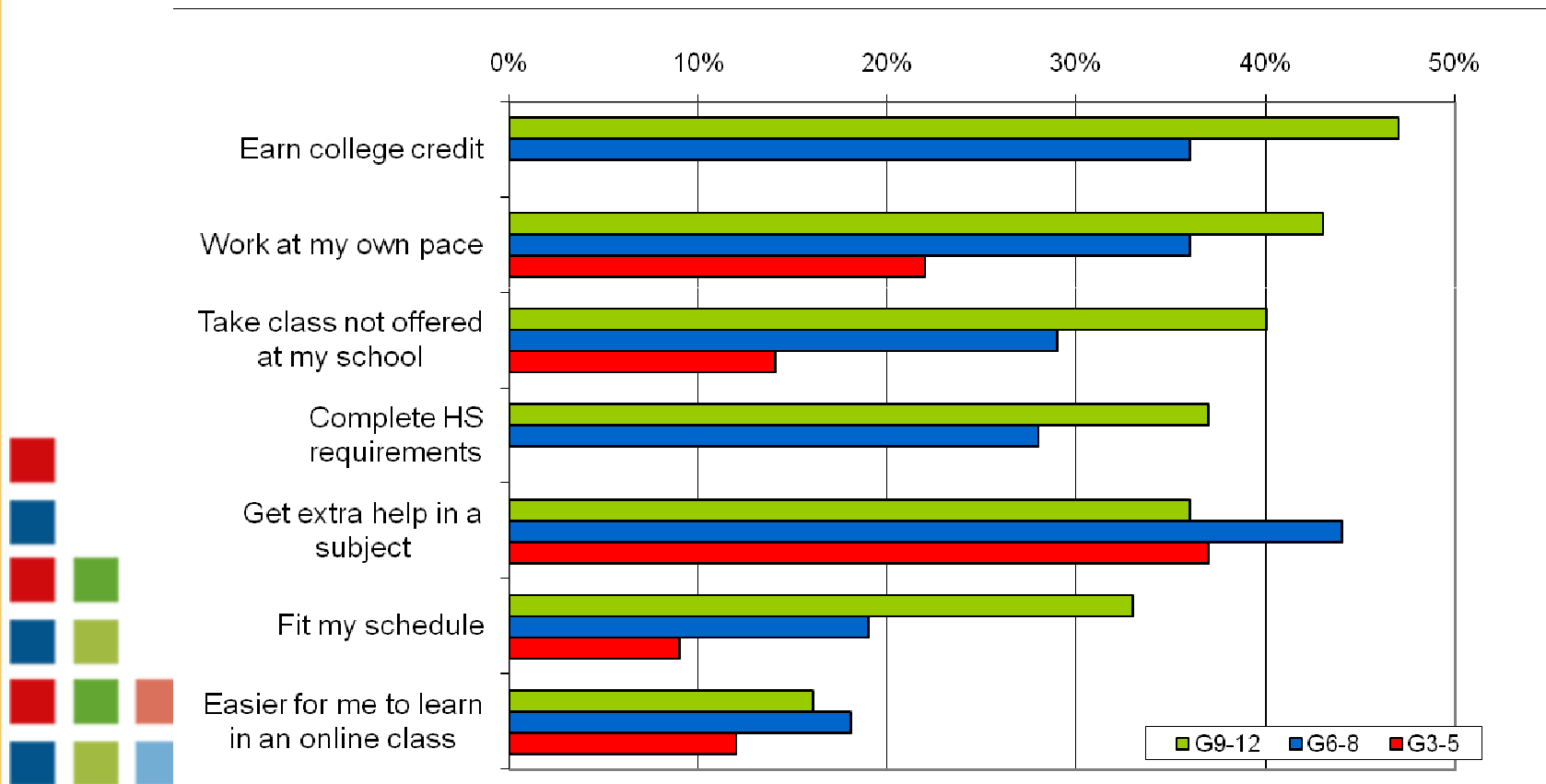
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Online offers personalization

- Puts me in control of my learning (47%)
- Easier to review class materials (38%)
- Easier for me to succeed (32%)
- Comfortable asking questions (29%)
- More motivated to learn (27%)

The ultimate textbook
MIDDLE/HIGH SCHOOL

- Electronic notes & highlighting (63%)
- Self assessments (62%)
- Links to useful websites (60%)
- Games & simulations (55%)
- Access to online tutors (53%)
- Links to real time data (52%)
- Virtual Labs (45%)
- Podcasts from subject experts (34%)

Textbooks going mobile

- Students want to download information to cellphone
  - 53% high school students
  - 53% middle school students
  - 25% 3rd – 5th grade students

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The ultimate school

Imagine you are designing the ultimate school for 21st century learners. Which of these tools or strategies do you think holds the greatest potential for increasing student achievement and success?

	Gr 6-12	Teachers
Digital media tools	52%	35%
Communications tools	50%	42%
Games	47%	21%
Digital content	47%	34%
Online classes	44%	21%
Internet access	40%	15%
Laptops	56%	40%
Interactive boards	46%	40%
Mobile devices	45%	15%

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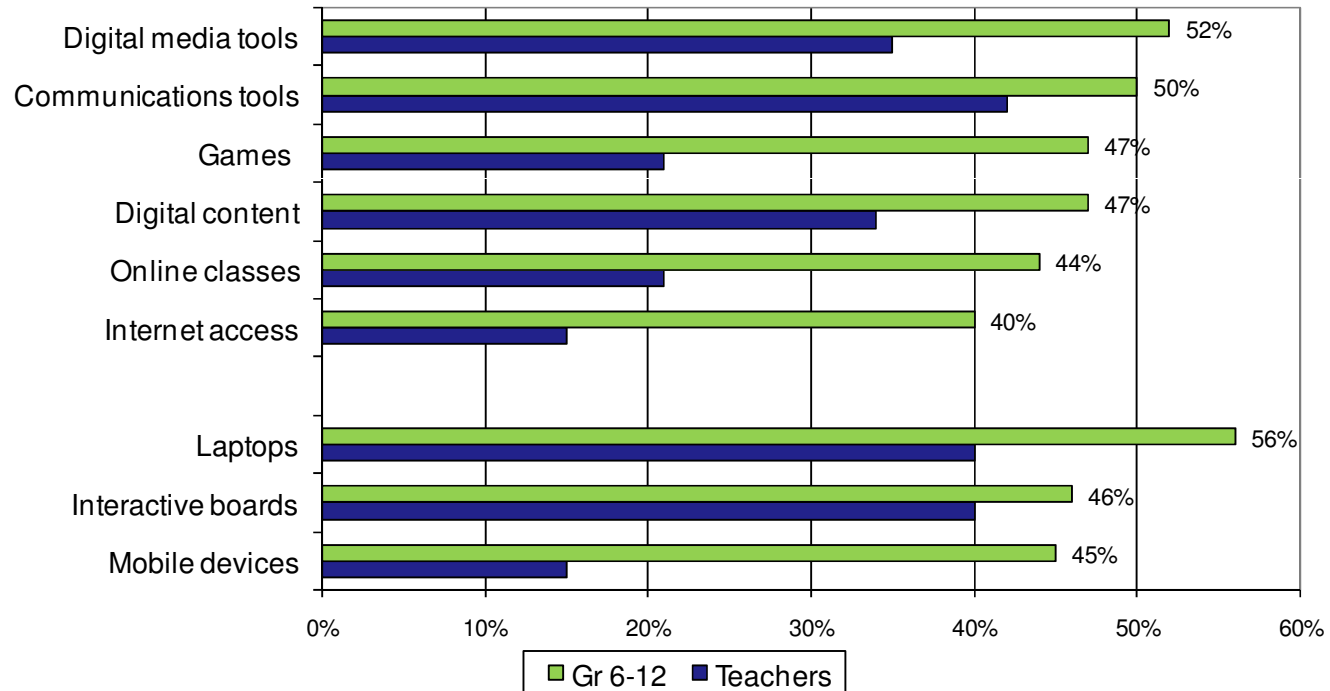
TREND #2 –
Digital Resources in the Classroom

What digital resources are teachers using?

Resource	Percentage
Teaching Aides	68%
Software: Skill Development	49%
Online curriculum	30%
Software: Thinking Skills	27%
Game-based environments	26%
Real-time data (e.g. NASA, GOOGLE Earth)	26%
Online textbooks	24%
Podcasts/Videos	19%
Animations	14%
Simulations	11%
Virtual Labs	7%

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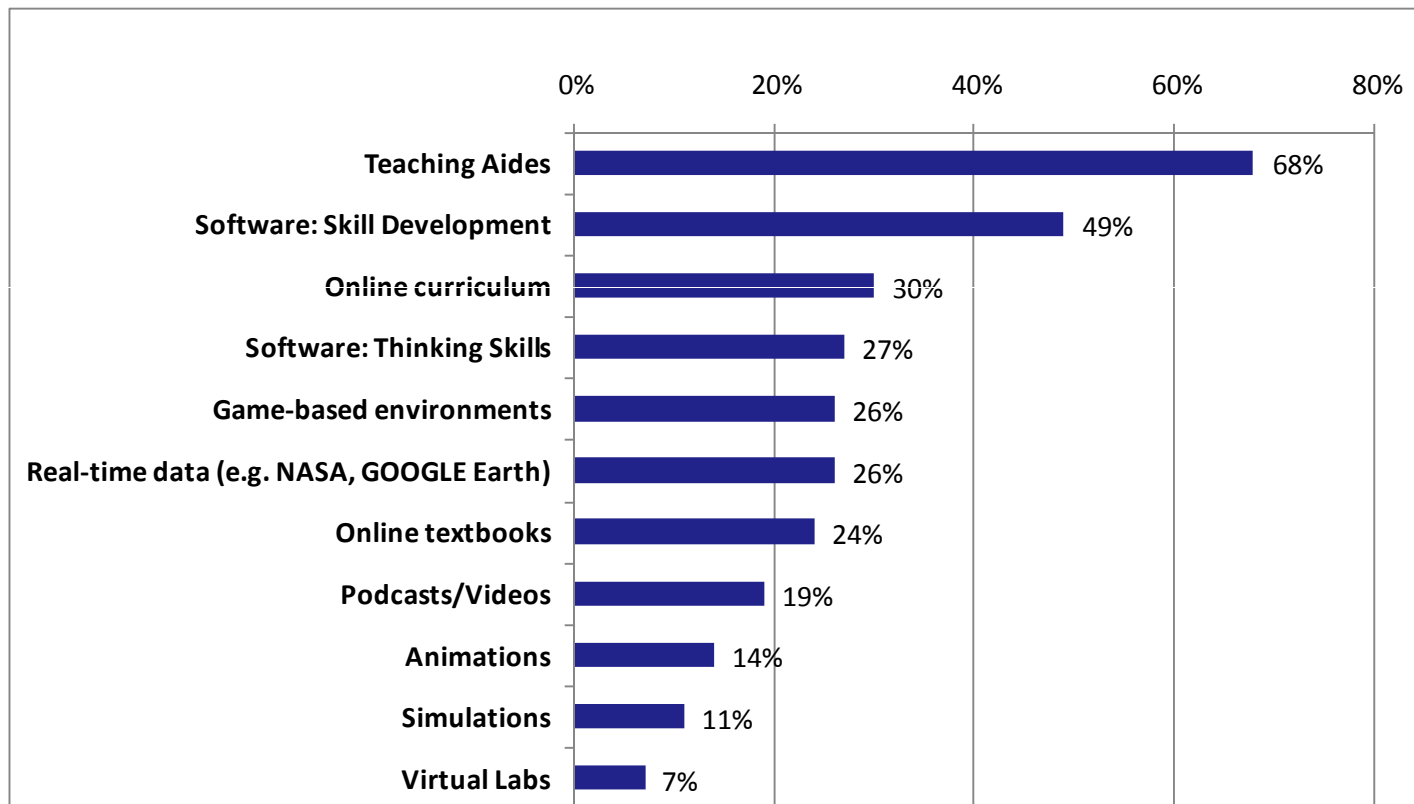
Digital Resources: Teachers & Students

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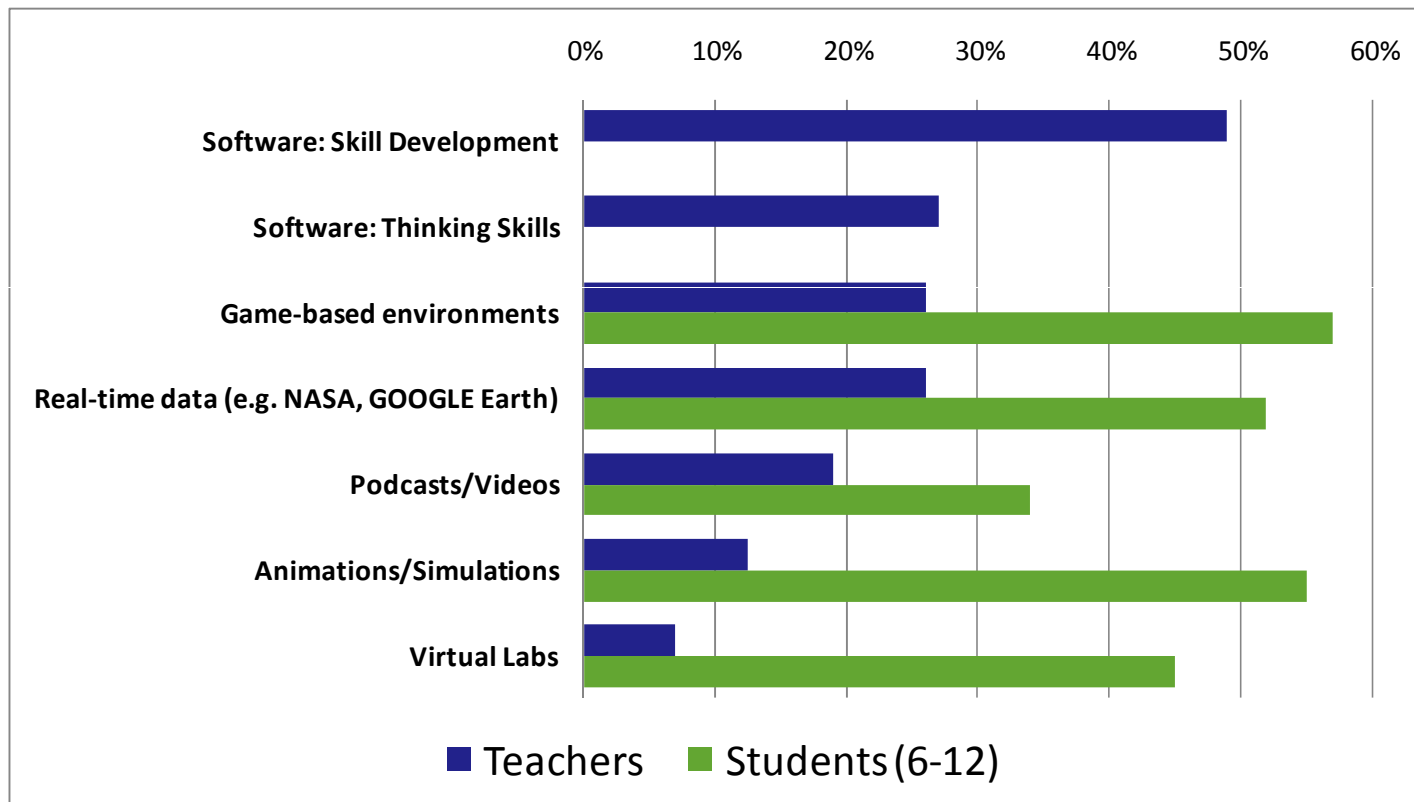
Finding digital resources
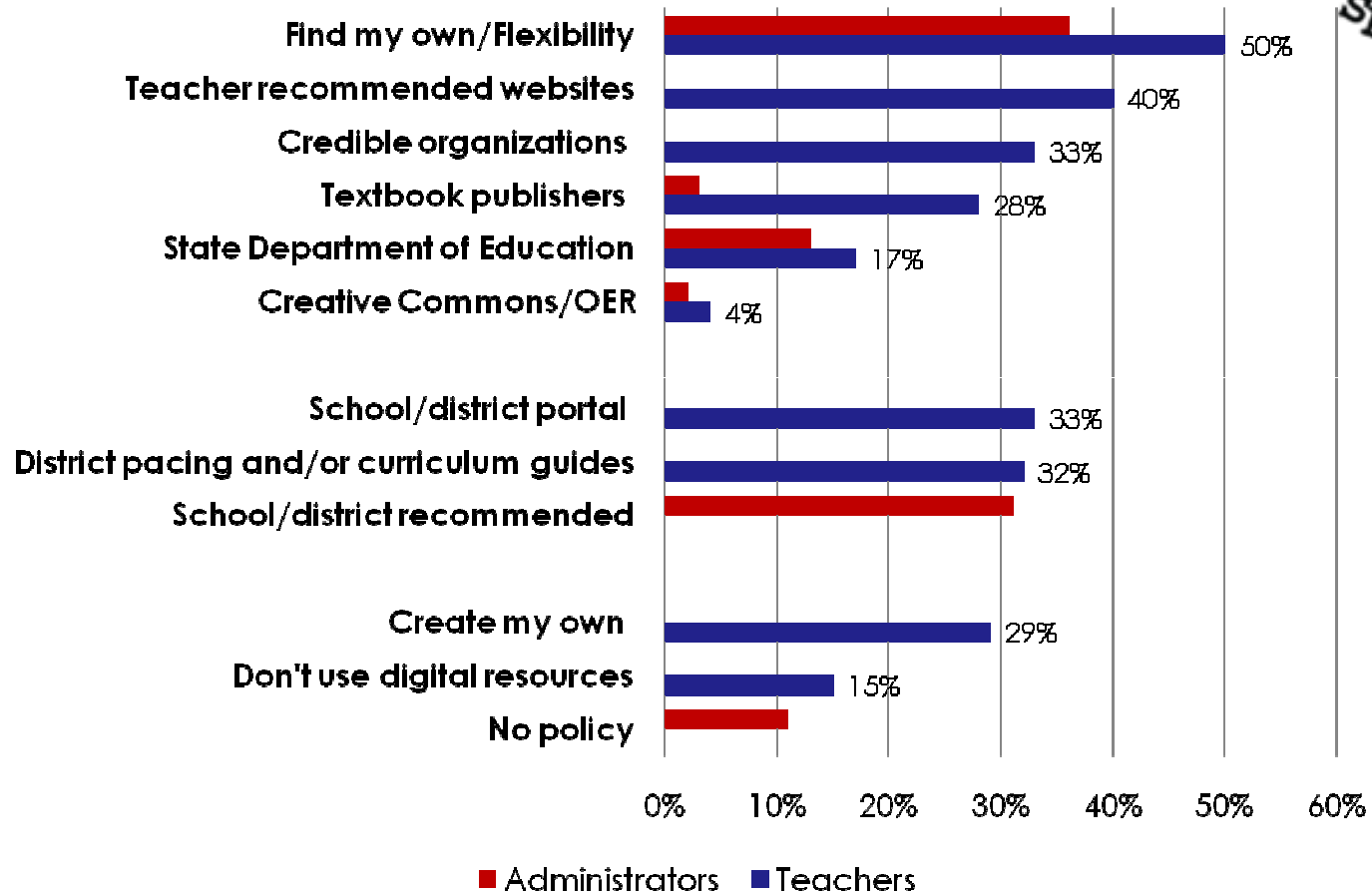
Administrators: What is your district's current philosophy about incorporating digital resources into your curriculum?

Barriers to using digital resources

Barrier	Teachers	Administrators
Funding	25%	(30%)
Insufficient Internet access	13%	
Computer access	9%	(40%)
	16%	
	6%	
Unsure about copyright issues	7%	
Curriculum alignment	8%	
District doesn't provide a list	12%	
Can only use resources in LMS	3%	
Don't know how to use resources	14%	(40%)
Other priorities		(16%)

■ Administrators   ■ Teachers

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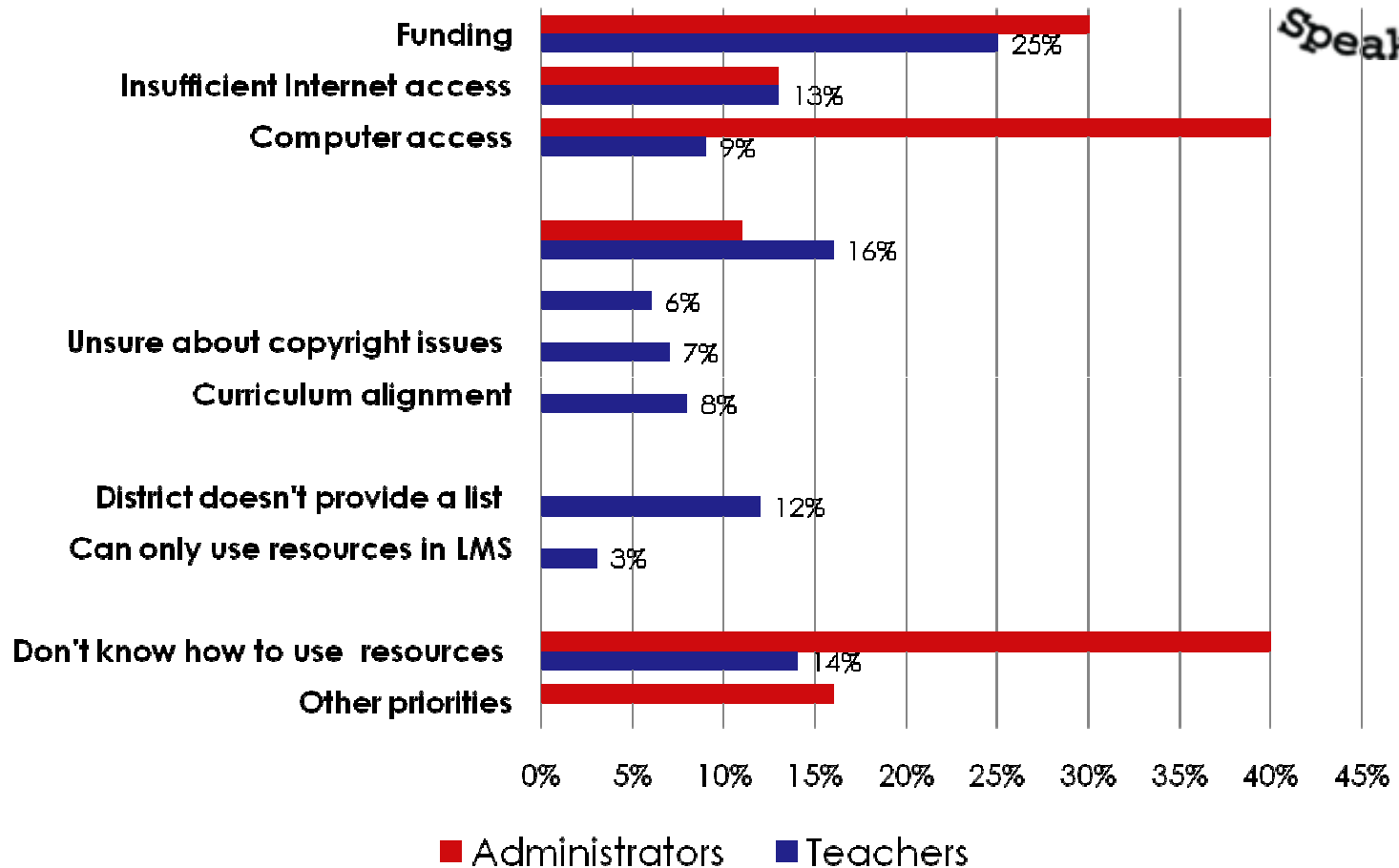
Seeding Innovation: Online Learning

Online classes - today

- 49% of administrators report teachers are their primary audience for online classes
  - 24% students (in school)

- 33% of teachers have taken professional development online
  - Students: middle school (14%) and high school (16%)
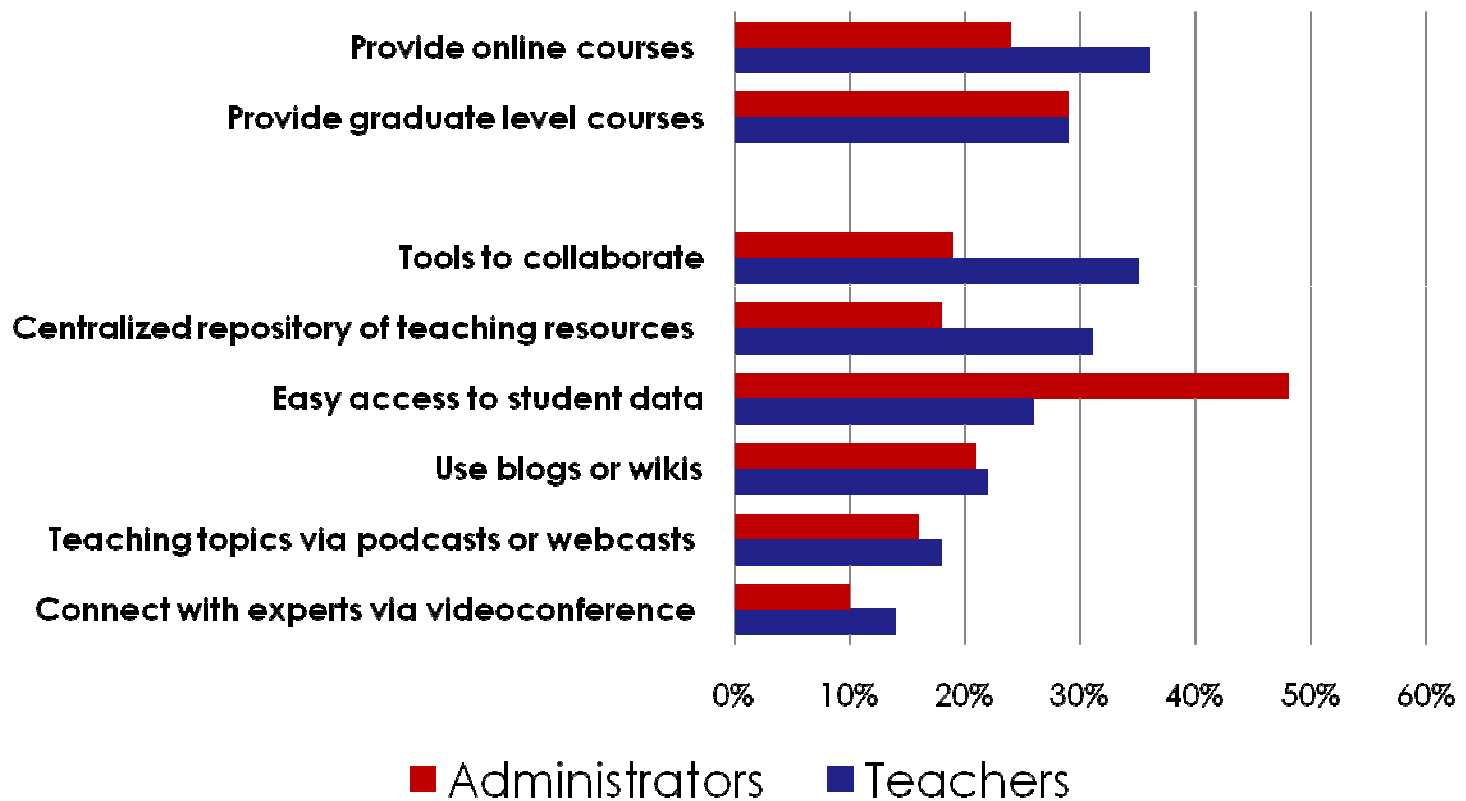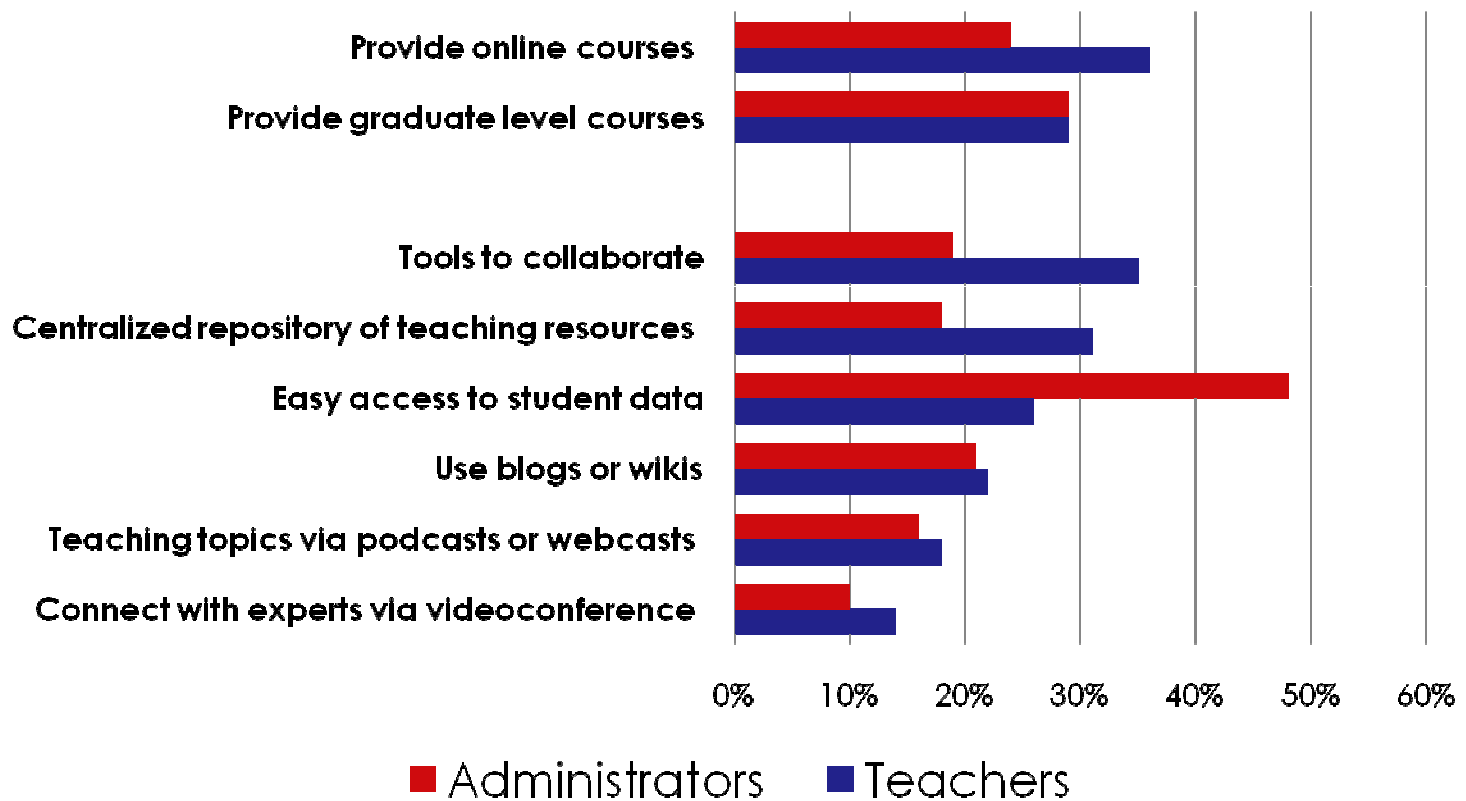
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Technology & professional learning communities

Bar chart comparing Administrators and Teachers responses:

- Provide online courses — Administrators ~24%, Teachers ~36%
- Provide graduate level courses — Administrators ~29%, Teachers ~29%
- Tools to collaborate — Administrators ~19%, Teachers ~35%
- Centralized repository of teaching resources — Administrators ~18%, Teachers ~31%
- Easy access to student data — Administrators ~48%, Teachers ~26%
- Use blogs or wikis — Administrators ~21%, Teachers ~22%
- Teaching topics via podcasts or webcasts — Administrators ~16%, Teachers ~18%
- Connect with experts via videoconference — Administrators ~10%, Teachers ~14%

Legend: ■ Administrators ■ Teachers

Technology & professional learning communities

Chart showing percentages for Administrators and Teachers across the following categories:

- Provide online courses
- Provide graduate level courses
- Tools to collaborate
- Centralized repository of teaching resources
- Easy access to student data
- Use blogs or wikis
- Teaching topics via podcasts or webcasts
- Connect with experts via videoconference

X-axis: 0% 10% 20% 30% 40% 50% 60%

Legend: ■ Administrators ■ Teachers

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Seeding Innovation

- Districts tell us they made a conscious decision to use professional development..
  - Streamline PD process
  - Introduce teachers to tools
  - Ultimately provide online classes

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Implications for Pathways...

- Innovation
  - Digital Advance Team serve as guides
- Dissemination
  - Teachers want to gain experience with technology before using in classroom

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Implications for Pathways...

- Sustainability
  - Opportunities for professional development services
  - Create relevance: animations, simulations,

Learn more about Speak Up

Speak Up for K-12
http://www.tomorrow.org/speakup/index.html

Speak Up for Higher Ed
http://www.tomorrow.org/SU4HigherEd/index.html

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