Q1

Q: What are the instructional possibilities different devices offer?

A: The data from our study shows that none of the three devices surpass another in its ability to offer better instructional possibilities. However, there is strong data to suggest that having any of the three devices has greatly impacted the learning and teaching experiences of students and teachers. Simply having the device as part of the everyday learning environment was the game-changer.

BY THE NUMBERS

	ANA	PROD	SUB	AUG	TRANS
iPad Pro	17	13	25	31	10
Chromebook	12	17	30	29	12
MacBook Air	16	17	31	24	12

QUOTABLE COMMENTS

**47 MS & HS Teachers
3800+ Students**

Quotes from Teachers:

"Learning from the kids, learning with the kids, learning together - it has been powerful."

"Getting more time to teach; more time to learn."

"The quality of learning is better, the quality of what we are getting is better."

"[It has] allowed us to use Canvas the way it was intended to be used."

"Students are more engaged, they have more buy-in because they are giving you a product they created and they are proud of."

"I was able to help kids who need it on a more individual and personal level; able to enhance the learning for kids who are ready and need it, even when a majority of the class is not ready to move on."

"I loved getting to see more about how the kids' minds work. I'm understanding that how I want it to work is not necessarily working for them."

Quotes from Students:

"Technology is our future. It is teaching us how to use it, which we will need for our business and how we will make money. Preparing us for the real world."

"If we don't have an increase in technology, we will be taking a step backwards. We wouldn't be prepared for our future."

TRACKING THE TRENDS

ORGANIZATION
Students report being more organized; turning more assignments in, not getting lost in lockers, etc. They are using calendar apps for deadlines.

EFFICIENCY
Teachers and students reported in various ways and numerous times that having high levels of access translated to many efficiencies.

PERSONALIZATION
This was a common theme. Students worked at their own pace, accessed materials/resources as frequently as they needed and reported having more choice in how they demonstrate their learning.

ALL STUDENTS HAVE A VOICE
Each student having a device was a game-changer as far as giving a platform for all students to share their thinking.

ACCOUNTABILITY
Teachers reported that students completed and turned in assignments at higher rates because they were housed in the cloud and in Canvas.

FEEDBACK
Maybe the biggest impact on learning was the ability for teachers to give quicker, more detailed and specific feedback to students. Teachers reported using more formative assessments in many cases and increased communication between teacher & students. Additionally, the feedback process moved to a two-way communication between teacher and learner.

CREATIVITY
Both teachers and students reported an increase in their capabilities to be creative and express their learning in new ways.

DIGITAL WORK
Students still expressed desire for paper/pencil and face-to-face communication. We view this as positive, that they support the blended learning approach.

ENGAGEMENT
Students reported that this increased for them, especially because they have ownership over their learning and were able to learn alongside of teacher.

ABSENCE MANAGEMENT
Canvas has made providing information for students who are absent much easier for both teachers and students.

STUDENT TECH SKILLS
Students shared that learning how to use multiple tools on platforms is a life skill that they will need in the future.

CANVAS
Teachers and students shared the value of having Canvas as a learning management system. Multiple participants remarked on how students all having devices allowed for them to use Canvas as intended.

INSTRUCTIONAL SHIFTS
Teachers reported planning around "un-Googlable" questions, deeper learning for all and moving to more facilitation of learning rather than direct instruction.

COLLABORATION
All participants consider having devices game changer for collaboration between students; students and teachers, and teachers and teachers.