Date: \_\_\_\_\_\_\_\_\_\_\_\_

Skin in the Game (SIG)

Teacher Survey

This survey is being conducted by Metis Associates, the evaluator of the Skin in the Game (SIG) project. SIG is a state-funded grant project that supports the integration of the arts and technology in order to enhance student achievement. Your participation is extremely important. Please complete the survey as fully and candidly as possible. The purpose of the survey is to gather information about how the program is being implemented at your school. Participation in the survey is entirely voluntary; however, we hope you will choose to complete the survey, as your responses will be very helpful in providing us with an understanding of the successes and challenges of the initiative and help inform future enhancements. Please be assured that your responses are confidential. Please submit your responses by XXXXX. Your insight is very important to us. The estimated time required to complete this survey is 20 minutes. Thank you for your time! If you have any questions about the project, please feel free to contact XXXX at XXXX.

Background Information

1. **Teacher ID \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
2. **What is your school? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
3. **What grade(s) do you teach? (check all that apply):**

🞎 4 🞎 5 🞎 6 🞎 7 🞎 8 🞎 Other, please specify:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. **By the end of the 2019-20 school year, how many years will you have been a full-time teacher?**

🞎 Less than one year

🞎 One full year

🞎 2-3 years

🞎 4-5 years

🞎 6-10 years

🞎 11-15 years

🞎 More than 15 years

1. **What subject(s) do you teach? (check all that apply)**

🞎 Elementary (all subjects)

🞎 Special Education

🞎 Music

🞎 Art

🞎 Physical Education

🞎 Mathematics

🞎 Science

🞎 English Language Arts

🞎 Social Studies

🞎 Foreign Languages

🞎 Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Instructional Practices

**For the purposes of this survey, please use the following definitions:**

**STREAM:** Science, Technology, Reading, Engineering, Arts, and Mathematics

**Interdisciplinary Instruction:** A lesson or series of lessons that focuses on multiple subject areas, such as math, science, social studies, literacy or arts.

**Technology Collaboration:** Collaboration using web-based tools such as any of the Google tools, blogging, or videoconferencing (not just email).

1. **Do you engage in STREAM-based instruction with your students?**

* No
* Yes
* Don’t Know/Not Sure

| 1. P**lease indicate how often you integrated each of the following in your literacy and/or mathematics teaching during the last school year (2018-19):** | **Every day** | **Almost every day** | **About once a week** | **Less than once a week** | **Never** | **N/A** |
| --- | --- | --- | --- | --- | --- | --- |
| 1. Visual Arts | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Science | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Technology | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Engineering | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Other, please specify: \_\_\_\_\_\_ | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |

1. **During the last school year (2018-19), how comfortable were you with integrating technology into instruction?**

* Very comfortable
* Comfortable
* Somewhat comfortable
* Uncomfortable
* Very uncomfortable
* I wasn’t teaching last year

1. **During the last school year (2018-19), how skilled do you think you were with integrating technology into instruction?**

* Very skilled
* Skilled
* Somewhat skilled
* Unskilled
* Very unskilled
* I wasn’t teaching last year

1. **During the last school year (2018-19), how essential was student technology use to your teaching practices?**

* Extremely essential
* Essential
* Somewhat essential
* Not at all essential
* I wasn’t teaching last year

1. **Into what subject area(s) did you integrate technology last school year (2018-19)**? (check all that apply)

* Literacy or ELA
* Math
* Social Studies
* Arts
* Sciences
* Other, please specify: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* I wasn’t teaching last year.

| 1. **During last school year (2018-19), about how often did you…** | **Every day** | **Almost every day** | **About once a week** | **Less than once a week** | **Never** |
| --- | --- | --- | --- | --- | --- |
| 1. …use technology yourself in your classroom? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …have students use technology in class? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. … use STREAM-based interdisciplinary curricula? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. … have students engage with STREAM-based interdisciplinary curricula? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …use technology tools to collaborate with your colleagues? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …use technology tools for STREAM-based learning projects? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |

| 1. **During last school year (2018-19), how comfortable were you…** | **Very Comfortable** | **Comfortable** | **Somewhat Comfortable** | **Uncomfortable** | **Very Uncomfortable** | **Don’t Know or**  **N/A** |
| --- | --- | --- | --- | --- | --- | --- |
| 1. …using technology in your classroom? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …having students use technology in class? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. … using STREAM-based interdisciplinary curricula? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. … having students engage with STREAM-based interdisciplinary curricula? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. … using technology tools to collaborate with your peers? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. … using technology tools for STREAM-based learning projects? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |

| 1. **During last school year (2018-19), how often did you use the following technologies in your classroom?** | **Every day** | **Almost every day** | **About once a week** | **Less than once a week** | **Never** |
| --- | --- | --- | --- | --- | --- |
| 1. Mobile devices (e.g. iPads, phones) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Desktop or laptop computers | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Video games (such as X-box, Playstation or Wii) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Video conferencing | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Cloud-based tools (e.g., Google Suites, Nearpod) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Digital media (e.g., Green Screen, iMovie, Tintype, Brushstroke, Diana, Over) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. 3D printers | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Mobile device apps (e.g., Google docs, Google classroom, Google drive, Nearpod, Brushstroke, Tintype, Over) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Social Media | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Augmented Reality/Virtual Reality (e.g., HP Reveal, Nearpod AR) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Video Game Coding Software (e.g., Bloxels, Doodlematic) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |

| 1. **During last school year (2018-19), how comfortable were you using the following technologies in your classroom?** | **Very Comfortable** | **Comfortable** | **Somewhat Comfortable** | **Uncomfortable** | **Very Uncomfortable** | **Don’t Know or**  **N/A** |
| --- | --- | --- | --- | --- | --- | --- |
| 1. Mobile devices (e.g. iPads, phones) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Desktop or laptop computers | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Video games (such as X-box, Playstation or Wii) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Video conferencing | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Cloud-based tools (e.g., Google Suites, Nearpod) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Digital media (e.g., Green Screen, iMovie, Tintype, Brushstroke, Diana, Over) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. 3D printers | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Mobile device apps (e.g., Google docs, Google classroom, Google drive, Nearpod, Brushstroke, Tintype, Over) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Social Media | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Augmented Reality/Virtual Reality (e.g., HP Reveal, Nearpod AR) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. Video Game Coding Software (e.g., Bloxels, Doodlematic) | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |

Professional Development

| 1. **Please indicate whether you have participated in SIG professional development activities with topics related to the following:** | **No** | **Yes** |
| --- | --- | --- |
| a. SIG Program Design | 🔾 | 🔾 |
| b. Game Making Process | 🔾 | 🔾 |
| d. Technology Integration | 🔾 | 🔾 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1. **Considering the professional development that you have received in connection with the SIG project, please rate the extent to which you believe that this training...** | **To a Large Extent** | **Somewhat** | **Not at All** | **Don’t Know or**  **N/A** |
| 1. …was engaging. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …was relevant to your work. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …increased your ability to use STREAM-based interdisciplinary curricula. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …increased your ability to use and integrate technology into your teaching. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …positively impacted your classroom instruction. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …positively impacted your interactions with students. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …positively impacted your interactions with other teachers. | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …helped to STREAM-based learning into your classroom | 🔾 | 🔾 | 🔾 | 🔾 |

Summing up

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1. **How would you rate your level of enthusiasm for...** | **Very Enthusiastic** | **Enthusiastic** | **Somewhat Enthusiastic** | **Unenthusiastic** | **Very Unenthusiastic** | **Don’t Know or**  **N/A** |
| 1. …the SIG Project? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |
| 1. …your participation in the SIG Project? | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 | 🔾 |

1. What do you hope to get out of your participation in SIG (e.g., your goals, hopes)?
2. What are your concerns about participating in SIG?
3. Do you have anything else to share?