

The MLTI 2010 Survey: Key Results

Ruben R. Puentedura, Ph.D.

The Survey

- Three Sections:
 - Classroom Practices
 - MLTI Models and Professional Development
 - Models: TPCK, SAMR
 - PD: Podcasts, Webinars, F2F Sessions
 - Software Application Use

The Reply Format

- In my work, this tool plays:
 - a crucial role
 - an important role
 - a minor role
 - no role at all

For Scoring Purposes

- a crucial role = 3 points
- an important role = 2 points
- a minor role = 1 points
- no role at all = 0 points

Respondents

- 2096 Respondents
 - 986 Middle School
 - 1110 High School

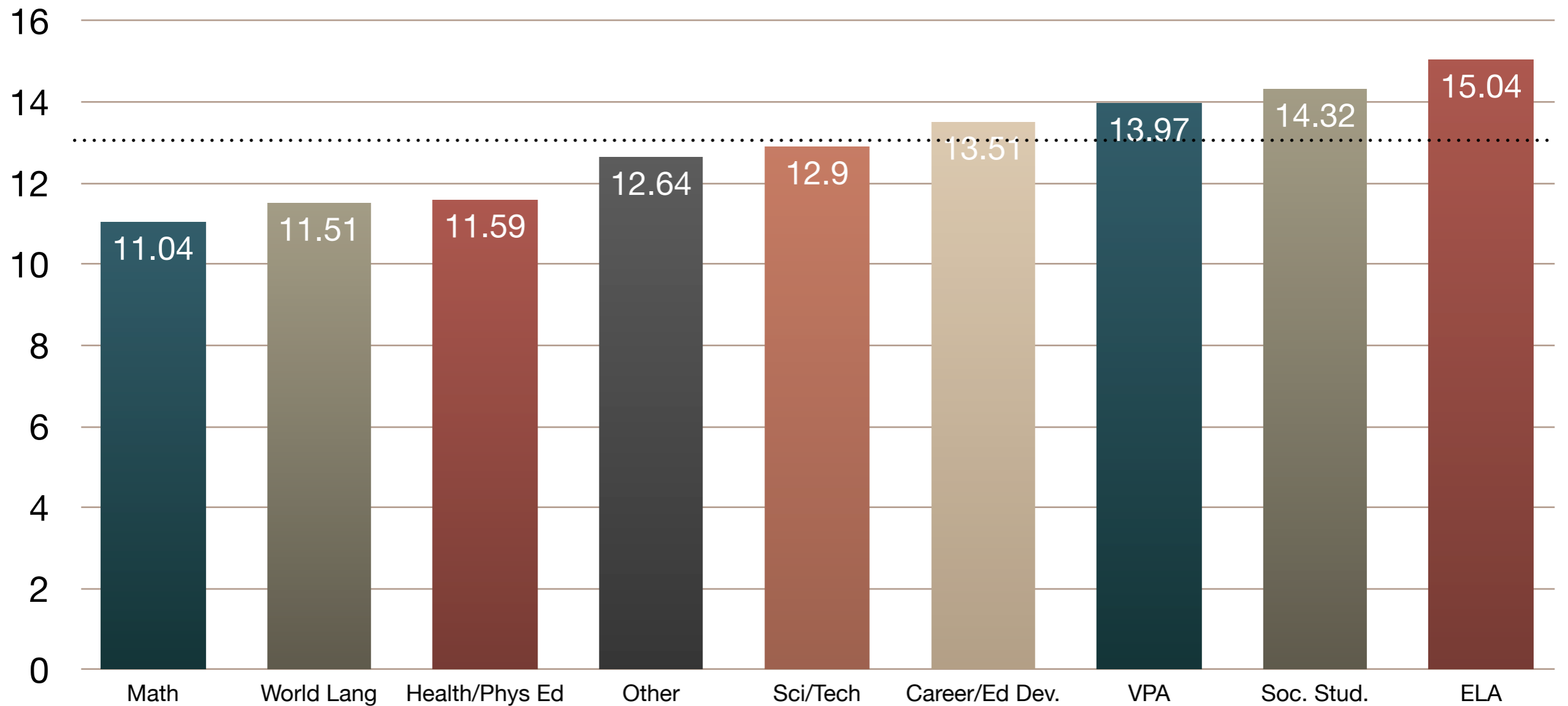
Classroom Practices

- Seven Highly Effective Practices:
 - Teach critical thinking skills explicitly as part of my curriculum.
 - Ask open-ended questions of my students.
 - Provide independent study project opportunities for my students.
 - Provide long-range project opportunities for my students.
 - Assign creative or expository writing projects.
 - Give students different assignments or homework based upon individual ability or mastery of material.
 - Allocate time and opportunities for students to pursue enrichment projects beyond the usual scope of the course.

Classroom Practices – Results

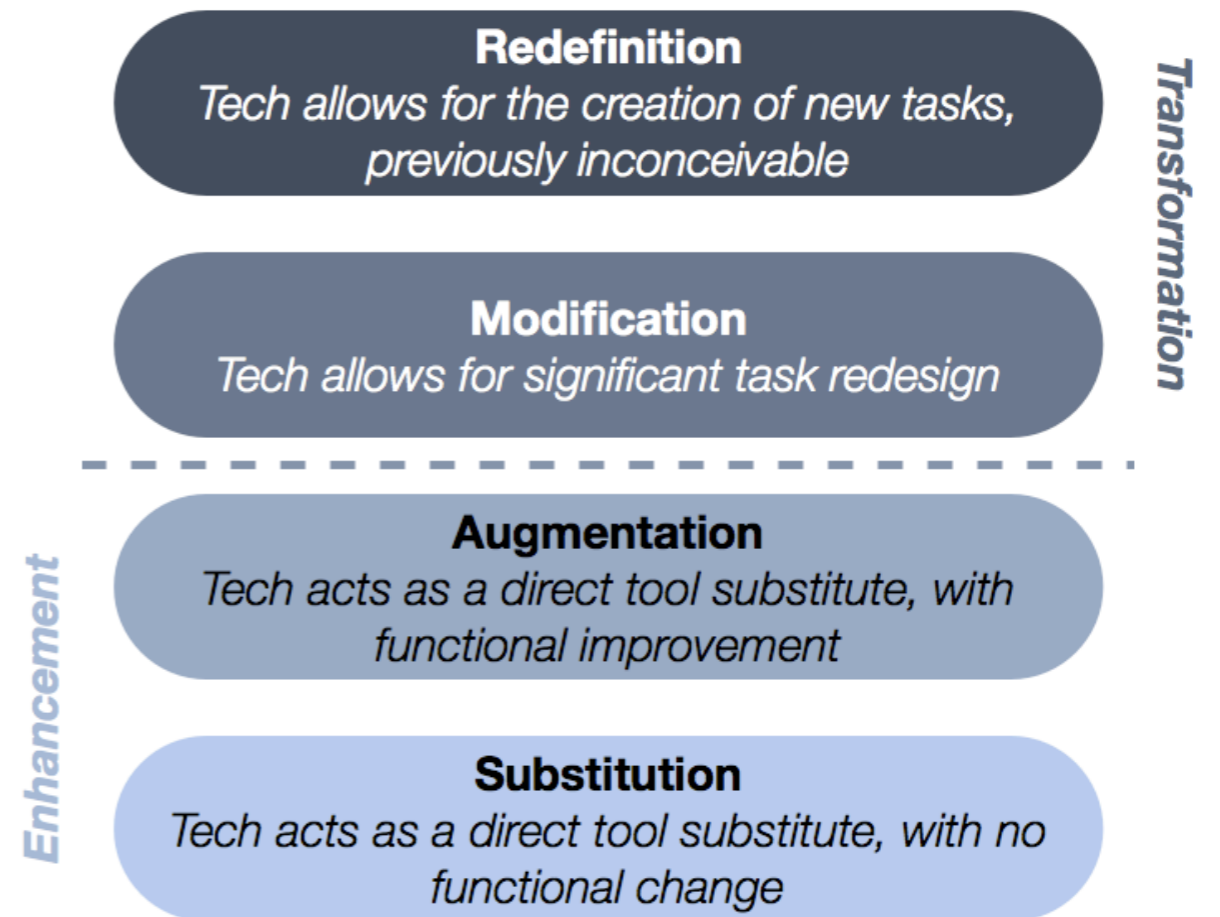
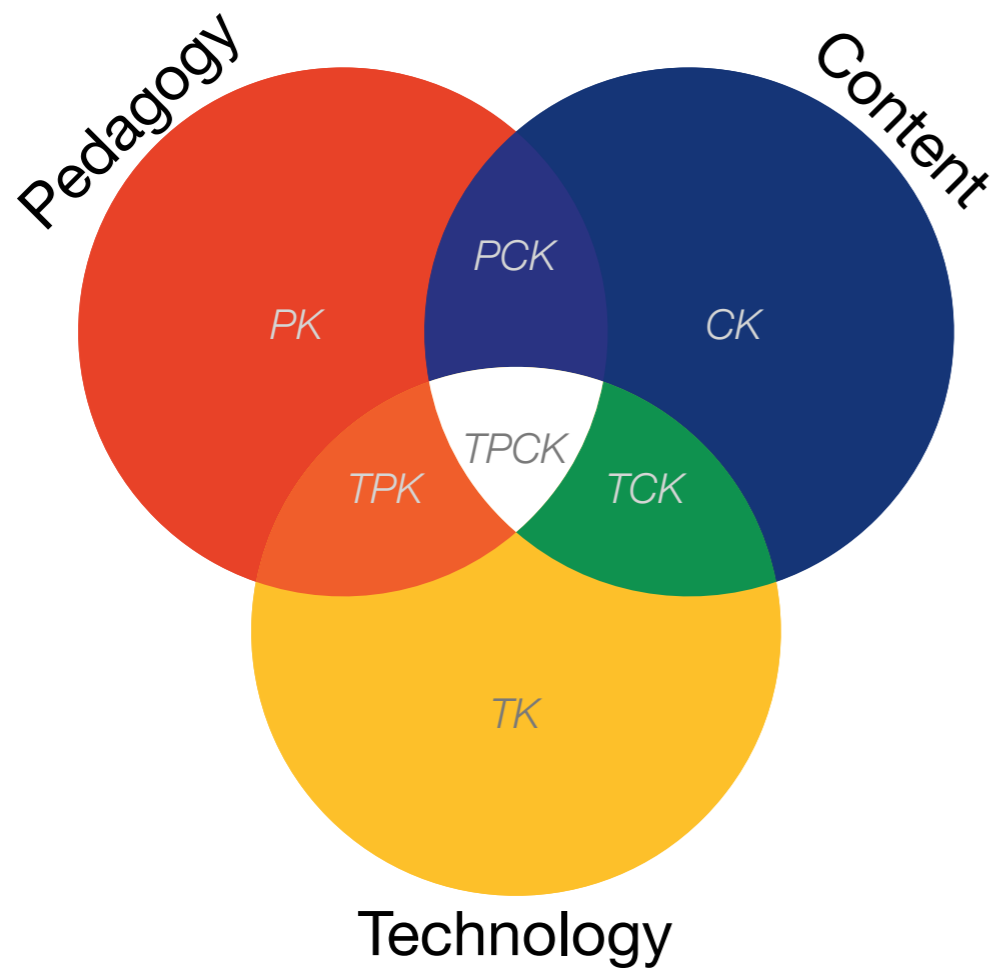
- Desirable minimum average: **14**
- Observed overall average: **13.07**
- Observed average for:
 - "High TPCK" respondents: **15.23**
 - "High SAMR" respondents: **14.49**
 - "High Podcast" respondents: **15.33**
 - "High Webinar" respondents: **14.83**
 - "High F2F" respondents: **14.04**

Classroom Practices – By Subject Area



MLTI Models & PD – Usage & Role

- Usage of MLTI Resources: **47%**
- Crucial/Important/Minor Role (Crucial/Important Role):
 - TPCK: **99%** (69%)
 - SAMR: **97%** (73%)
 - Podcasts: **95%** (37%)
 - Webinars: **85%** (32%)
 - F2F: **91%** (66%)



Software Applications

- Six categories:
 - Internet and Office Tools
 - iLife and Other Media Tools
 - Tools for Organizing and Sharing Information
 - Math, Science, and Mapping Tools
 - Educational Games
 - Utilities

Research Process

Writing Process

Digital Citizenship

Making Meaning

Digital Storytelling

UDL/Accessibility

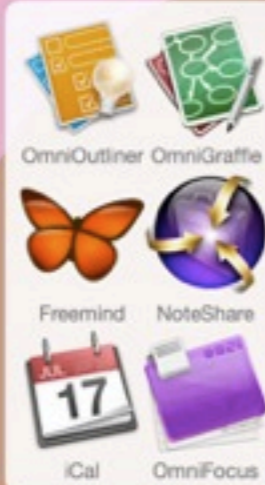
Internet Tools



Office Tools



Math & Science Tools



Info Organization



Media Tools



Educational Games

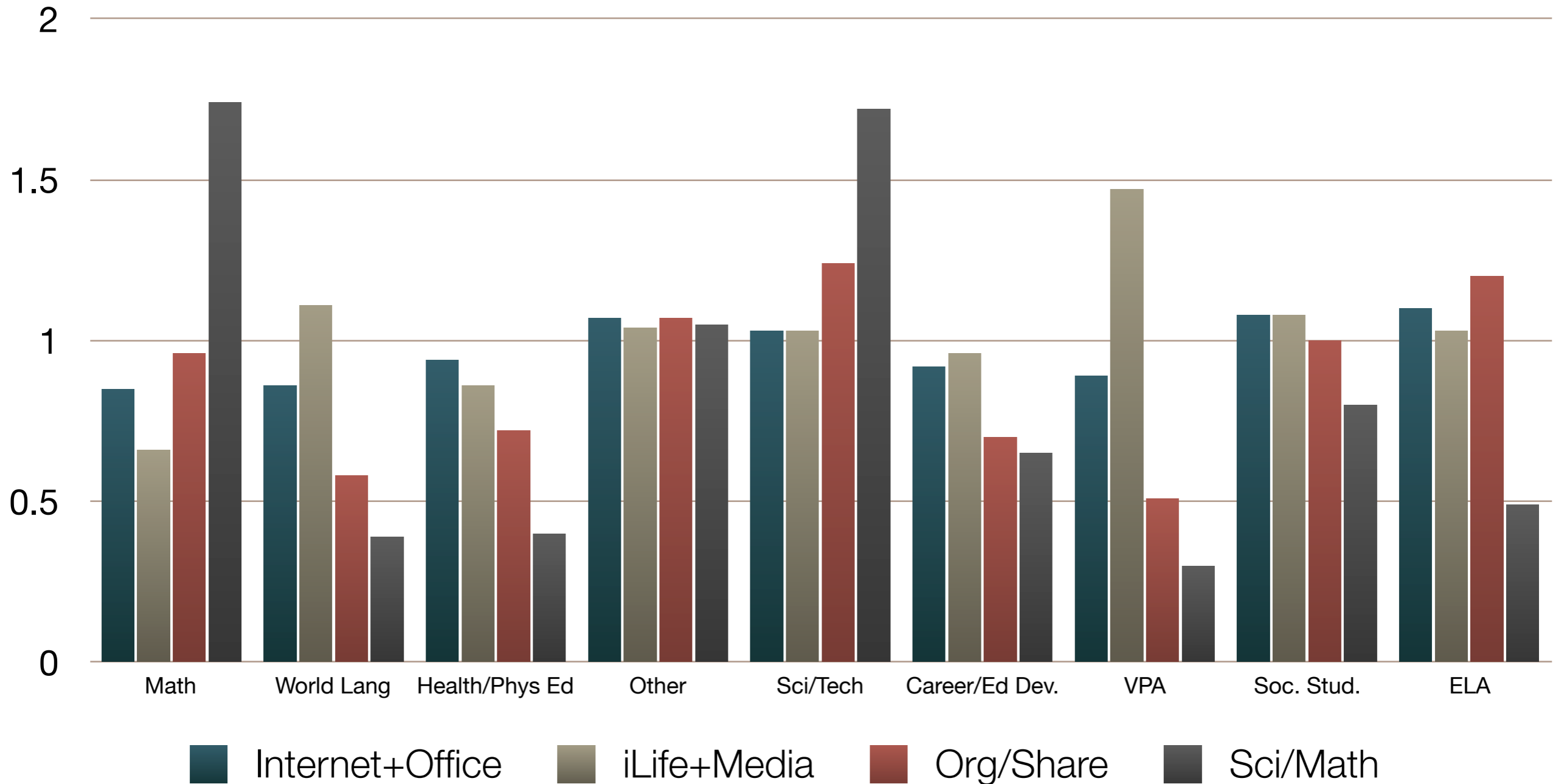


Utilities

Most Popular Applications

- Internet and Office Tools
 - Safari, Preview, Mail, Pages, Keynote, Dictionary
- iLife and Other Media Tools
 - iTunes, iPhoto, GarageBand, iMovie
- Tools for Organizing and Sharing Information
 - NoteShare
- Math, Science, and Mapping Tools
 - Calculator, GeoGebra, Grapher, Google Earth

Software Applications – By Subject Area



Identifying Schools With “Interesting” Projects

- Classroom Practices: at least 1 SD above mean (i.e., 17 or higher total score)
- TPACK/SAMR: Crucial/Important Role
- Software Applications: at least 1 SD above mean in three out of the four core categories

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