The MLTI 2010 Survey: Key Results

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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

<table>
<thead>
<tr>
<th>Subject Area</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Math</td>
<td>11.04</td>
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<tr>
<td>World Lang</td>
<td>11.51</td>
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<td>Health/Phys Ed</td>
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<td>Other</td>
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<td>Sci/Tech</td>
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<td>Career/Ed Dev.</td>
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<td>VPA</td>
<td>13.97</td>
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<tr>
<td>Soc. Stud.</td>
<td>14.32</td>
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<tr>
<td>ELA</td>
<td>15.04</td>
</tr>
</tbody>
</table>
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%)
Pedagogy

Content

Technology

PK

PCK

CK

TPK

TPCK

TCK

TK

Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

Substitution
Tech acts as a direct tool substitute, with no functional change
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
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
Identifying Schools With “Interesting” Projects

- Classroom Practices: at least 1 SD above mean (i.e., 17 or higher total score)

- TPCK/SAMR: Crucial/Important Role

- Software Applications: at least 1 SD above mean in three out of the four core categories
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