Products Plus

Here to Stay

Learn how education technology is permanently changing the education landscape.

Teachers Embrace Digital Resources to Propel Student Learning

74% of Teachers Say

"Educational Technology is a Student Motivator"

More than two-thirds of teachers want more classroom technology

And up to 75% of teachers in low-income schools

Most Beneficial Uses of Tablets and E-readers for Teaching

71% Educational applications

64% Educational websites

60% Educational e-books/textbooks

PBS LearningMedia recently released findings from a national survey of pre-K-12 teachers that provides a current snapshot of how teachers are utilizing technology in America's classrooms, the types of technology teachers have access to and their attitudes toward technology. Three-quarters of teachers surveyed link educational technology to a growing list of benefits, saying technology enables them to reinforce and expand on content (74%), to motivate students to learn (74%), and to respond to a variety of learning styles (73%). Seven in ten teachers (69%) surveyed said educational technology allows them to "do much more than ever before" for their students. More than two-thirds (68%) of teachers expressed a desire for more classroom technology and this number is even greater in low-income schools (75%).

"Technology is a critical part of learning and teaching in today's classrooms," commented Alicia Levi, PBS Education. "Teachers today need access to high-quality digital content to keep pace with schools' investment in interactive whiteboards, tablets and other devices to maximize the educational benefits of technology in classrooms."

Teachers are integrating digital learning into their classrooms more than ever. Nearly half (48%) of teachers surveyed reported using technology for online lesson plans, and just under half use technology to give students access to web-based educational games or activities (45%). Additionally, teachers use online video, images and articles (43%). Sixty-five percent of teachers reported that technology allows them to demonstrate something they cannot show in any other way.

Interestingly, a growing number of educators have access to and are adopting new technologies and platforms to support instruction. Ninety percent of teachers surveyed have access to at least one PC or laptop for their classrooms, and six in ten teachers (59%) have access to an interactive whiteboard.

Tablets and e-readers saw the biggest increase among technology platforms available for classroom instruction. More than one-third (35%) of teachers said they have access to a tablet or e-reader in their classroom, up from 20% a year ago. Among teachers with access to tablets, 71% cite the use of educational applications as the most beneficial for teaching, followed by educational websites (64%) and educational e-books/textbooks (60%).
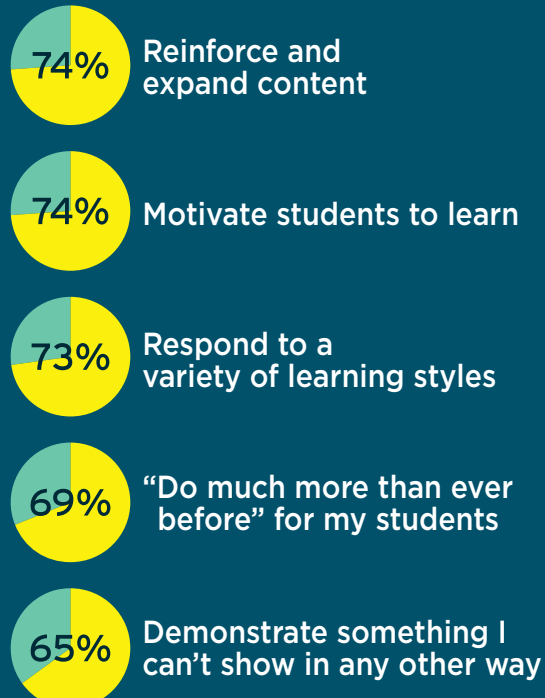
Your Sales Opportunity

As more educators are adopting technology for a 21st century curriculum, a variety of solutions are required to bring lessons to life in classrooms. This presents a tremendous opportunity for resellers who are savvy about mobile learning and digital education to delight customers while boosting earnings.
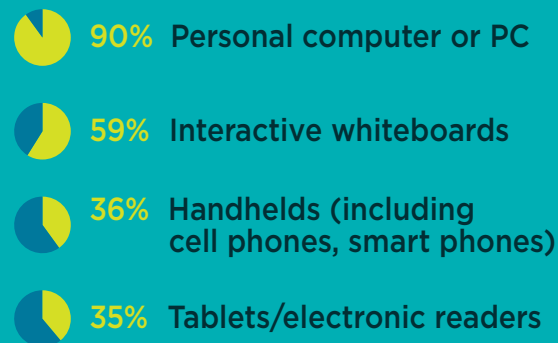
Contact your Account Manager today to find out about mobile learning solutions from The Douglas Stewart Company. With powerful solutions from manufacturers like Meru Networks, Adobe, Lock 'n' Charge, Symantec, Techsmith and more, The Douglas Stewart Company has what you need to make the most out of the digital education movement.

Source: http://www.pbs.org/about/news/archive/2013/teacher-tech-survey/

Benefits of Educational Technology

74% Reinforce and expand content

74% Motivate students to learn

73% Respond to a variety of learning styles

69% "Do much more than ever before" for my students

65% Demonstrate something I can't show in any other way

Available Technologies in the Classroom

90% Personal computer or PC

59% Interactive whiteboards

36% Handhelds (including cell phones, smart phones)

35% Tablets/electronic readers

Most Commonly Used Tech Resources

48% Online lesson plans

45% Web-based interactive games and activities

44% Websites to deliver class information

43% Online video, images and articles
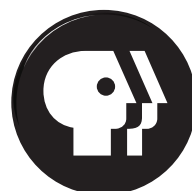
Study Methodology
The survey spanned 503 web-based interviews with US pre-K-12 teachers. The survey was conducted January 15-20, 2013, by VeraQuest, Inc. and has a margin of error of +/- 4.4% at a 95% confidence level.

More than **one-third** of teachers said they use a tablet or e-reader in their classroom, up from **20%** a year ago.

PBS LearningMedia™
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Flipping Classrooms on a 21st Century Network

Flipping Classrooms: what it is, how it works, why it is effective for 21st century learning

FLIPPING CLASSROOMS IS A MODEL OF TEACHING AND learning that inverts the traditional structure of teacher-centered instruction in class and homework at home. The advantage for students is that they can watch an explanation and demonstration of a concept on their computers at their convenience and use classroom time to hone their skills and apply learning under the guidance of their teacher and fellow students. Teachers can differentiate instruction more easily and students can learn at their own pace and take responsibility for their learning.

Profile: Farmington Municipal Schools, Farmington, NM

- How Linda Gutierrez, 6th Grade Math Teacher at Heights Middle School in Farmington, uses flipped classrooms for improved student engagement and achievement.

- How Charles Thacker, Director of Technology in Farmington, selected a wireless network to support digital curriculum delivery.

Linda Gutierrez
6th Grade Math Teacher
Heights Middle School

How has your teaching changed?
Six years ago my classroom was teacher-centered and I taught all content. I used a lot of time to prepare and gather resources, and I couldn't differentiate instruction to match diverse learning needs. The result was mediocre test scores. Today my classroom is student-centered with little direct instruction, just quick reviews of content and I have a huge amount of resources. It saves me time and now it is easy to differentiate and pinpoint a diagnosis of student weaknesses and remediate. The result is better student engagement and better test scores. For me it is a paradigm shift from being the "sage on the stage" to being a "guide on the side."

What was the catalyst for you to move to a flipped classroom?
1:1 was the first catalyst. All of us are trying to find ways to implement the wonderful technology we have. I was intrigued by the "flipped classroom" idea. After watching Bob Sun's video "The Power of Math," I became convinced that my students would do better if I could guarantee them practice time in class.

How do you deal with students who may not have the Internet at home?
I encourage the students who do not have Internet in their homes to find free Wi-Fi and use it when they have a chance. There are local companies that provide discounts to students or families in need. For those who absolutely cannot find a Wi-Fi to use, I offer them time after school to play catch-up. Flipped classrooms don't necessarily require access to online resources at home if we can save them to the local device for off-network access.

> Today my classroom is student-centered with little direct instruction, just quick reviews of content and I have a huge amount of resources…For me it is a paradigm shift from being the "sage on the stage" to being a "guide on the side."

How do you handle kids moving at their own pace and not tuning out?
I use a preferential seating policy to keep a close eye on those who aren't getting it and I also provide more support. But, most students do participate. Even my most reluctant learners work hard because they really enjoy the immediate feedback, the gaming aspect, and all of the little "rewards" the websites offer. Most kids show understanding of what we are learning, so their grades are better than in past years. I think this boost in confidence has helped to keep some of those kids more motivated.

How do you do testing? Is it online?
I currently use Discovery Education and its test banks. I give assessments based on a cluster of standards from the

Common Core. After the assessment, the program lets me assign videos that the students can watch. I don't require those, but many students choose to watch them to try to bolster their understanding. After more practice, the students who weren't proficient get another chance at the assessment.

How has the ability to access online resources and videos easily out of class impacted learning in your classroom?

For me, flipping my classroom so instruction is done outside of class is part of the paradigm shift away from our factory model. It is about using technology to differentiate for each student. It is about the students, not me, becoming consumers and creators of their own knowledge. It is teaching them to learn how to learn on their own. And it is about improved student understanding of mathematics.

The result has promoted student improvement and increased student engagement. It affects all students, especially those who used to not do well in math; now they are excited and show improvement in math skills. This is especially meaningful in a high poverty, highly diverse school district with students whose math confidence was low. Changing the way we teach and learn makes such a difference.

Charles Thacker
Director of Technology
Famington Municipal Schools

What program drives flipped classrooms in your district?

The Famington Learning Initiative (FLI) is the primary strategy for improving student achievements through the use of technology. The FLI provides every secondary student with a laptop and provides teachers with technology equipment and professional development to integrate technology into their curriculum. They are introduced to the Flipped Classroom model so they can provide students with opportunities to demonstrate learning using technology and acquire skills to access, synthesize, analyze, and leverage information. The result is greater engagement, learning and achievement.

How does the district fund technology?

This is a large project and funding is drawn from a variety of sources. It should be noted that all of these sources are specifically earmarked for the purchase of educational technology, instructional materials, or professional development.

Funding resources include:

- Educational Technology Fund
- Educational Technology Equipment Act
- Enhancing Education Through Technology (EETT)
- Instructional Materials state funds
- Community Partnerships
- Other sources; grants from state, federal, and private sources

What were the needs and challenges for wireless in the district?

We wanted to manage and improve the wireless infrastructure to support not just flipped classrooms, but what we need in the future. What we pick has to be highly scalable and future proofed to serve us for teaching and learning and for Common Core assessments. The network had to provide fair access to learning resources, no matter what the age of the device a teacher or student uses.

Specifically, our needs were to increase the number of mobile/ laptop clients; provide the connectivity required in locations that are difficult to cable; guarantee Anytime, Anywhere Access; have the ability to connect more clients without additional costs of cabling, and increase the use of wireless-only clients such as handhelds and iPads.

The challenges we faced included supporting a high density of clients per AP and multiple wireless protocols; providing high reliability and high throughput, and making sure it was easy to manage and easy to grow or modify quickly.

What does your wireless solution look like?

Our live environment tests identified Meru Networks as an excellent solution for our specific needs. The ability to support multiple wireless protocols with no degradation of service due to older wireless clients as well as the single channel model that removes co-channel interference and the need to carefully plan access point channels and placements were key factors in our selection of Meru Networks. The ease of management and deployment has reduced the amount of user complaints and technology requests related to wireless access by approximately 90% over the prior wireless network.

For more information:

Visit the education section of Meru's web site.

Watch the Webinar on demand and download the slides for a full list of resources.

THE FLIPPED CLASSROOM

A reversed teaching model that delivers instruction at home through interactive, teacher-created videos and moves "homework" to the classroom.

We've all experienced it. You get home from school. You start working on your homework. You struggle. You check your notes. No luck. You check your book. No luck either. You skip that problem and move onto the next one, hoping for a better result.

The flipped classroom flips where homework and lectures take place. Lessons and lectures are watched at home, while homework assignments are done in class. Teachers send their knowledge home to students (and their families) as a five to ten minute video. This frees up class time for students to work on homework, projects, and other assignments with the help of their teachers and peers.

What Happens in Class?

The videos free up class time for more one-on-one interactions with students. Students get answers to their questions. Fewer problems are being skipped. Homework gets done. Grades improve. And more time is spent one-on-one with students developing higher order thinking skills and engaging in richer learning experiences. Teachers are able to spend more time guiding, facilitating, and challenging students to learn more.

"What I normally would have delivered in class, they get that at home. What they used to do as homework, they now do in my class."
-Aaron Sams

"It's like I have three teachers in one classroom."
-MiQuan Wright, Student

Same Material. New Place.

Teachers use their existing material for creating videos. The videos can be viewed from home, a library, computer lab, or even a mobile phone. Using a computer, a microphone, and TechSmith software, teachers can create videos during their prep hour.

New Results.

Classes are flipping all over the world. In one school near Detroit, Michigan, they flipped their freshman English, math, science, and social studies classes and improved student grades by 20-40%. They've also improved behavior (as measured by referrals to the principal's office) by 66%. By quadrupling the amount of one-on-one time with students, teachers are able to build relationships and help improve the students' grades.

"We have quadrupled the amount of time our students spend with their teachers."
-Greg Green

Individualized Instruction.

Not all kids learn the same way or at the same pace. Because more time is available for student-teacher interaction, teachers get to know their students better. They also are able to adapt their explanations and answers to the students' interests and understanding.

"The recordings have been huge because they free me up to walk around and interact with the kids."
-Jon Bergman

Teachers can flip their classrooms today—scan here to get them started with Camtasia Studio 8!

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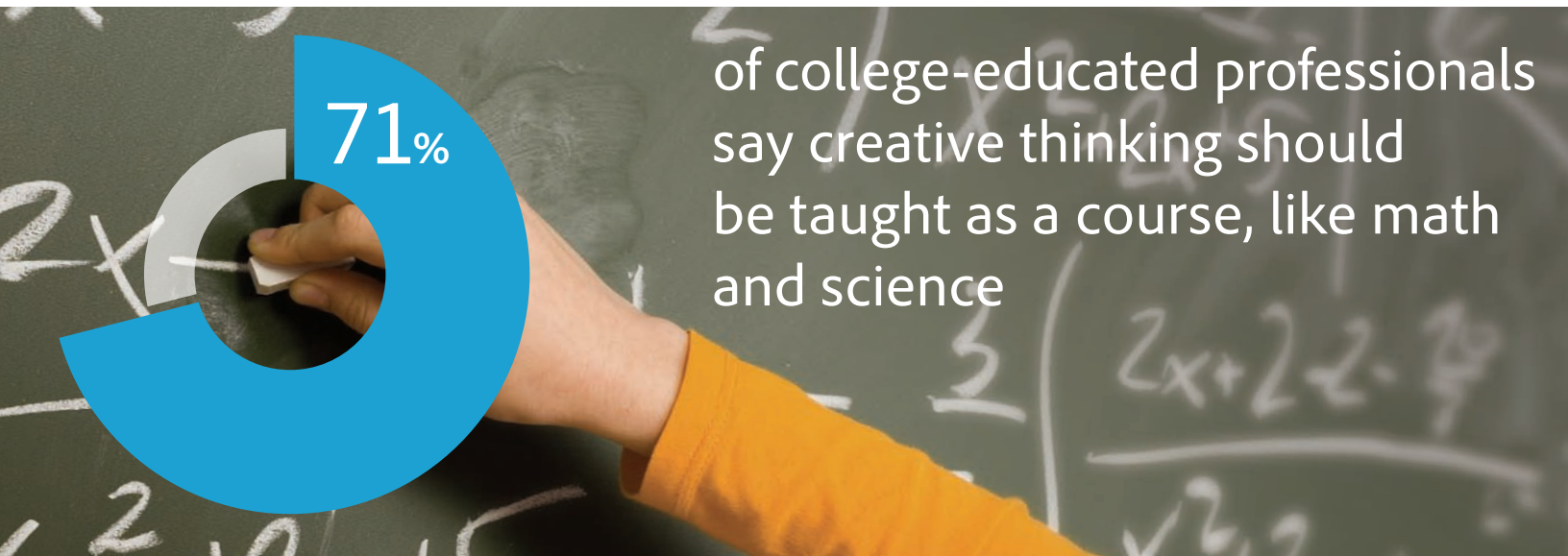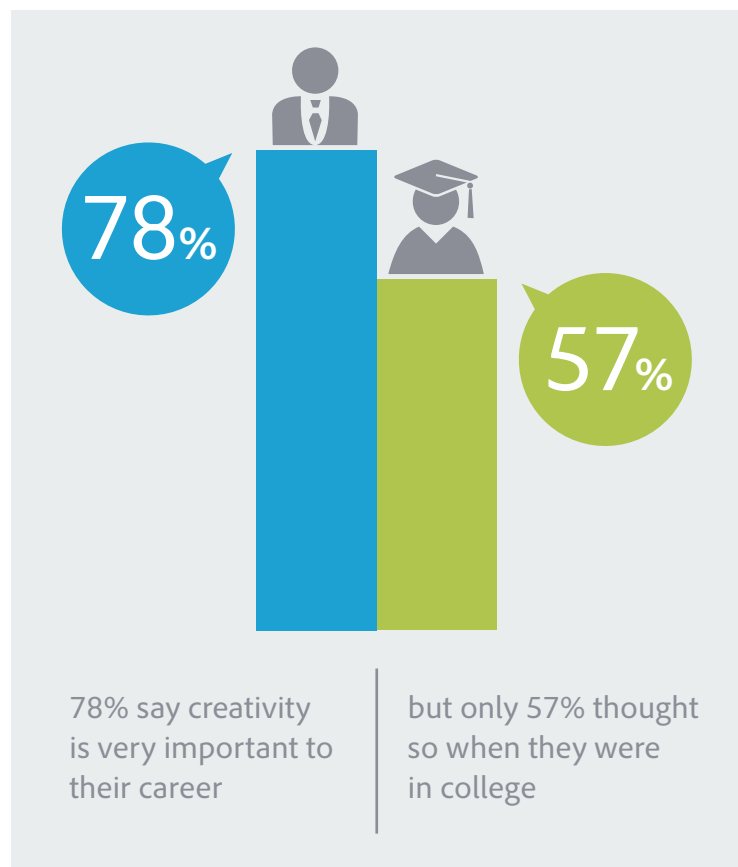
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*Creative Cloud for teams requires an annual contract. It is billed monthly if you purchase through Adobe.com. If you purchase through an Adobe Authorized Reseller, you pay for the year in full at time of purchase.

Creativity and Education: Why it Matters

In today's fluid employment market, students need significant experience with technology and creative thinking to stay competitive. Read below to see how educators are advocating for more creative education, and consider how the Adobe Creative Cloud can enable your customers to prepare their students for tomorrow.
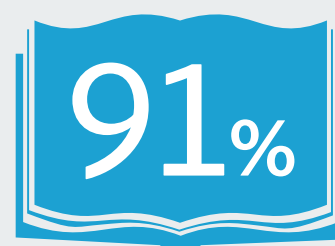
71% of college-educated professionals say creative thinking should be taught as a course, like math and science

78%

57%

78% say creativity is very important to their career

but only 57% thought so when they were in college

82% wish they had more exposure to creative thinking as students

91% agree there is more to success in school than focusing on course material

Of education majors:

68%
say creativity is something you are born with and also something you can learn
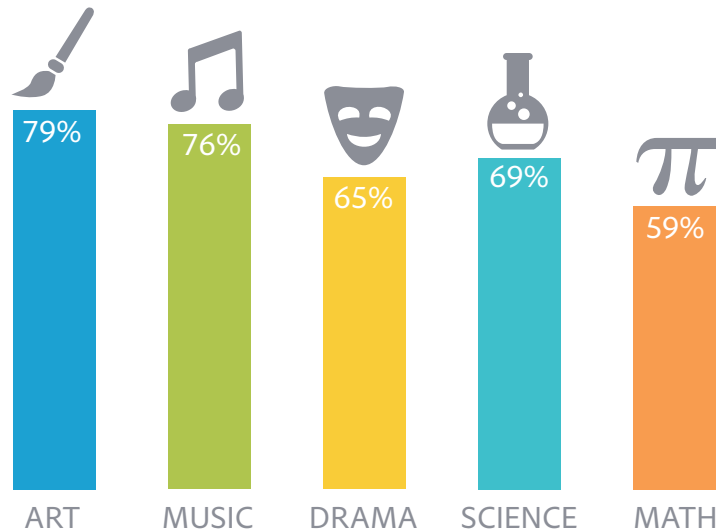
75%
viewed creativity as important in school

86%
say creativity is important in their career

but only
48%
believe creative thinking currently has a place in their career

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Interestingly, math and science ranked nearly as high as traditional creative subjects in contributing to creative thinking.

ART	MUSIC	DRAMA	SCIENCE	MATH
79%	76%	65%	69%	59%

85%
agree creative thinking is critical for problem solving in their career

32%
don't feel comfortable thinking creatively in their career

78%
wish they had more creative ability

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Distinctive mobile electronics accessories make the digital experience more enjoyable. Octa builds mobile, modular and scalable ecosystems that support your digital world.
Evolve your technology.

OCTA TabletTail: Whale Kit
The compact and agile design complements the sleek construction of tablets and e-readers and gives users the mobility their lifestyle demands. The Vacuum Dock is a comfortably shaped grip with a convenient low-angle stand. When attached to the Vacuum Dock, the WhaleTail increases functionality by acting as both a stand with a full range of angles and a handle for tablets and e-readers.
Black | DSC# 29422 | Vendor# OWK-01 | SRP $49.99 | Cost $37.06

OCTA TabletTail: Monkey Kit
Enjoy your iPad® or tablet anywhere. This powerful positioning system will hold your tablet so you don't have to. It wraps, curls, and tucks in place for comfortable browsing. Hands-free; rotates 360 degrees for your choice of viewing angle; adapts quickly to an infinite number of heights, angles, positions and situations; easy to manipulate, yet durable and strong. Vacuum-pump system for superior suction power. Works with all iPad models and many other tablets and e-readers.
Black | DSC# 29423 | Vendor# OMK-001
SRP $85.00 | Cost $63.53

play the light!

Now anyone can play music.

Beamz Classroom

Beamz is a universally designed interactive music system that instantly makes hundreds of instruments, music clips, and sound effects completely accessible to students of any ability through laser beams and software—it is switch accessible too! Beamz uses music to build skills and teach concepts, its application context is unmatched—work on cognition, processing, sequencing, cause and effect, fine and gross motor skills, memory, music therapy, music education, collaboration, and so much more. Or, customers can simply use its "cool factor" to engage students and reward productivity.

Classroom and Clinician Benefits

- Display Beamz software on an interactive whiteboard to deliver whole-class instruction and conduct organized collaboration.
- Record students' creations to share with administrators, parents and peers.
- Implement the Principles of UDL by providing multiple means of representation and expression.
- Beamz Music Appreciation DVD provides an additional 30 bonus songs and training videos that include step-by-step instructional videos and teach music basics and introduce a variety of musical genres.
- Beamz Teacher Materials bring together a variety of lesson plans that your customers can use prescriptively or customize to meet specific learning standards and IEP goals. Download your FREE copy at http://thebeamz.com/education/lesson-plans/

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- » Music Appreciation DVD (30 bonus songs and instructional videos)
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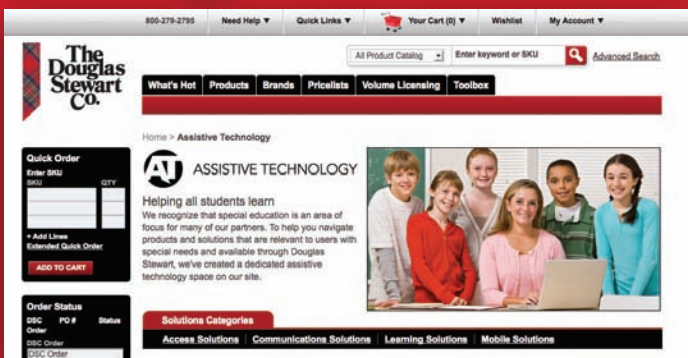varconnection.dstewart.com

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