



Calhoun County School District

TUPS Report

2015-2016 TUPS Data

Summary

School(s)	All District Schools
Anonymous	Yes
Run Date	10-30-2017
Report Parameters	08-01-2015 to 06-01-2016
Report Results	09-20-2015 to 05-27-2016
Total Responses Included	116
Total Respondents Included	84

This report includes ALL TUPS responses between 08-01-2015 and 06-01-2016. The report reflects current data as of 10-30-2017. This report only includes responses that have been submitted; partial and unsubmitted responses are not included.

Demographic and Background Information

Gender

Highest Degree Earned

Ethnicity by Percentage (Number) of Respondents

Years of Teaching Experience

Under 5 Years	19% (21)
5 to 10 Years	35% (40)
11 to 15 Years	14% (16)
16 to 20 Years	7% (7)
Over 20 Years	28% (32)

Years Using Technology in the Classroom

Under 5 Years	25% (27)
5 to 10 Years	46% (51)
11 to 15 Years	16% (17)
16 to 20 Years	9% (10)
Over 20 Years	7% (7)

Years Using Technology in the Classroom (Statistics)

Average	9.25
Minimum	1
Maximum	32
Median	7.5
Mode	5

Subjects Taught by Percentage (Number) of Responses

Grades Taught by Percentage (Number) of Responses

Number of Students per Class

Technology Access and Support

Student Access to Digital Devices

Technology Support

n = 116	strongly disagree	disagree	neutral	agree	strongly agree
I have adequate access to a technology coach.	1% 1	2% 2	7% 7	51% 59	41% 47
Either the technology coach or IT technician adequately assists me in solving technical problems with hardware or software.	1% 1	1% 1	6% 6	36% 41	58% 67
The technology coach is committed to helping teachers find solutions.	1% 1	1% 1	3% 3	32% 36	65% 75
The technology coach responds promptly to my requests for assistance.	1% 1	2% 2	6% 6	32% 36	62% 71
The technology coach models techniques to integrate technology into my teaching when requested.	1% 1	7% 7	6% 6	37% 42	52% 60
The technology coach provides professional development.	1% 1	5% 5	6% 6	39% 45	51% 59
The technology coach assists me in planning and implementing the use of technology in my teaching when needed.	1% 1	7% 7	10% 11	37% 42	48% 55

Preparation for Technology Use

Technology-Related Professional Development

n = 116	not at all	to a small extent	to a moderate extent	to a great extent	entirely
Introductory technology skills; saving files to appropriate folders, accessing files from network folders, basic document creation and editing, etc.)	34% 39	32% 37	19% 22	14% 16	2% 2
Professional productivity (e.g., Google for Education apps, electronic planbooks, gradebooks, calendar, address book)	18% 20	34% 39	26% 30	18% 20	7% 7
Instructional applications (e.g., presentation, digital content creation, finding and saving online resources)	7% 7	17% 19	38% 44	34% 39	7% 7
Training on applications used by students	2% 2	13% 14	40% 46	37% 42	11% 12
Specialized training on pedagogy of technology integration; using your available resources to provide students opportunities to create, produce, and enhance learning using technology.	4% 4	17% 19	39% 45	35% 40	7% 8

Perceptions of Technology Use

n = 116	strongly disagree	disagree	neutral	agree	strongly agree
I would like every student in my class(es) to have access to a digital device.	2% 2	3% 3	10% 11	44% 50	44% 50
Technology skills are essential to my students' success in school. (not just in my class, but school in general)	1% 1	7% 7	5% 5	38% 43	52% 60
Technology skills are essential to my students' success in their future workplace.	1% 1	1% 1	2% 2	24% 27	74% 85
More training would increase my use of technology in my teaching.	3% 3	1% 1	21% 24	41% 47	36% 41
Technology makes my job easier.	2% 2	0% 0	7% 8	49% 56	44% 50
Technology changes my role as a teacher.	2% 2	5% 5	19% 21	42% 48	35% 40
I can help others solve technology problems.	5% 5	11% 12	38% 43	35% 40	14% 16
Technology enhances my teaching.	1% 1	0% 0	6% 6	48% 55	47% 54
Student use of technology enhances student performance.	1% 1	2% 2	15% 17	43% 49	41% 47
My use of technology enhances student performance.	1% 1	0% 0	14% 16	44% 51	42% 48
Technology should be used in all courses.	2% 2	3% 3	20% 23	40% 46	37% 42
I would like my students to be able to use technology more in their classes.	2% 2	0% 0	9% 10	44% 50	47% 54

Confidence and Comfort Using Technology

n = 116	strongly disagree	disagree	neutral	agree	strongly agree
I have had adequate training in technology use.	1% 1	10% 11	19% 22	61% 70	11% 12
I currently have adequate opportunities for technology training in my school, whether through workshops or support from the technology coach (Tiffany Nichols).	0% 0	12% 13	21% 24	61% 70	8% 9
I am prepared to effectively integrate technology into my teaching.	0% 0	7% 8	25% 28	56% 64	14% 16
I am prepared to assess multimedia projects (student presentations using PowerPoint, Google Slides, or other digital tools).	3% 3	17% 19	36% 41	36% 41	11% 12
I am prepared to guide other teachers in planning and implementing lessons that incorporate technology.	7% 7	26% 30	36% 41	26% 30	7% 8
I am comfortable using technology in my teaching.	0% 0	3% 3	15% 17	65% 75	19% 21
I am comfortable assigning multimedia projects to my students.	9% 10	25% 28	31% 35	31% 35	7% 8
I use technology effectively in my teaching.	1% 1	6% 6	18% 20	63% 73	14% 16
I am developing expertise in the uses of technology in teaching.	3% 3	7% 7	37% 42	47% 54	9% 10
I am prepared to recognize the unethical uses of technology.	0% 0	3% 3	7% 7	67% 77	25% 29
I am comfortable teaching my students about copyright and fair use guidelines.	1% 1	6% 6	21% 24	53% 61	21% 24

Technology Integration

n = 116	not at all		once per month or less		once per week		several times per week		every day		multiple times per day	
Small group instruction	34%	39	24%	27	10%	11	19%	22	8%	9	7%	8
Individual instruction	19%	22	21%	24	12%	13	28%	32	14%	16	8%	9
Cooperative groups	28%	32	21%	24	15%	17	22%	25	11%	12	6%	6
Independent learning	13%	14	15%	17	11%	12	44%	51	15%	17	5%	5
As an extension activity	25%	28	22%	25	15%	17	30%	34	5%	5	7%	7
As a reward	23%	26	20%	23	25%	28	28%	32	3%	3	4%	4
To tutor / for remediation (iReady, MobyMax, Study Island, etc.)	18%	20	16%	18	14%	16	37%	42	11%	12	7%	8
As a research tool for my students	29%	33	32%	37	13%	14	21%	24	3%	3	5%	5
As a tool for students to use in planning and managing projects (individual and group)	52%	60	27%	31	7%	7	10%	11	3%	3	4%	4
As a productivity tool for my instruction (e.g., to create charts, reports or other products)	23%	26	21%	24	11%	12	30%	34	8%	9	10%	11
As a student presentation tool (including multimedia)	38%	43	31%	35	7%	8	16%	18	4%	4	7%	8
Student discussion/communication	44%	51	21%	24	10%	11	16%	18	6%	6	6%	6
Instructional delivery	6%	6	7%	8	4%	4	26%	30	25%	28	35%	40
As a communication tool (e.g., email, electronic discussion)	13%	14	7%	7	6%	6	15%	17	26%	30	37%	42

To create online content for my students (web pages, blogs, etc.)	55%	63	17%	19	8%	9	15%	17	2%	2	6%	6
To assess student learning	9%	10	25%	28	15%	17	27%	31	18%	20	9%	10

Teacher Use of Technology

Teacher Use

n = 116	Teacher Use											
Technology	not at all		once per month or less		once per week		several times per week		every day		multiple times per day	
Word processors (Word, Google Docs, Pages, etc.)	0%	0	6%	6	11%	12	34%	39	19%	22	32%	37
Spreadsheets (Excel, Google Sheets, Numbers, etc.)	20%	23	32%	37	13%	15	19%	22	10%	11	7%	8
Databases (FileMaker Pro, Access, etc.)	70%	81	18%	20	5%	5	5%	5	4%	4	1%	1
Desktop publishing programs (e.g. InDesign, Publisher)	42%	48	31%	35	13%	15	10%	11	3%	3	4%	4
Presentation software (e.g. PowerPoint, Keynote, Prezi, Google Slides)	16%	18	28%	32	17%	19	19%	22	10%	11	13%	14
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)	50%	58	25%	29	9%	10	12%	13	5%	5	1%	1
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)	87%	100	9%	10	3%	3	2%	2	1%	1	0%	0
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)	80%	92	13%	15	4%	4	5%	5	0%	0	0%	0
Photo editing (e.g, Photoshop, iPhoto)	69%	80	18%	20	4%	4	7%	8	3%	3	1%	1
Sound editing (e.g., GarageBand, Audacity)	85%	98	9%	10	4%	4	4%	4	0%	0	0%	0

Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier, Screencast-O-Matic, EasiCapture)	86%	99	9%	10	4%	4	1%	1	1%	1	1%	1
Authoring tools (e.g., Flash, HyperStudio, iBooks Author, Screencast-O-Matic, EasiCapture)	88%	102	5%	5	6%	6	3%	3	0%	0	0%	0
Animation (e.g., iStopMotion, Frames)	94%	109	5%	5	0%	0	1%	1	1%	1	0%	0
Drill and practice software (e.g. practice for spelling or math)	49%	56	16%	18	14%	16	13%	15	7%	7	4%	4
Instructional games (e.g., Oregon Trail, Lemonade Stand)	49%	56	15%	17	17%	19	13%	14	7%	8	2%	2
Simulations (e.g. frog dissections, science experiments)	72%	83	13%	15	7%	8	5%	5	3%	3	2%	2
Tutorials (e.g., programs that teach specific subject matter)	25%	28	28%	32	17%	19	14%	16	8%	9	11%	12
Learning Management Systems (e.g., Google Classroom, Edline, Blackboard, Moodle, Edmodo)	42%	48	13%	15	3%	3	9%	10	19%	21	17%	19
Email	0%	0	0%	0	4%	4	5%	5	19%	22	74%	85
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)	0%	0	0%	0	3%	3	4%	4	14%	16	81%	93
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)	30%	34	14%	16	18%	20	13%	15	12%	13	16%	18
Social networking (e.g.; Facebook, Twitter, Edmodo)	34%	39	11%	12	7%	7	5%	5	15%	17	32%	36

Video conferencing (e.g., Skype, FaceTime)	66%	76	16%	18	11%	12	5%	5	3%	3	2%	2
Desktop computer	10%	11	5%	5	5%	5	7%	8	11%	12	65%	75
Laptop computer	8%	9	4%	4	4%	4	7%	8	19%	21	61%	70
Tablet computer (e.g., iPad)	47%	54	11%	12	9%	10	7%	8	11%	12	18%	20
eReader (e.g., Kindle, Nook)	69%	79	8%	9	7%	7	4%	4	7%	8	8%	9
Digital camera	50%	57	13%	15	13%	14	13%	14	10%	11	5%	5
Digital video camera	68%	78	13%	14	9%	10	8%	9	3%	3	2%	2
Projector	9%	10	2%	2	11%	12	10%	11	14%	16	57%	65
DVD player	27%	31	32%	36	23%	26	18%	20	2%	2	1%	1
Interactive whiteboard (e.g., SMART Board, Promethean, Epson, Clear Touch)	26%	30	7%	7	5%	5	7%	7	14%	16	44%	51

Student Use of Technology

Student Use

n = 116	Student Use											
Technology	not at all		once per month or less		once per week		several times per week		every day		multiple times per day	
Word processors (Word, Google Docs, Pages, etc.)	51%	59	19%	21	13%	14	7%	8	7%	8	6%	6
Spreadsheets (Excel, Google Sheets, Numbers, etc.)	80%	92	11%	12	7%	8	3%	3	1%	1	0%	0
Databases (FileMaker Pro, Access, etc.)	88%	101	7%	8	2%	2	4%	4	1%	1	0%	0
Desktop publishing programs (e.g. InDesign, Publisher)	78%	90	13%	14	4%	4	7%	7	1%	1	0%	0
Presentation software (e.g. PowerPoint, Keynote, Prezi, Google Slides)	64%	74	20%	23	7%	7	9%	10	2%	2	0%	0
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)	73%	84	14%	16	7%	8	6%	6	2%	2	0%	0
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)	88%	102	8%	9	3%	3	1%	1	1%	1	0%	0
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)	79%	91	13%	15	5%	5	4%	4	1%	1	0%	0
Photo editing (e.g, Photoshop, iPhoto)	86%	99	7%	8	2%	2	4%	4	2%	2	1%	1
Sound editing (e.g., GarageBand, Audacity)	90%	104	5%	5	3%	3	3%	3	1%	1	0%	0

Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier, Screencast-O-Matic, EasiCapture)	92%	106	3%	3	3%	3	2%	2	2%	2	0%	0
Authoring tools (e.g., Flash, HyperStudio, iBooks Author, Screencast-O-Matic, EasiCapture)	93%	107	3%	3	4%	4	2%	2	0%	0	0%	0
Animation (e.g., iStopMotion, Frames)	92%	106	3%	3	5%	5	0%	0	2%	2	0%	0
Drill and practice software (e.g. practice for spelling or math)	45%	52	9%	10	17%	19	16%	18	12%	13	4%	4
Instructional games (e.g., Oregon Trail, Lemonade Stand)	47%	54	14%	16	13%	15	18%	20	9%	10	1%	1
Simulations (e.g. frog dissections, science experiments)	74%	85	12%	13	10%	11	4%	4	3%	3	0%	0
Tutorials (e.g., programs that teach specific subject matter)	34%	39	19%	22	19%	21	16%	18	8%	9	7%	7
Learning Management Systems (e.g., Google Classroom, Edline, Blackboard, Moodle, Edmodo)	72%	83	6%	6	7%	8	8%	9	7%	7	3%	3
Email	65%	75	10%	11	7%	7	4%	4	2%	2	15%	17
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)	32%	36	8%	9	13%	15	10%	11	13%	14	27%	31
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)	66%	76	9%	10	8%	9	9%	10	5%	5	6%	6
Social networking (e.g.; Facebook, Twitter, Edmodo)	65%	75	4%	4	5%	5	7%	7	2%	2	20%	23

Video conferencing (e.g., Skype, FaceTime)	77% 89	7% 7	7% 7	5% 5	1% 1	7% 7
Desktop computer	16% 18	9% 10	13% 15	19% 21	25% 29	20% 23
Laptop computer	62% 71	9% 10	10% 11	7% 7	7% 7	9% 10
Tablet computer (e.g., iPad)	58% 67	9% 10	14% 16	8% 9	4% 4	9% 10
eReader (e.g., Kindle, Nook)	73% 84	7% 7	8% 9	7% 7	3% 3	6% 6
Digital camera	74% 85	6% 6	9% 10	6% 6	3% 3	6% 6
Digital video camera	79% 91	10% 11	5% 5	1% 1	3% 3	5% 5
Projector	57% 65	8% 9	8% 9	6% 6	4% 4	20% 23
DVD player	61% 70	19% 22	11% 12	7% 8	3% 3	1% 1
Interactive whiteboard (e.g., SMART Board, Promethean, Epson, Clear Touch)	49% 56	7% 8	12% 13	6% 6	6% 6	24% 27

Technology Skills

Teacher-Reported Skill Level with Technologies

n = 116	My Skill											
Technology	none		very low		low		moderate		high		very high	
Word processors (Word, Google Docs, Pages, etc.)	0%	0	3%	3	1%	1	26%	30	26%	30	45%	52
Spreadsheets (Excel, Google Sheets, Numbers, etc.)	7%	7	13%	14	17%	19	32%	37	17%	19	18%	20
Databases (FileMaker Pro, Access, etc.)	37%	42	19%	22	24%	27	14%	16	3%	3	6%	6
Desktop publishing programs (e.g. InDesign, Publisher)	31%	35	17%	19	13%	14	23%	26	10%	11	10%	11
Presentation software (e.g. PowerPoint, Google Slides, Keynote, Prezi)	7%	8	5%	5	16%	18	26%	30	25%	28	24%	27
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)	38%	44	13%	15	20%	23	14%	16	9%	10	7%	8
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)	65%	75	14%	16	13%	14	7%	7	3%	3	1%	1
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)	47%	54	13%	14	17%	19	16%	18	6%	6	5%	5
Photo editing (e.g, Photoshop, iPhoto)	35%	40	13%	14	25%	28	16%	18	8%	9	7%	7
Sound editing (e.g., GarageBand, Audacity)	57%	65	14%	16	17%	19	7%	8	6%	6	2%	2
Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier)	59%	68	11%	12	19%	21	6%	6	6%	6	3%	3

Authoring tools (e.g., Screencast, Flash, HyperStudio, iBooks Author)	65%	75	16%	18	14%	16	5%	5	2%	2	0%	0
Animation (e.g., iStopMotion, Frames)	69%	80	13%	14	13%	15	4%	4	3%	3	0%	0
Drill and practice software (e.g. practice for spelling or math)	23%	26	12%	13	19%	21	26%	30	17%	19	7%	7
Instructional games (e.g., Oregon Trail, Lemonade Stand)	25%	28	10%	11	20%	23	25%	29	13%	14	10%	11
Simulations (e.g. frog dissections, science experiments)	46%	53	10%	11	15%	17	19%	22	7%	8	5%	5
Tutorials (e.g., programs that teach specific subject matter)	13%	14	11%	12	18%	20	30%	34	18%	20	14%	16
Learning Management Systems (e.g., Edline, Blackboard, Moodle)	19%	22	10%	11	11%	12	25%	29	23%	26	14%	16
Email and communication tools (Remind, Google+)	0%	0	0%	0	3%	3	12%	13	24%	27	63%	73
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)	0%	0	0%	0	6%	6	12%	13	26%	30	58%	67
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)	22%	25	12%	13	12%	13	25%	29	19%	21	13%	15
Social networking (e.g.; Facebook, Twitter, Edmodo)	12%	13	10%	11	12%	13	19%	21	19%	22	32%	36
Video conferencing (e.g., Skype, FaceTime)	32%	37	16%	18	17%	19	13%	14	13%	14	13%	14
Desktop computer	1%	1	0%	0	5%	5	13%	15	33%	38	50%	57
Laptop computer	0%	0	2%	2	2%	2	17%	19	32%	37	49%	56
Tablet computer (e.g., iPad)	11%	12	6%	6	9%	10	14%	16	27%	31	36%	41

eReader (e.g., Kindle, Nook)	21% 24	8% 9	12% 13	13% 14	23% 26	26% 30
Digital camera	13% 14	6% 6	13% 14	22% 25	28% 32	22% 25
Digital video camera	19% 22	10% 11	13% 14	25% 28	19% 22	17% 19
Projector	1% 1	7% 8	4% 4	19% 21	33% 38	38% 44
DVD player	3% 3	4% 4	10% 11	15% 17	32% 36	39% 45
Interactive whiteboard (e.g., SMART Board, Promethean)	4% 4	10% 11	11% 12	19% 22	34% 39	25% 28

Technology Usefulness

Teacher-Reported Usefulness of Technologies

n = 116	Usefulness											
Technology	none		very low		low		moderate		high		very high	
Word processors (Word, Google Docs, Pages, etc.)	4%	4	2%	2	5%	5	17%	19	23%	26	52%	60
Spreadsheets (Excel, Google Sheets, Numbers, etc.)	17%	19	12%	13	11%	12	23%	26	19%	22	21%	24
Databases (FileMaker Pro, Access, etc.)	35%	40	13%	14	14%	16	21%	24	10%	11	10%	11
Desktop publishing programs (e.g. InDesign, Publisher)	25%	28	12%	13	18%	20	22%	25	10%	11	17%	19
Presentation software (e.g. PowerPoint, Google Slides, Keynote, Prezi)	12%	13	10%	11	12%	13	19%	21	20%	23	31%	35
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)	20%	23	11%	12	14%	16	19%	22	19%	22	19%	21
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)	41%	47	11%	12	17%	19	16%	18	6%	6	13%	14
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)	31%	35	13%	15	24%	27	21%	24	5%	5	9%	10
Photo editing (e.g, Photoshop, iPhoto)	33%	38	12%	13	18%	20	22%	25	11%	12	7%	8
Sound editing (e.g., GarageBand, Audacity)	38%	44	12%	13	19%	22	17%	19	11%	12	6%	6
Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier)	37%	42	14%	16	19%	22	16%	18	10%	11	7%	7

Authoring tools (e.g., Screencast, Flash, HyperStudio, iBooks Author)	38%	44	14%	16	18%	20	17%	19	10%	11	6%	6
Animation (e.g., iStopMotion, Frames)	44%	51	13%	14	15%	17	15%	17	10%	11	6%	6
Drill and practice software (e.g. practice for spelling or math)	15%	17	7%	8	11%	12	23%	26	25%	28	22%	25
Instructional games (e.g., Oregon Trail, Lemonade Stand)	16%	18	10%	11	15%	17	25%	28	14%	16	23%	26
Simulations (e.g. frog dissections, science experiments)	29%	33	13%	15	12%	13	20%	23	13%	14	16%	18
Tutorials (e.g., programs that teach specific subject matter)	8%	9	5%	5	7%	8	30%	34	23%	26	30%	34
Learning Management Systems (e.g., Edline, Blackboard, Moodle)	18%	20	7%	8	8%	9	24%	27	16%	18	30%	34
Email and communication tools (Remind, Google+)	7%	7	2%	2	7%	8	13%	14	25%	28	50%	57
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)	4%	4	1%	1	2%	2	11%	12	24%	27	61%	70
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)	19%	21	7%	8	13%	15	22%	25	14%	16	27%	31
Social networking (e.g.; Facebook, Twitter, Edmodo)	21%	24	13%	14	18%	20	15%	17	13%	14	24%	27
Video conferencing (e.g., Skype, FaceTime)	28%	32	7%	8	19%	21	20%	23	14%	16	14%	16
Desktop computer	3%	3	2%	2	8%	9	13%	15	24%	27	52%	60
Laptop computer	3%	3	0%	0	7%	7	8%	9	25%	28	60%	69
Tablet computer (e.g., iPad)	7%	7	6%	6	7%	7	10%	11	27%	31	47%	54

eReader (e.g., Kindle, Nook)	13% 14	9% 10	7% 8	15% 17	26% 30	32% 37
Digital camera	15% 17	9% 10	18% 20	15% 17	22% 25	24% 27
Digital video camera	19% 21	11% 12	14% 16	18% 20	19% 21	23% 26
Projector	6% 6	5% 5	4% 4	10% 11	28% 32	50% 58
DVD player	8% 9	9% 10	13% 14	19% 22	22% 25	32% 36
Interactive whiteboard (e.g., SMART Board, Promethean)	7% 7	4% 4	6% 6	11% 12	25% 29	50% 58

Note that the data summarized in this report are from instructional staff self-report responses to the TUPS.