



Calhoun County School District

TUPS Report

2014 TUPS Survey Data

Summary

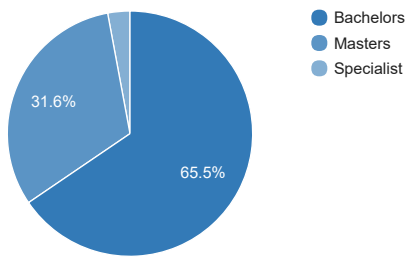
School(s)	All District Schools
Anonymous	Yes
Run Date	10-30-2017
Report Parameters	10-06-2014 to 05-30-2015
Report Results	11-24-2014 to 05-27-2015
Total Responses Included	171
Total Respondents Included	115

This report includes ALL TUPS responses between 10-06-2014 and 05-30-2015. 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

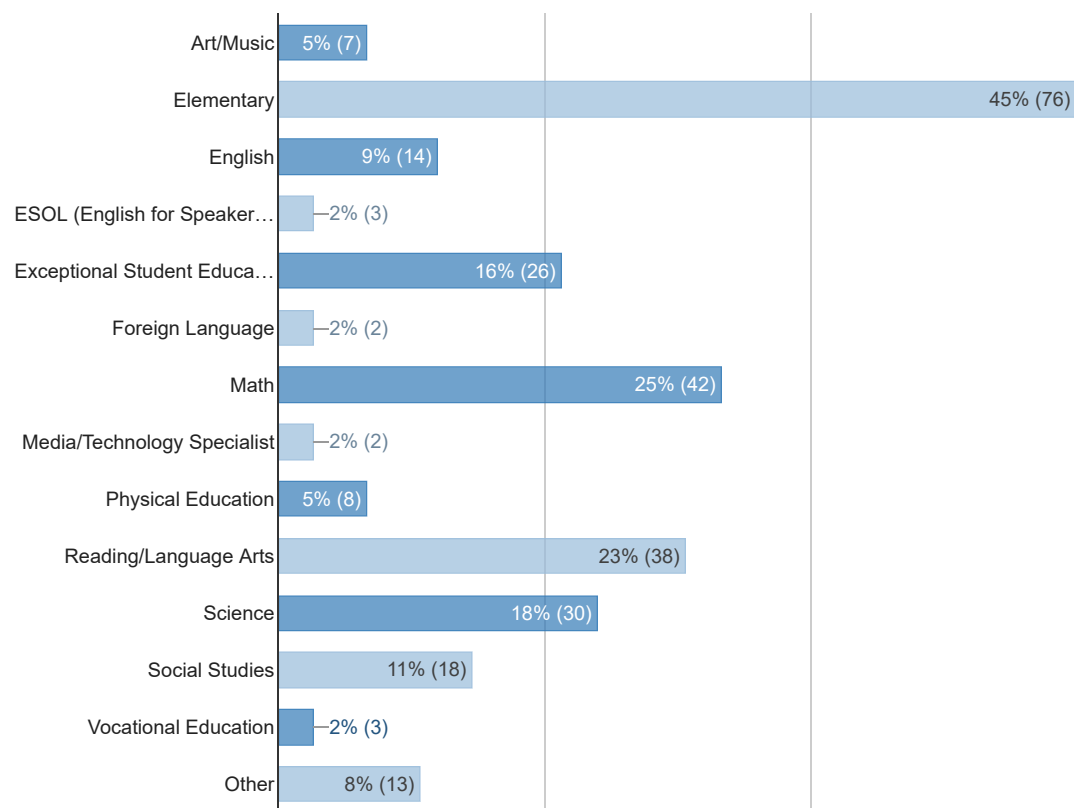
Under 5 Years	17% (27)
5 to 10 Years	36% (59)
11 to 15 Years	13% (21)
16 to 20 Years	14% (22)
Over 20 Years	24% (39)

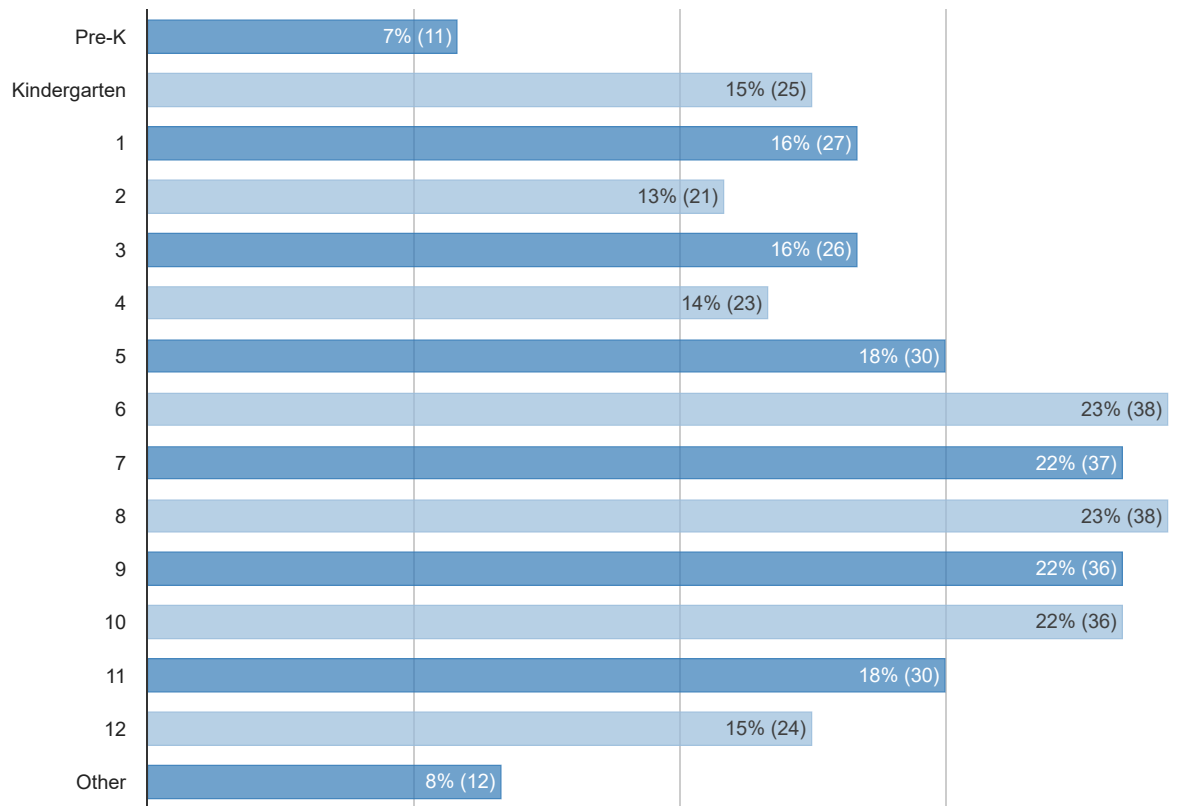
Years Using Technology in the Classroom

Under 5 Years	28% (44)
5 to 10 Years	45% (72)
11 to 15 Years	13% (21)
16 to 20 Years	5% (8)
Over 20 Years	11% (17)

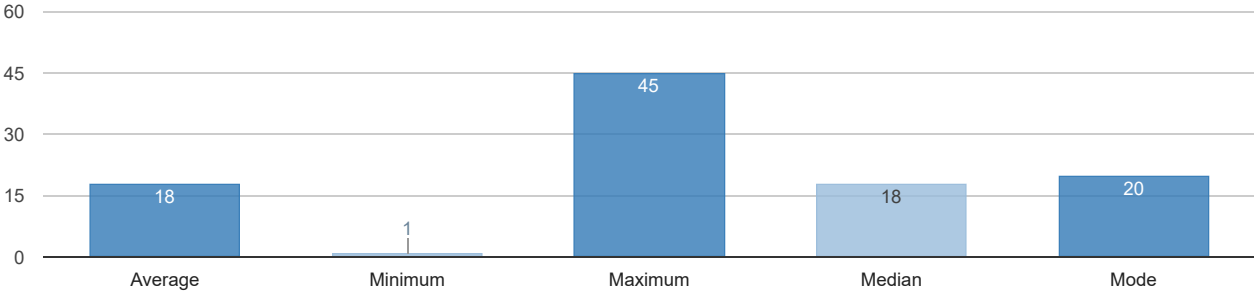
Years Using Technology in the Classroom (Statistics)

Average	9.24
Minimum	1
Maximum	31
Median	7
Mode	5

Subjects Taught by Percentage (Number) of Responses

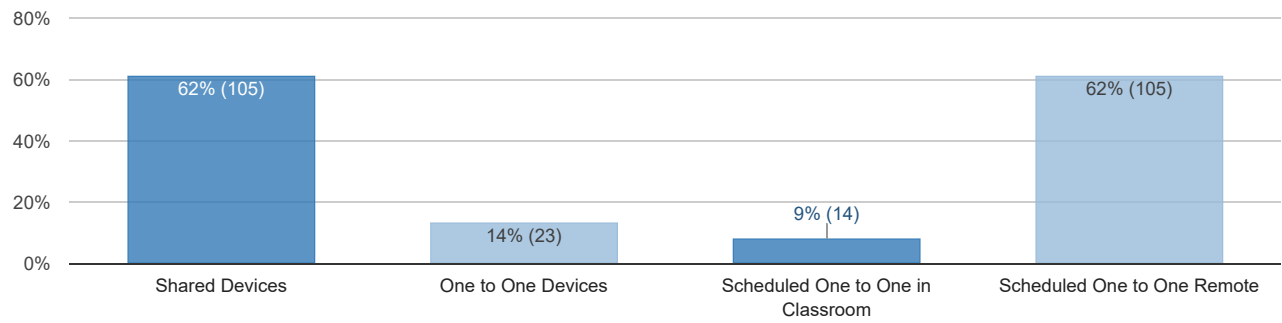
Grades Taught by Percentage (Number) of Responses

Number of Students per Class



Technology Access and Support

Student Access to Digital Devices



Technology Support

n = 171	strongly disagree	disagree	neutral	agree	strongly agree
I have adequate access to a technology coach.	5% 8	8% 12	12% 20	57% 97	20% 34
Either the technology coach or IT technician adequately assists me in solving technical problems with hardware or software.	6% 9	3% 4	8% 13	55% 94	30% 51
The technology coach is committed to helping teachers find solutions.	5% 8	2% 2	5% 8	51% 86	40% 67
The technology coach responds promptly to my requests for assistance.	5% 8	2% 3	10% 16	46% 77	40% 67
The technology coach models techniques to integrate technology into my teaching when requested.	6% 10	6% 10	20% 33	39% 66	31% 52
The technology coach provides professional development.	6% 9	9% 14	22% 37	38% 64	28% 47
The technology coach assists me in planning and implementing the use of technology in my teaching when needed.	5% 8	9% 14	24% 41	37% 62	27% 46

Preparation for Technology Use

Technology-Related Professional Development

n = 171	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.)	40%	68	34%	57	17%	28	10%	16	2%	2
Professional productivity (e.g., Google for Education apps, electronic planbooks, gradebooks, calendar, address book)	24%	40	36%	61	26%	44	15%	24	2%	2
Instructional applications (e.g., presentation, digital content creation, finding and saving online resources)	7%	11	20%	34	37%	62	31%	52	8%	12
Training on applications used by students	5%	7	17%	28	39%	65	33%	55	10%	16
Specialized training on pedagogy of technology integration; using your available resources to provide students opportunities to create, produce, and enhance learning using technology.	7%	11	18%	30	37%	63	31%	53	9%	14

Perceptions of Technology Use

n = 171	strongly disagree		disagree		neutral		agree		strongly agree	
I would like every student in my class(es) to have access to a digital device.	3%	4	3%	5	10%	16	40%	68	46%	78
Technology skills are essential to my students' success in school. (not just in my class, but school in general)	3%	4	2%	3	8%	13	45%	76	44%	75
Technology skills are essential to my students' success in their future workplace.	2%	3	1%	1	2%	2	29%	48	69%	117
More training would increase my use of technology in my teaching.	3%	4	7%	11	16%	26	49%	83	28%	47
Technology makes my job easier.	3%	4	1%	1	12%	20	46%	77	41%	69
Technology changes my role as a teacher.	2%	2	8%	12	22%	36	43%	72	29%	49
I can help others solve technology problems.	5%	8	15%	25	36%	61	36%	60	10%	17
Technology enhances my teaching.	2%	3	2%	2	5%	7	49%	83	45%	76
Student use of technology enhances student performance.	3%	4	0%	0	14%	23	47%	79	39%	65
My use of technology enhances student performance.	2%	2	1%	1	11%	18	47%	80	41%	70
Technology should be used in all courses.	2%	3	1%	1	22%	36	40%	67	38%	64
I would like my students to be able to use technology more in their classes.	2%	3	2%	2	8%	13	41%	70	49%	83

Confidence and Comfort Using Technology

n = 171	strongly disagree	disagree	neutral	agree	strongly agree
I have had adequate training in technology use.	3% 5	14% 23	24% 40	51% 87	10% 16
I currently have adequate opportunities for technology training in my school, whether through workshops or support from the technology coach (Tiffany Nichols).	2% 3	19% 32	31% 52	41% 70	9% 14
I am prepared to effectively integrate technology into my teaching.	2% 2	13% 21	21% 35	56% 95	11% 18
I am prepared to assess multimedia projects (student presentations using PowerPoint, Google Slides, or other digital tools).	2% 2	23% 38	36% 60	36% 61	6% 10
I am prepared to guide other teachers in planning and implementing lessons that incorporate technology.	6% 9	27% 45	35% 59	30% 50	5% 8
I am comfortable using technology in my teaching.	1% 1	8% 13	15% 24	59% 100	20% 33
I am comfortable assigning multimedia projects to my students.	7% 11	31% 53	34% 58	24% 41	5% 8
I use technology effectively in my teaching.	1% 1	11% 18	27% 45	54% 91	10% 16
I am developing expertise in the uses of technology in teaching.	1% 1	11% 18	38% 64	48% 82	4% 6
I am prepared to recognize the unethical uses of technology.	0% 0	3% 4	19% 31	58% 99	22% 37
I am comfortable teaching my students about copyright and fair use guidelines.	1% 1	13% 21	26% 43	46% 77	17% 29

Technology Integration

n = 171	not at all		once per month or less		once per week		several times per week		every day		multiple times per day	
Small group instruction	41%	70	22%	36	11%	18	15%	25	12%	19	2%	3
Individual instruction	27%	45	23%	38	10%	16	24%	41	15%	25	4%	6
Cooperative groups	27%	45	29%	48	9%	15	20%	33	13%	22	5%	8
Independent learning	16%	26	20%	33	15%	25	29%	49	20%	33	3%	5
As an extension activity	19%	32	26%	43	18%	30	27%	45	10%	16	3%	5
As a reward	26%	44	28%	47	17%	29	24%	41	6%	9	1%	1
To tutor / for remediation (iReady, MobyMax, Study Island, etc.)	17%	29	21%	35	17%	28	31%	53	13%	22	3%	4
As a research tool for my students	31%	52	36%	61	10%	17	14%	23	9%	14	3%	4
As a tool for students to use in planning and managing projects (individual and group)	55%	93	31%	52	5%	7	8%	12	5%	7	0%	0
As a productivity tool for my instruction (e.g., to create charts, reports or other products)	21%	35	27%	46	13%	22	20%	34	15%	25	6%	9
As a student presentation tool (including multimedia)	42%	71	27%	45	10%	16	9%	15	11%	18	4%	6
Student discussion/communication	43%	72	16%	27	16%	26	15%	24	10%	17	3%	5
Instructional delivery	12%	20	8%	13	11%	18	20%	33	22%	36	30%	51
As a communication tool (e.g., email, electronic discussion)	13%	22	5%	8	7%	11	15%	25	31%	52	31%	53
To create online content for my students (web pages, blogs, etc.)	70%	118	11%	18	7%	11	8%	13	5%	8	2%	3
To assess student learning	16%	27	23%	38	13%	22	29%	48	14%	23	8%	13

Teacher Use of Technology

Teacher Use

n = 171		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.)	2%	3	2%	2	12%	19	27%	46	29%	48	31% 53
Spreadsheets (Excel, Google Sheets, Numbers, etc.)	25%	42	29%	48	15%	24	19%	31	9%	15	7% 11
Databases (FileMaker Pro, Access, etc.)	55%	93	21%	35	11%	18	6%	10	5%	8	5% 7
Desktop publishing programs (e.g. InDesign, Publisher)	37%	62	29%	49	15%	24	13%	21	6%	9	4% 6
Presentation software (e.g. PowerPoint, Keynote, Prezi, Google Slides)	19%	31	33%	56	16%	26	19%	31	6%	10	10% 17
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)	48%	82	19%	32	19%	31	10%	16	5%	8	2% 2
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)	88%	149	8%	12	3%	4	2%	2	2%	3	1% 1
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)	82%	139	13%	21	3%	4	2%	3	2%	3	1% 1
Photo editing (e.g. Photoshop, iPhoto)	72%	123	11%	18	8%	13	4%	6	5%	7	3% 4
Sound editing (e.g., GarageBand, Audacity)	88%	149	8%	12	3%	5	2%	2	2%	2	1% 1
Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier, Screencast-O-Matic, EasiCapture)	86%	147	7%	11	3%	4	3%	5	2%	3	1% 1
Authoring tools (e.g., Flash, HyperStudio, iBooks Author, Screencast-O-Matic, EasiCapture)	89%	151	7%	11	5%	7	1%	1	1%	1	0% 0
Animation (e.g., iStopMotion, Frames)	91%	155	7%	11	2%	3	0%	0	1%	1	1% 1
Drill and practice software (e.g. practice for spelling or math)	55%	93	13%	22	12%	20	14%	23	6%	10	2% 3
Instructional games (e.g., Oregon Trail, Lemonade Stand)	56%	95	17%	29	12%	19	8%	13	6%	10	3% 5
Simulations (e.g. frog dissections, science experiments)	68%	116	18%	30	9%	14	4%	6	3%	4	1% 1
Tutorials (e.g., programs that teach specific subject matter)	33%	56	22%	37	18%	30	10%	17	12%	19	8% 12
Learning Management Systems (e.g., Google Classroom, Edline, Blackboard, Moodle, Edmodo)	44%	74	9%	15	7%	11	12%	19	15%	25	16% 27
Email	1%	1	2%	3	1%	1	8%	12	19%	31	72% 123
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)	2%	2	2%	3	2%	3	5%	8	17%	28	75% 127
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)	45%	76	19%	31	6%	10	13%	21	10%	16	10% 17
Social networking (e.g.; Facebook, Twitter, Edmodo)	45%	76	9%	14	6%	9	9%	15	16%	26	19% 31
Video conferencing (e.g., Skype, FaceTime)	72%	123	16%	26	6%	10	5%	7	2%	3	2% 2
Desktop computer	11%	18	6%	10	5%	8	9%	14	16%	26	56% 95
Laptop computer	9%	15	5%	8	6%	9	5%	8	16%	26	62% 105
Tablet computer (e.g., iPad)	53%	90	8%	12	8%	12	9%	14	8%	13	18% 30
eReader (e.g., Kindle, Nook)	70%	118	8%	12	2%	3	8%	13	6%	10	9% 15
Digital camera	50%	84	17%	29	15%	25	9%	15	5%	8	6% 10
Digital video camera	68%	115	13%	21	9%	15	8%	12	2%	2	4% 6
Projector	17%	28	6%	9	6%	9	11%	18	14%	23	50% 84
DVD player	29%	48	28%	47	17%	29	14%	23	9%	14	6% 10

Interactive whiteboard (e.g., SMART Board, Promethean, Epson, Clear Touch)	31%	52	8%	12	4%	6	6%	10	11%	18	43%	73
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Student Use of Technology

Student Use

n = 171		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.)	55%	93	22%	37	10%	16	9%	14	3%	5	4% 6
Spreadsheets (Excel, Google Sheets, Numbers, etc.)	80%	136	15%	24	2%	3	3%	4	3%	4	0% 0
Databases (FileMaker Pro, Access, etc.)	84%	142	12%	20	3%	4	3%	4	1%	1	0% 0
Desktop publishing programs (e.g. InDesign, Publisher)	79%	135	15%	25	3%	4	3%	5	1%	1	1% 1
Presentation software (e.g. PowerPoint, Keynote, Prezi, Google Slides)	67%	114	21%	35	7%	11	4%	6	3%	4	1% 1
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)	75%	127	15%	24	8%	12	4%	6	2%	2	0% 0
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)	89%	152	7%	11	3%	4	2%	2	1%	1	1% 1
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)	85%	144	9%	15	5%	7	2%	3	2%	2	0% 0
Photo editing (e.g. Photoshop, iPhoto)	84%	142	6%	9	9%	15	2%	3	1%	1	1% 1
Sound editing (e.g., GarageBand, Audacity)	88%	150	7%	11	4%	6	2%	2	2%	2	0% 0
Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier, Screencast-O-Matic, EasiCapture)	89%	152	7%	11	3%	4	2%	2	2%	2	0% 0
Authoring tools (e.g., Flash, HyperStudio, iBooks Author, Screencast-O-Matic, EasiCapture)	89%	151	7%	11	4%	6	2%	2	1%	1	0% 0
Animation (e.g., iStopMotion, Frames)	90%	153	8%	12	2%	3	2%	2	1%	1	0% 0
Drill and practice software (e.g. practice for spelling or math)	46%	77	13%	22	16%	27	17%	28	9%	14	2% 3
Instructional games (e.g., Oregon Trail, Lemonade Stand)	43%	73	19%	32	12%	20	17%	28	9%	14	3% 4
Simulations (e.g. frog dissections, science experiments)	71%	120	17%	28	9%	14	3%	5	2%	3	1% 1
Tutorials (e.g., programs that teach specific subject matter)	48%	81	19%	31	12%	19	11%	18	9%	14	5% 8
Learning Management Systems (e.g., Google Classroom, Edline, Blackboard, Moodle, Edmodo)	68%	116	8%	12	12%	19	6%	9	6%	9	4% 6
Email	73%	124	5%	8	8%	12	3%	5	4%	6	10% 16
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)	37%	63	10%	16	10%	17	13%	21	10%	17	22% 37
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)	78%	132	8%	12	5%	7	3%	4	6%	10	4% 6
Social networking (e.g.; Facebook, Twitter, Edmodo)	70%	118	4%	6	7%	11	2%	3	8%	12	13% 21
Video conferencing (e.g., Skype, FaceTime)	81%	138	4%	6	5%	8	5%	7	5%	8	3% 4
Desktop computer	19%	32	10%	16	10%	17	23%	38	20%	33	21% 35
Laptop computer	64%	109	8%	13	9%	15	5%	7	6%	9	11% 18
Tablet computer (e.g., iPad)	70%	119	6%	10	10%	16	5%	7	4%	6	8% 13
eReader (e.g., Kindle, Nook)	73%	124	10%	17	6%	9	5%	8	5%	7	4% 6
Digital camera	76%	129	6%	10	8%	12	6%	9	2%	3	5% 8
Digital video camera	79%	135	8%	13	3%	5	5%	8	4%	6	3% 4
Projector	65%	110	6%	10	5%	7	8%	12	9%	14	11% 18
DVD player	68%	115	12%	19	6%	9	11%	18	3%	5	3% 5

Interactive whiteboard (e.g., SMART Board, Promethean, Epson, Clear Touch)	47%79	9%15	11%18	10%17	9%15	16%27
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Technology Skills

Teacher-Reported Skill Level with Technologies

n = 171		My Skill											
Technology		none		very low		low		moderate		high		very high	
Word processors (Word, Google Docs, Pages, etc.)		1%	1	2%	2	4%	6	23%	39	35%	59	38%	64
Spreadsheets (Excel, Google Sheets, Numbers, etc.)		9%	15	13%	22	16%	27	34%	57	18%	30	12%	20
Databases (FileMaker Pro, Access, etc.)		41%	70	20%	33	17%	28	17%	29	5%	7	3%	4
Desktop publishing programs (e.g. InDesign, Publisher)		27%	46	20%	34	16%	27	17%	29	12%	20	9%	15
Presentation software (e.g. PowerPoint, Google Slides, Keynote, Prezi)		9%	15	6%	9	12%	19	34%	57	23%	39	19%	32
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)		34%	57	16%	26	16%	27	21%	35	11%	18	5%	8
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)		64%	108	15%	24	13%	21	7%	11	3%	5	2%	2
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)		46%	78	17%	28	18%	30	12%	19	8%	13	2%	3
Photo editing (e.g, Photoshop, iPhoto)		41%	70	17%	28	13%	21	18%	30	10%	17	3%	5
Sound editing (e.g., GarageBand, Audacity)		67%	113	12%	20	11%	18	6%	10	5%	7	2%	3
Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier)		66%	112	14%	23	8%	12	8%	13	4%	6	3%	5
Authoring tools (e.g., Screencast, Flash, HyperStudio, iBooks Author)		72%	123	14%	23	5%	8	8%	13	2%	2	2%	2
Animation (e.g., iStopMotion, Frames)		73%	124	15%	25	3%	5	7%	11	2%	3	2%	3
Drill and practice software (e.g. practice for spelling or math)		30%	51	11%	18	17%	28	24%	41	9%	15	11%	18
Instructional games (e.g., Oregon Trail, Lemonade Stand)		27%	45	12%	19	19%	31	22%	36	13%	21	12%	19
Simulations (e.g. frog dissections, science experiments)		54%	91	9%	15	12%	19	13%	22	10%	16	5%	8
Tutorials (e.g., programs that teach specific subject matter)		15%	25	14%	23	16%	26	29%	48	19%	32	10%	17
Learning Management Systems (e.g., Edline, Blackboard, Moodle)		25%	42	9%	14	14%	23	22%	36	23%	39	10%	17
Email and communication tools (Remind, Google+)		1%	1	0%	0	2%	3	12%	20	29%	49	58%	98
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)		2%	3	1%	1	3%	4	15%	24	31%	53	51%	86
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)		33%	56	14%	23	12%	19	20%	34	13%	21	11%	18
Social networking (e.g.: Facebook, Twitter, Edmodo)		20%	34	8%	13	8%	12	17%	28	25%	42	25%	42
Video conferencing (e.g., Skype, FaceTime)		37%	63	14%	23	14%	23	18%	30	11%	18	9%	14
Desktop computer		3%	4	0%	0	3%	4	15%	24	38%	64	44%	75
Laptop computer		3%	5	1%	1	4%	6	13%	22	36%	61	45%	76
Tablet computer (e.g., iPad)		14%	23	5%	8	9%	15	21%	35	25%	42	29%	48
eReader (e.g., Kindle, Nook)		22%	37	8%	13	9%	15	20%	33	21%	35	23%	38
Digital camera		17%	28	6%	9	9%	14	25%	42	27%	46	19%	32
Digital video camera		21%	35	9%	14	10%	16	30%	51	19%	31	15%	24
Projector		8%	12	4%	6	5%	8	21%	35	33%	55	33%	55
DVD player		8%	13	2%	3	8%	13	16%	27	30%	51	38%	64
Interactive whiteboard (e.g., SMART Board, Promethean)		13%	21	6%	9	11%	18	22%	36	28%	47	24%	40

Technology Usefulness

Teacher-Reported Usefulness of Technologies

n = 171		Usefulness											
Technology		none		very low		low		moderate		high		very high	
Word processors (Word, Google Docs, Pages, etc.)		6%	9	4%	6	6%	9	18%	30	27%	46	42%	71
Spreadsheets (Excel, Google Sheets, Numbers, etc.)		17%	29	10%	16	16%	26	24%	41	17%	29	18%	30
Databases (FileMaker Pro, Access, etc.)		35%	59	15%	24	18%	30	18%	30	11%	18	6%	10
Desktop publishing programs (e.g. InDesign, Publisher)		23%	39	14%	23	16%	27	20%	33	17%	29	12%	20
Presentation software (e.g. PowerPoint, Google Slides, Keynote, Prezi)		15%	24	7%	11	12%	19	20%	34	23%	38	27%	45
Concept mapping/Graphic organizers (e.g., Inspiration, Kidspiration)		21%	35	11%	18	13%	22	26%	43	18%	30	14%	23
Web publishing programs (e.g., DreamWeaver, Nvu, KampoZer)		40%	67	15%	25	15%	25	17%	29	9%	14	7%	11
Draw and paint programs (e.g., KidPix, Illustrator, Paint.net)		36%	61	16%	27	20%	34	17%	29	9%	14	4%	6
Photo editing (e.g, Photoshop, iPhoto)		43%	72	15%	24	13%	21	16%	26	10%	17	7%	11
Sound editing (e.g., GarageBand, Audacity)		53%	90	14%	23	9%	14	12%	19	10%	16	6%	9
Video editing (e.g., iMovie, MovieMaker, Final Cut, Premier)		50%	84	14%	23	10%	17	12%	20	10%	17	6%	10
Authoring tools (e.g., Screencast, Flash, HyperStudio, iBooks Author)		49%	83	17%	29	7%	11	15%	24	8%	12	8%	12
Animation (e.g., iStopMotion, Frames)		53%	89	16%	26	8%	12	15%	24	6%	10	6%	10
Drill and practice software (e.g. practice for spelling or math)		18%	30	8%	12	9%	14	22%	37	22%	36	25%	42
Instructional games (e.g., Oregon Trail, Lemonade Stand)		17%	28	9%	14	12%	20	22%	36	24%	40	20%	33
Simulations (e.g. frog dissections, science experiments)		29%	48	11%	18	10%	17	22%	37	15%	25	16%	26
Tutorials (e.g., programs that teach specific subject matter)		12%	19	6%	9	14%	23	23%	39	22%	36	27%	45
Learning Management Systems (e.g., Edline, Blackboard, Moodle)		25%	42	8%	12	14%	23	13%	21	22%	37	22%	36
Email and communication tools (Remind, Google+)		10%	17	5%	7	5%	8	15%	25	22%	37	46%	77
Web browser (e.g., Chrome, Firefox, Internet Explorer, Safari)		7%	11	2%	3	6%	9	11%	18	24%	41	53%	89
Web 2.0 tools (e.g., blogs, wikis, GoogleDocs)		25%	42	12%	20	16%	26	19%	31	13%	22	18%	30
Social networking (e.g.: Facebook, Twitter, Edmodo)		31%	52	13%	22	13%	22	16%	26	15%	25	15%	24
Video conferencing (e.g., Skype, FaceTime)		35%	59	14%	23	17%	29	17%	29	9%	14	10%	17
Desktop computer		6%	10	2%	3	10%	16	10%	17	29%	49	45%	76
Laptop computer		5%	8	2%	2	8%	12	14%	23	18%	30	57%	96
Tablet computer (e.g., iPad)		12%	20	5%	7	6%	10	20%	33	19%	31	41%	70
eReader (e.g., Kindle, Nook)		17%	29	8%	12	13%	22	16%	26	18%	30	31%	52
Digital camera		19%	32	13%	21	13%	22	23%	39	13%	22	21%	35
Digital video camera		24%	40	12%	19	16%	27	20%	34	12%	19	19%	32
Projector		8%	13	6%	9	5%	8	14%	23	23%	38	47%	80
DVD player		13%	21	7%	11	12%	20	26%	44	19%	31	26%	44
Interactive whiteboard (e.g., SMART Board, Promethean)		10%	16	4%	6	8%	12	9%	14	23%	38	50%	85

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