

K-12 EDUCATION SURVEY



The Center for Digital Education is interested in understanding how K-12 districts and schools are strategizing around the implementation and deployment of digital learning environments.

PRIMARY ROLE



31%
IT leadership,
Director/CIO

21% Administrative staff or leadership
(Principal, Assistant Principal, Support Staff, Librarian)

19% Educator/teacher

12% Superintendent

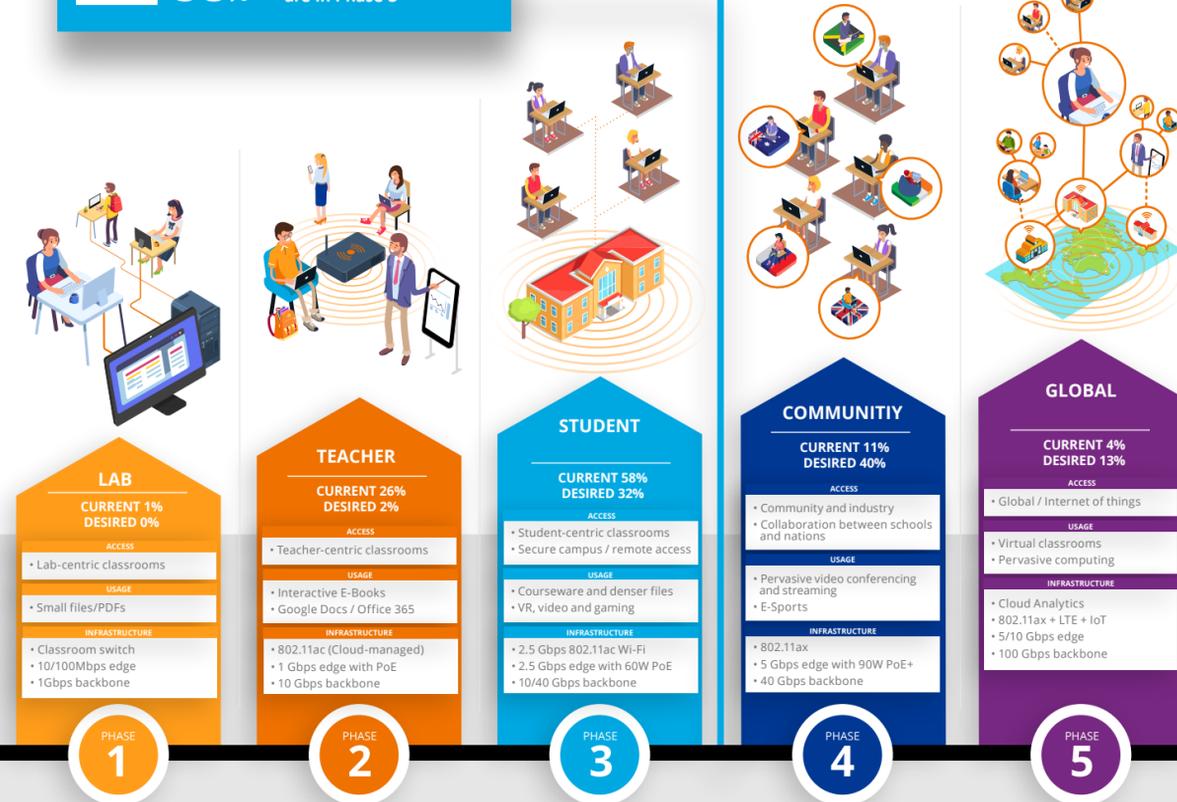
8% IT Support Staff

5 PHASES OF DIGITAL LEARNING TRANSITION



58%

Of schools say that they are in Phase 3



Digital Transition Timeline



PLAN TO REACH DESIRED PHASE

Priorities for education administrators

- #1 Implementing new digital learning tools for IT and educators.
- #2 Investing in professional development for teachers.
- #3 Addressing the digital equity gap.

Priorities for IT managers

- #1 Implementing new digital learning tools for IT and educators.
- #2 Investing in professional development for teachers.
- #3 Refreshing or enhancing network infrastructure.

DIGITAL EQUITY

What type of schools offer off-campus connectivity.

55% of schools with 10,000 students or more.

36% of schools with 1,000 - 10,000 students.

28% of schools with less than 1,000 students.

What type of schools are planning on addressing digital equity in the near future.

65% of schools with less than 1,000 students.

41% of schools with more than 10,000 students.

Who is leading the charge?
65% EDUCATORS vs **57%** IT LEADERSHIP

FACILITIES AND IT COLLABORATING

55% of schools surveyed say they have implement campus safety and security improvements through IT and OT collaboration.

CCTV
IT/OT project for more than 1,000 students.

DoorLocks
IT/OT project for schools with more than 1,000 students.

* OT = Operational Technology, including facilities and building automation

TOP BARRIERS OR CHALLENGES



55%

IT Funding



44%

Teacher Training



36%

Insufficient IT Staff



35%

Pushback From Teaching Staff

VIRTUAL REALITY

41%

of schools (>15K students) are using VR as a digital learning tool today.

31%

of schools (1-5K students) plan to use VR in the next school year.

HOW SCHOOLS ARE PRIMARILY FUNDING TECHNOLOGY SOLUTIONS

<5K Students
Operational Budget

5-15K Students
E-Rate

<15K Students
Operational Budget and E-Rate