

Technology Proficiency Survey for Educators (TPSE)

Instructions: Select one level of agreement for each statement to indicate how you feel.

SD = Strongly Disagree, D = Disagree, U = Undecided, A = Agree, SA = Strongly Agree

| | SD | D | U | A | SA |
|---|----|---|---|---|----|
| I feel confident I could.... | | | | | |
| 1. ...use technology to improve my teaching practices. | ① | ② | ③ | ④ | ⑤ |
| 2. ...participate in local and global learning networks to pursue professional interests. | ① | ② | ③ | ④ | ⑤ |
| 3. ...use educational technology research to inform and improve my classroom practices. | ① | ② | ③ | ④ | ⑤ |
| 4. ...lead and support other educators in the integration of technology in the classroom. | ① | ② | ③ | ④ | ⑤ |
| 5. ...use technology to meet the diverse needs of students in my classroom. | ① | ② | ③ | ④ | ⑤ |
| 6. ...model and promote safe, legal and ethical practices with digital tools. | ① | ② | ③ | ④ | ⑤ |
| 7. ...model and promote the management of personal data and digital identity. | ① | ② | ③ | ④ | ⑤ |
| 8. ...provide students with the opportunity to make positive and responsible contributions in online communities. | ① | ② | ③ | ④ | ⑤ |
| 9. ...use technology to create authentic learning experiences. | ① | ② | ③ | ④ | ⑤ |
| 10. ...use technology to communicate appropriately with students, parents and colleagues to support and enhance student learning. | ① | ② | ③ | ④ | ⑤ |
| 11. ...use technology to collaborate with teachers or students who are distant from my classroom. | ① | ② | ③ | ④ | ⑤ |
| 12. ...use technology to create, adapt and personalize learning for students in my classroom. | ① | ② | ③ | ④ | ⑤ |
| 13. ...create digital learning environments that engage and support student learning. | ① | ② | ③ | ④ | ⑤ |
| 14. ...create learning opportunities in which students use computational thinking to innovate and solve problems. | ① | ② | ③ | ④ | ⑤ |
| 15. ...model and nurture creativity in communicating knowledge to students and peers. | ① | ② | ③ | ④ | ⑤ |
| 16. ...facilitate learning in which students take ownership of their learning goals and outcomes. | ① | ② | ③ | ④ | ⑤ |
| 17. ...use digital tools for assessment to inform instruction. | ① | ② | ③ | ④ | ⑤ |

| | | | | | |
|--|---|---|---|---|---|
| 18. ...use technology to design and implement a variety of assessments to accommodate learner needs. | ① | ② | ③ | ④ | ⑤ |
| 19. ...use technology to capture student learning in a variety of ways. | ① | ② | ③ | ④ | ⑤ |
| 20. ...use social media tools for instruction in the classroom. (ex. Facebook, Twitter, etc.) | ① | ② | ③ | ④ | ⑤ |
| 21. ...create a wiki or blog to have my students collaborate. | ① | ② | ③ | ④ | ⑤ |
| 22. ...teach in a one-to-one environment in which the students have their own devices. | ① | ② | ③ | ④ | ⑤ |

Christensen, R. (2018) based on the ISTE Standards for Teachers. Published in Christensen, R. (2021). Validation of a Technology Proficiency Survey for Educators. In E. Langran & L. Archambault (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 782-791). Online, United States: Association for the Advancement of Computing in Education (AACE).