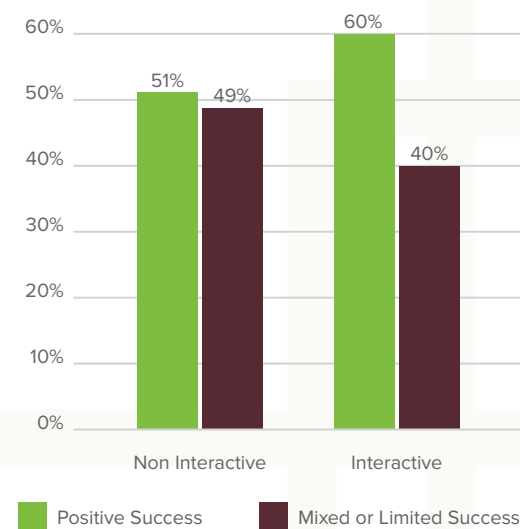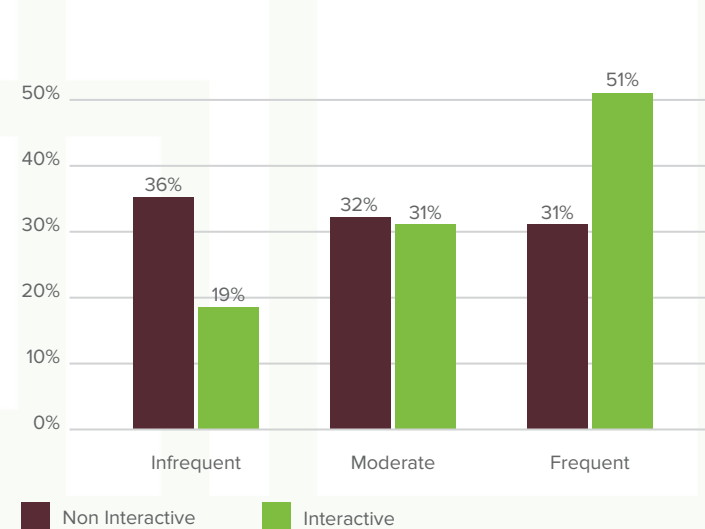## Interactive hardware has a positive impact on success

Though software has a stronger impact on success, the use of interactive hardware in classrooms still results in better outcomes.
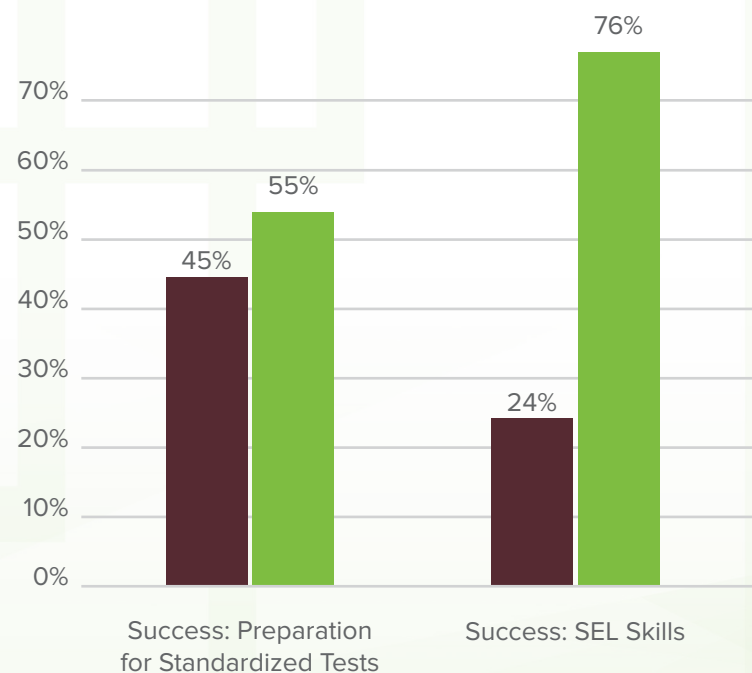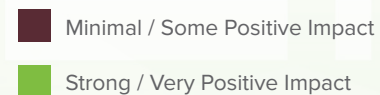
High Use of Classroom Hardware

60%
51%
49%
40%

- 0% 10% 20% 30% 40% 50% 60%

Non Interactive | Interactive

◼ Positive Success ◼ Mixed or Limited Success

Impact on Insight to Learning

51%
36%
32% 31%
31%
19%

Infrequent | Moderate | Frequent

◼ Non Interactive ◼ Interactive

The true impact of pedagogy and technology

Investments in pedagogy and technology go beyond prepping for the test. They greatly impact the social and emotional skills students need to be active contributors to society, and enhance their individual well-being and social progress.

◼ Minimal / Some Positive Impact

◼ Strong / Very Positive Impact

76%
55%
45%
24%

Success: Preparation for Standardized Tests | Success: SEL Skills

TEACHING, TECHNOLOGY AND LEARNING

Understanding the interconnection

Summary | June 2016

Great teachers get results.

The right technology empowers them do to even more.

SMART can help. Decades of experience and expertise in education and technology uniquely positions SMART to stay on top of emerging pedagogies, particularly collaboration. We partner with educators to design products for schools, keeping only the goal of making learning come alive in mind.

To download the full report or learn more about our offering of education-focused software, interactive displays and whiteboards, please visit **smarttech.com/education.**

Filigree Consulting

Sponsored by SMART Technologies, Inc.

Understanding the Interconnection of Teaching, Technology and Learning

Recently there has been a focus on the impact technology has on student learning which has increased the urgency for both educational institutions and industry to work harder to find a more effective approach. SMART Technologies initiated research that aims to uncover the interconnections between success, technology and teaching/learning practices with the purpose of helping guide future decisions made in the education and technology sectors.

About the Survey

Data Collected

Success Measures:
- Performance on standardized tests
- **Social and emotional skill development**
- Classroom environment: safety
- Visible learning practices
- Active participation
- Collaboration

Classroom Technology:
- Student devices
- Front of room technology
- Software

Teaching/Learning Practices:
- Student behaviors
- Teacher behaviors
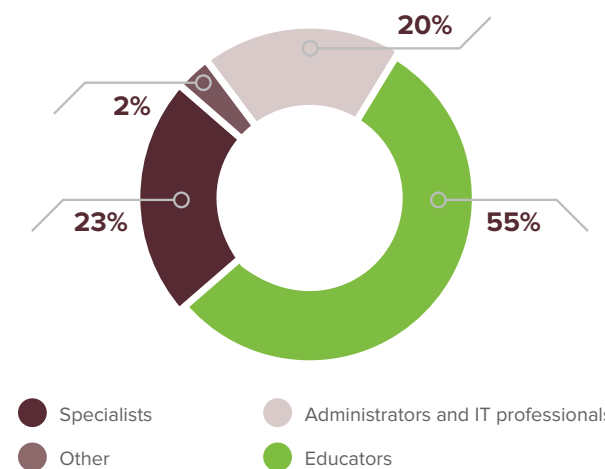- Active learning practices

Social and emotional skill development

The majority of research focuses solely on standardized test scores, this research takes a holistic approach. While test scores were still a factor, the development of social and emotional skills was placed at a premium. These skills are defined as:

- Preparing students to be active contributors to society
- Enhancing their individual well-being and social progress

Roles

More than 400 survey respondents

- 20%
- 2%
- 23%
- 55%

- Specialists
- Other
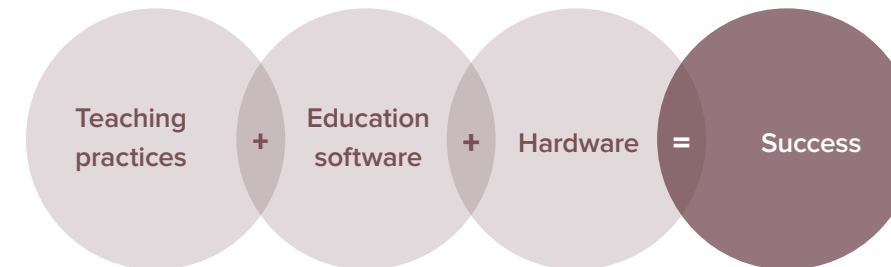- Administrators and IT professionals
- Educators

Geographic Distribution

Highest number of responses: United States, United Kingdom, Germany, Canada, Netherlands and Sweden. 26 other countries were also represented.

Summary

According to the research, the highest success comes from great teaching practices, complemented by software and hardware, in that order.

342% more likely to achieve outstanding success when using teaching best practices and technology frequently

Teaching practices **+** Education software **+** Hardware **=** Success

70% achieve positive success when using collaborative software frequently

Other Findings

Software is more closely related to success than hardware.

These charts represent the success respondents had when using different types of hardware or software daily or for most lessons.

Software

- Positive Success
- Mixed or Limited Success

Whole Class Collaborative Software	Student Co-Creation Software	Assessment Software	Gamification Software
30% / 70%	32% / 68%	33% / 67%	34% / 66%

Hardware

- Positive Success
- Mixed or Limited Success

Tablets	Interactive Whiteboards	Laptops, PCs	Non-Interactive Projectors
37% / 63%	41% / 59%	47% / 53%	53% / 47%