

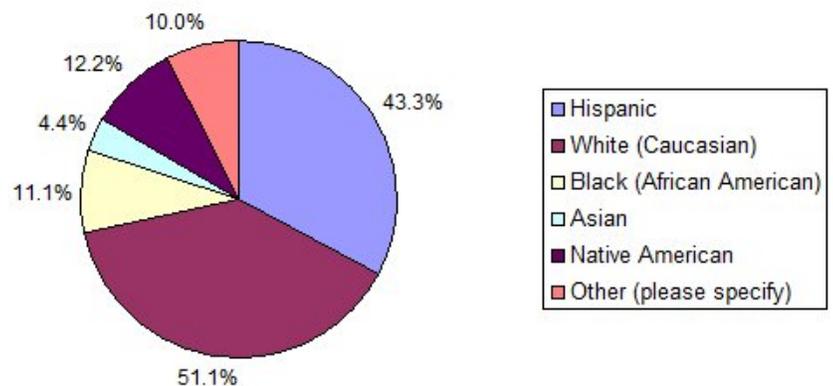
Student Data Report - Nashua School District -

About the Survey

School Modernization Initiative Survey - 113 students took this survey, both before and after Digital Wish's the year-long computing program. Participants were about half 4th graders and half 5th graders; and about half girls and half boys. Students worked together in pairs on Dell computers. Technology training classes were taught in classes each week for 7 months. A trainer worked with the students and teachers once a week to teach [Digital Wish's IT curriculum](#). The curriculum covered six unique units on technology usage and practical implementation including:

- Digital Citizenship
- Media Creation and Presentation
- Community Profile: Oral History of People, Places & Events
- Business Exploration
- Classroom Collaboration and Debate
- Projects, Tools and Web Resources

Race of Students Participating in 1:1 Program



This comprehensive IT curriculum can be quickly and easily adopted by educators, regardless of their proficiency level. The students cumulatively spent 5,335 hours learning, and 15 educators were impacted with a cumulative total of 625 educator training hours delivered by Digital Wish. This report shows the comparative differences in student-reported skills and opinions, before and after the program.

Summary of Results

- **Ethical and Legal Issues** – The number of students who rated themselves as having an expert understanding of ethical and legal issues when using content on the internet rose from 23% to 38%.
- **Reduced Dropout Rate:** The number of students who plan to drop out of high school decreased from 4% to 1%.
- **Increased Access** - The percentage of students with internet connection at home rose from 83% to 90%. The number of students who did not have access to a computer or did not use a computer in their home decreased from 16% to 8%.

Student Survey- Nashua, NH Digital Wish Computing Program

- **Increased Usage** - After the program, students used a computer every day in the classroom 30 times more than before. Students who reported participating in 10 or more technology projects that required them to solve a problem, gather information, or draw a conclusion rose from 14% to 87%.
- **Increased Usage by Subject** - Nearly 60% of students went from never using technology in math to 64% saying they used it once a week or more. The number of students who used technology in English more than once a week nearly doubled, and in math nearly tripled.
- **Increased Safe Usage** - After the program, students rated themselves an average of 9 (on a scale of 1-10) or higher when they rated how well they could protect their personal information on the internet, treat other people with respect on the internet, and safely use the internet. After the program, students rated themselves 8.5 or higher when asked how much they knew about what they legally can and cannot do on the internet, their rights on the internet, and their responsibilities on the internet.
- **Increasing IT Skills** - Students rated themselves higher in every single technology skill after the program, and more than doubled their self-rating on how well they can use spreadsheets or Excel. The percentage of students who said they were beginners on computers decreased from 11% to 4%, a near 300% drop. The number of students who can figure out almost anything on their own while using a computer rose from 29% to 35.4%.
- **Increased Collaboration** – Students collaborating with adults at least once a week while using technology rose from 46% to 94%. The number of students who collaborated with other students at least once a week while using technology more than tripled.

Below is the detailed breakdown of the data. All of the data in this report is self-reported data gathered from student surveys. Digital Wish does not make "research-based" claims.

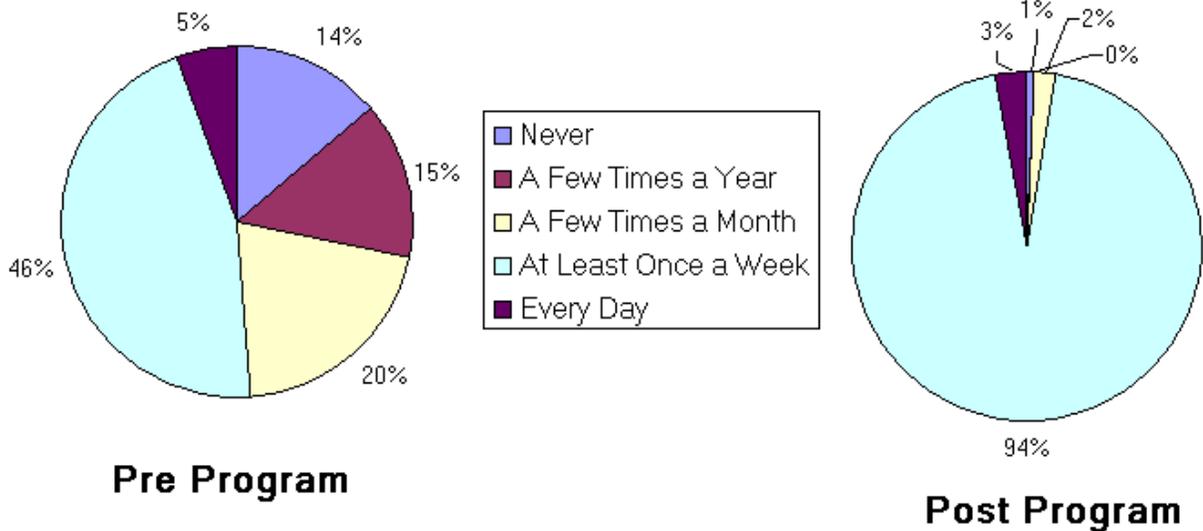
Special thanks to Dell for making this program possible.

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Frequency of Usage and Access

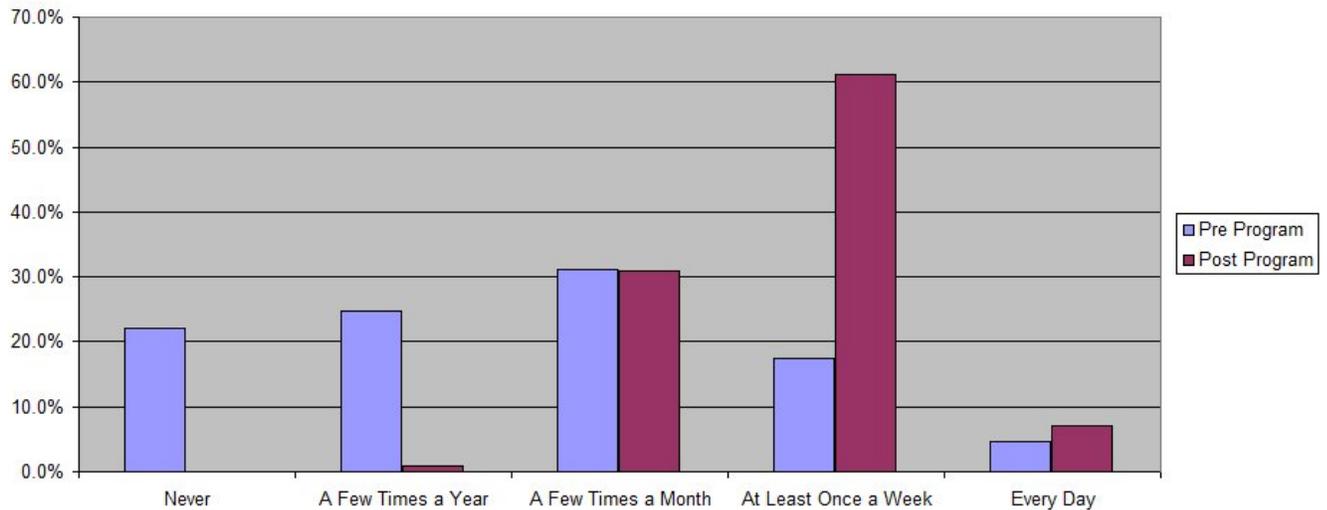
Increased Collaboration with Adults: Students collaborating with adults at least once a week while using technology rose from 46% to 94%.

How often do you collaborate or work with adult volunteers or helpers when working with technology?



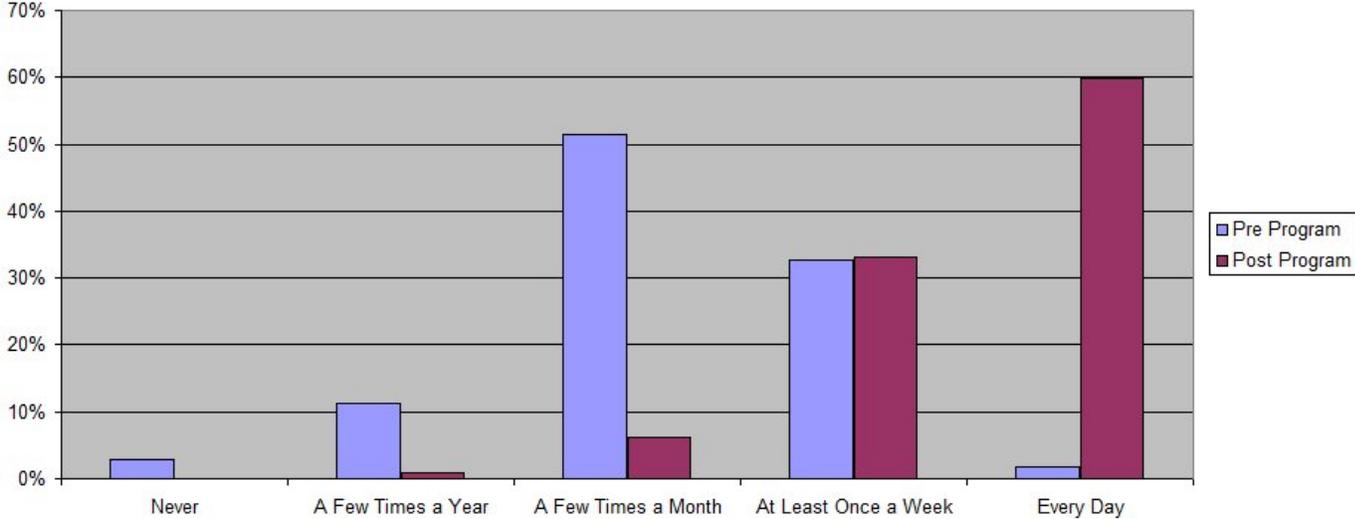
Increased Collaboration with Students: The number of students who collaborated with other students at least once a week while using technology more than tripled.

How Often do You Collaborate or Work with Other Students when Working with Technology?



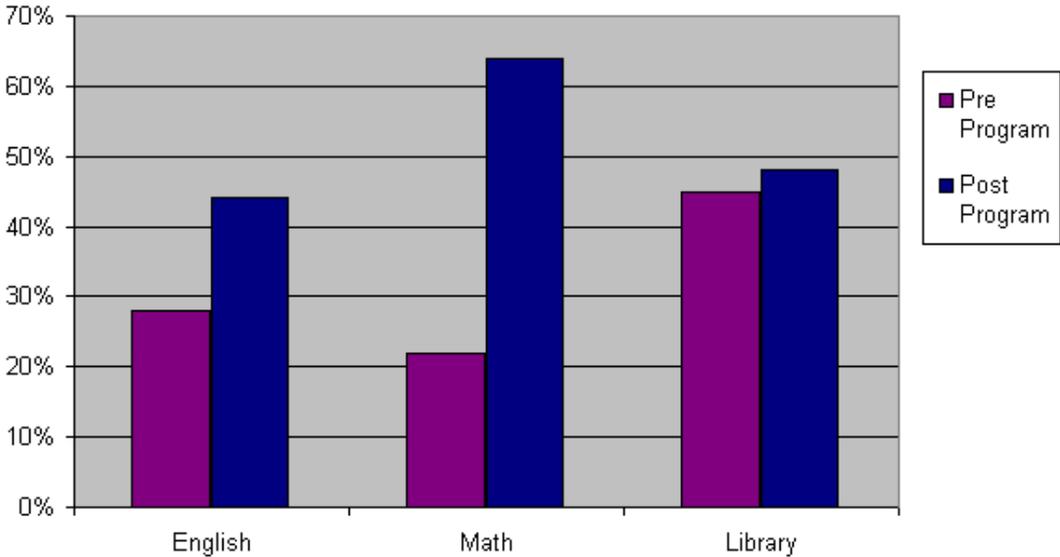
After the program, students used a computer every day in the classroom 30 times more than before.

How Often do You Use a Computer in the Classroom?



Increased Usage by Subject: Nearly 60% of students went from never using technology in math to 64% saying they used it once a week or more. The number of students who used technology in English more than once a week nearly doubled, and in math it nearly tripled.

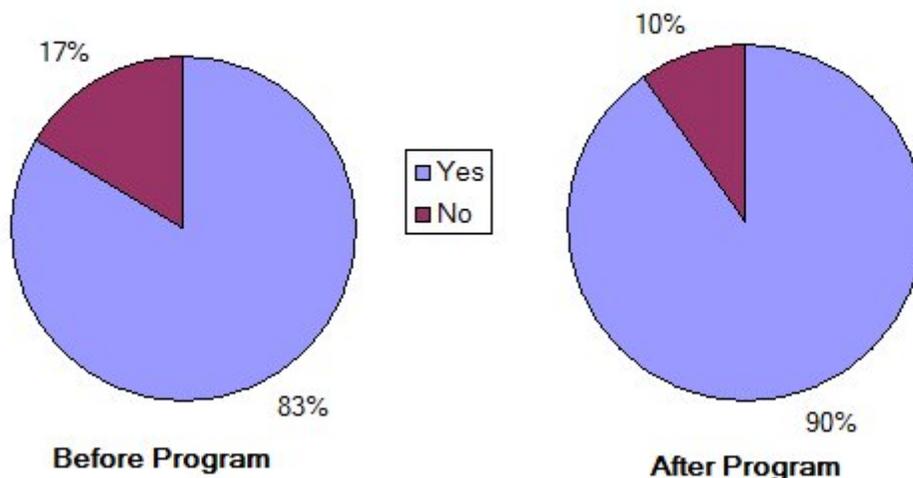
Percentage of Students Who Use Technology Once a Week or More



Increased Home Access: The percentage of students who did not have access to a computer or did not use a computer in their home decreased from 16% to 8%.

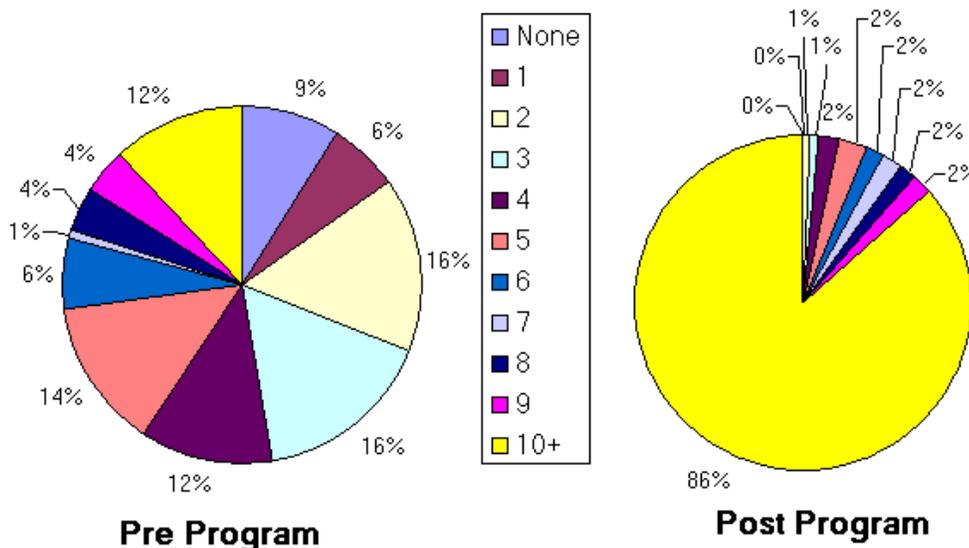
Increased Home Usage: The percentage of students with internet connection at home rose from 83% to 90%.

Do you have an Internet connection AT HOME?



Increased Classroom Usage: Students who reported participating in 10 or more technology projects that required them to solve a problem, gather information, or draw a conclusion rose from 14% to 87%.

In the past year, HOW MANY technology projects have you participated in, that required you to solve a problem, gather information, or draw a conclusion (like research projects)?



Change in Students Skills with Technology

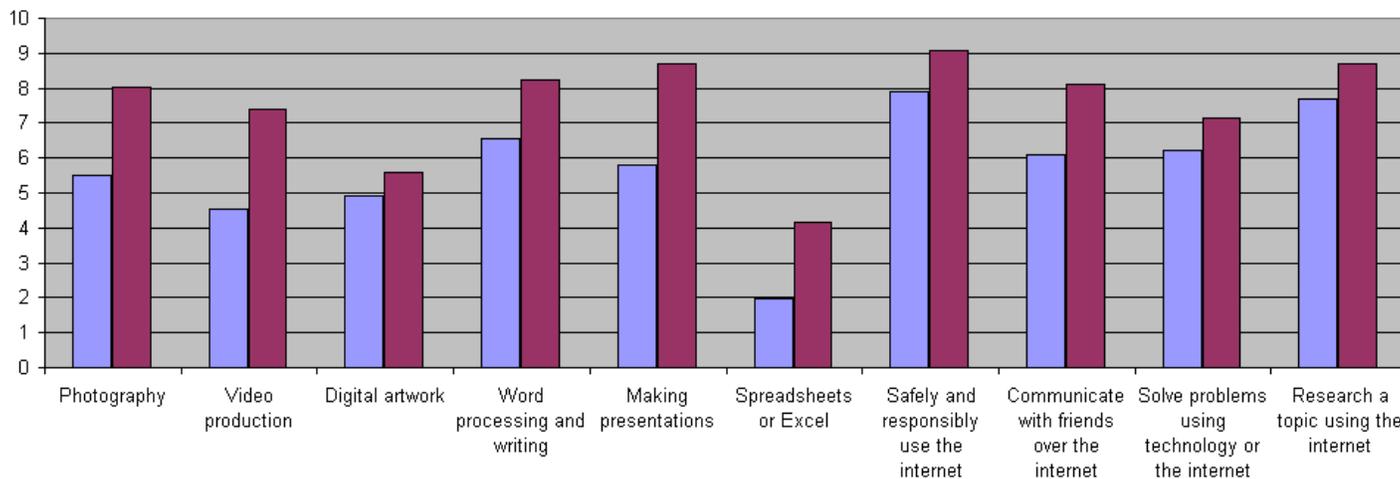
At the end of the program, 93% of students knew what being a good digital citizen meant.

Do you know what being a good DIGITAL CITIZEN means?



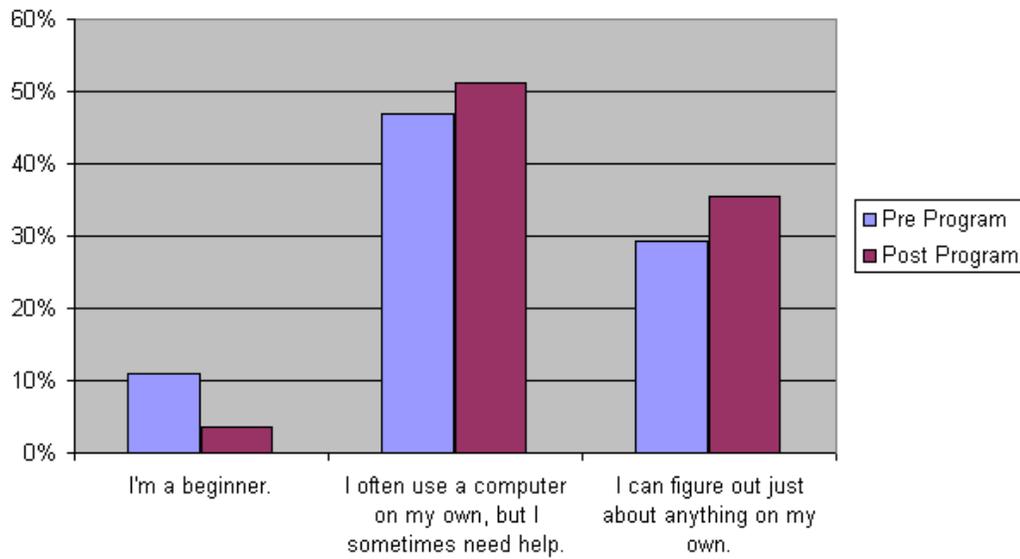
Increased Skills: Students rated themselves higher in every single technology skill after the program. Students more than doubled how well they can use spreadsheets or Excel.

Students Rate Themselves on a Scale from 1-10 in These Skills



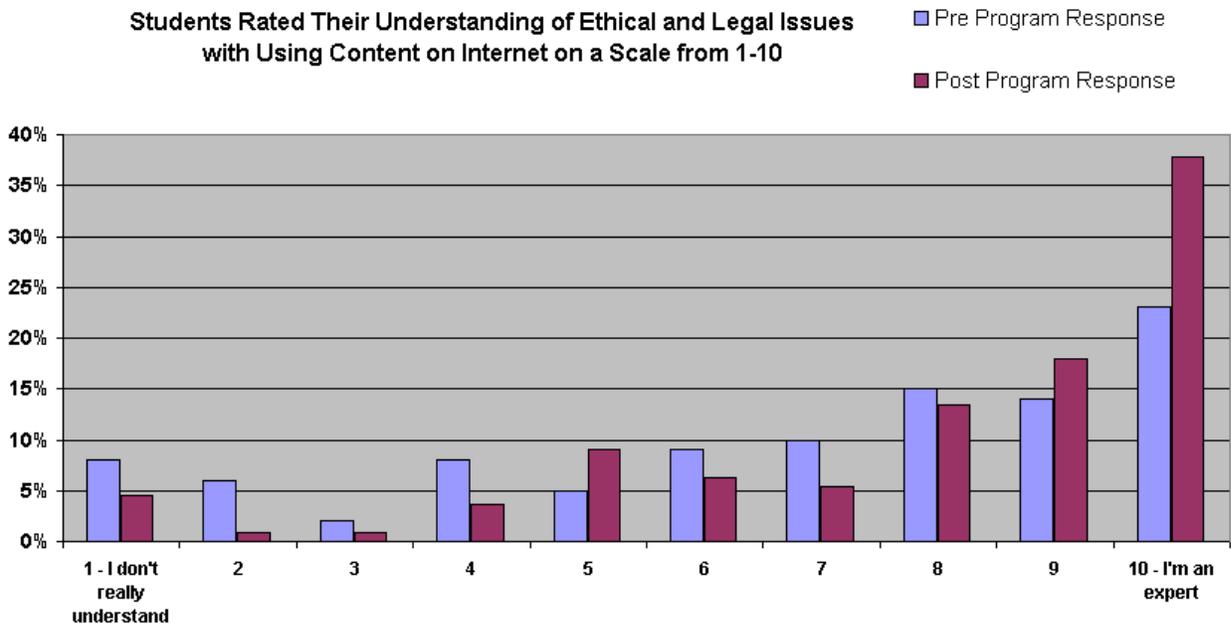
Increased Skills: The percentage of students who said they were beginners on computers decreased from 11% to 4%, a near 300% drop. The number of students who often use computers on their own but sometimes need help rose from 46.8% to 51.3%. The number of students who can figure out almost anything on their own while using a computer rose from 29% to 35.4%.

Which of These Best Describes You?



Ethical and Legal Issues: The number of students who rated themselves as having an expert understanding of ethical and legal issues when using content on the internet rose from 23% to 38%.

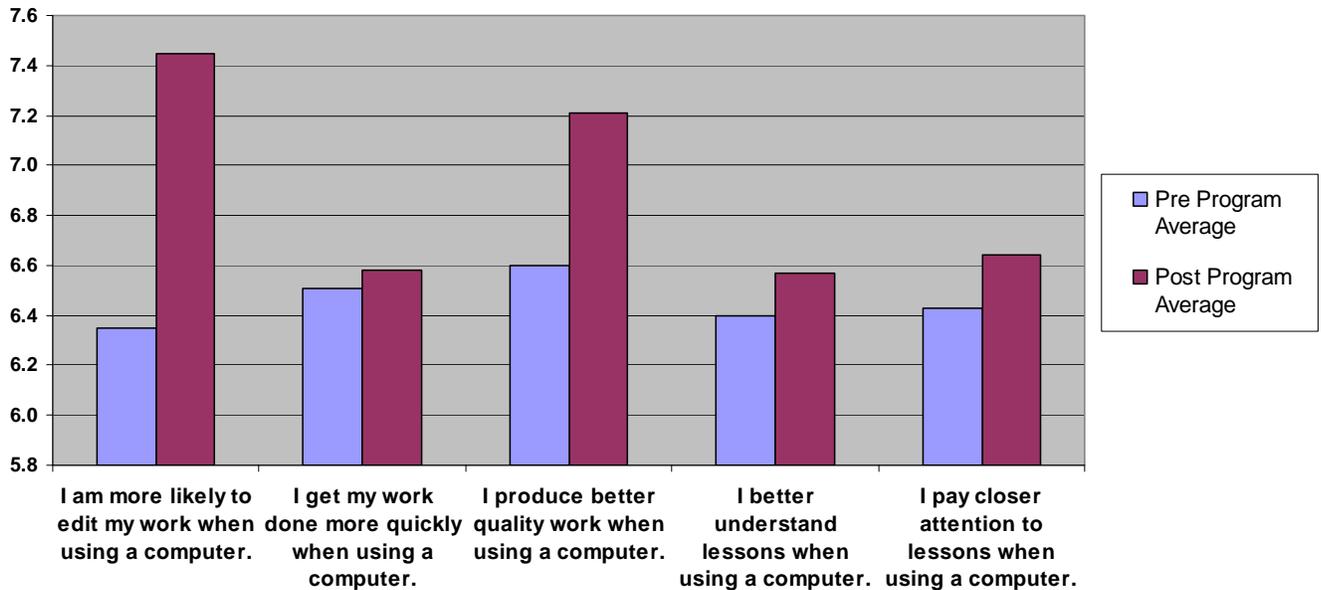
Students Rated Their Understanding of Ethical and Legal Issues with Using Content on Internet on a Scale from 1-10



Changing Perceptions – The Importance of Technology

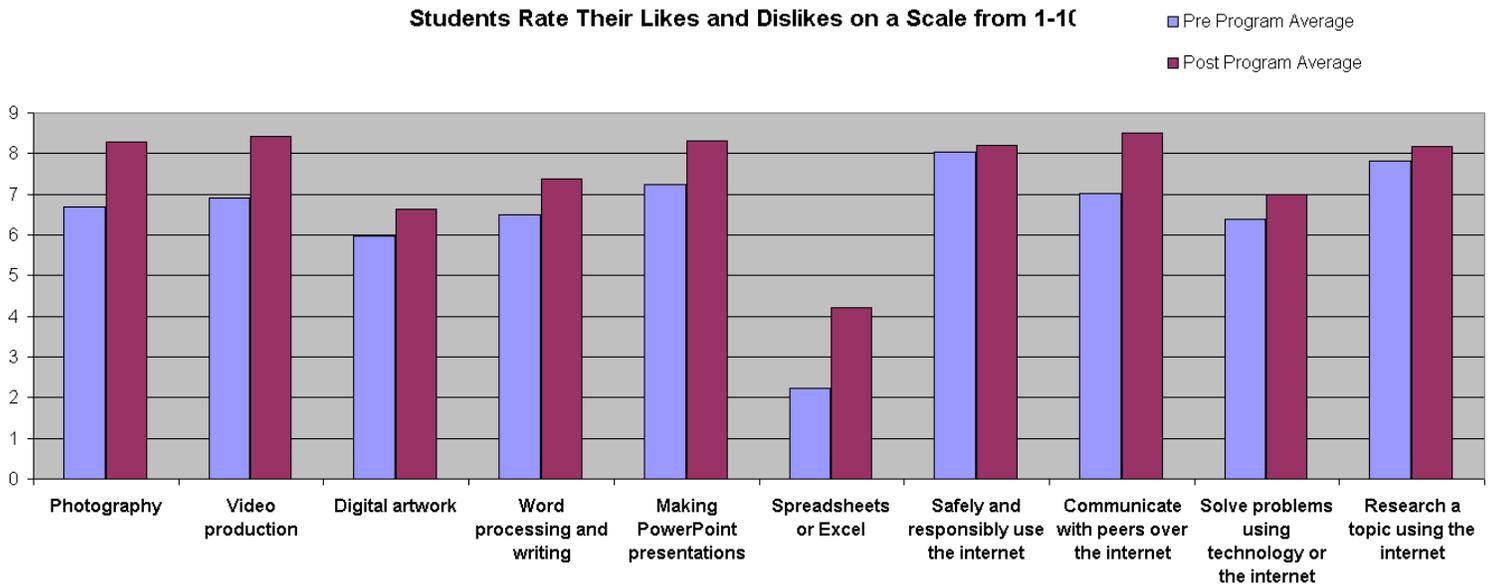
Increased Likes: Students felt they produced better quality work when using a computer, after the program. They reported being more likely to edit their work.

Average Student Rating on a Scale from 1 to 10

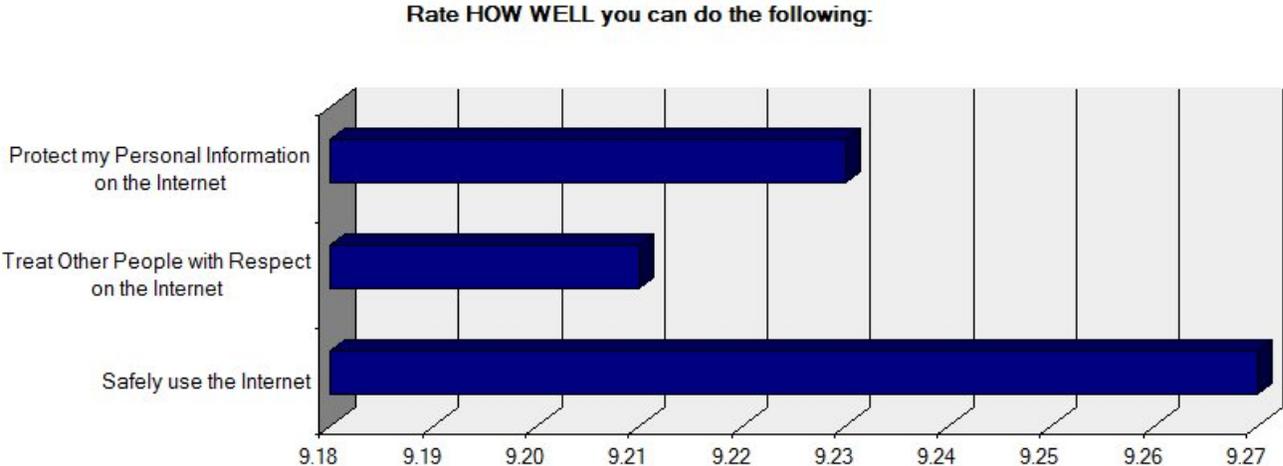


Increased Likes: Students liked every technology discipline more after the program.

Students Rate Their Likes and Dislikes on a Scale from 1-10

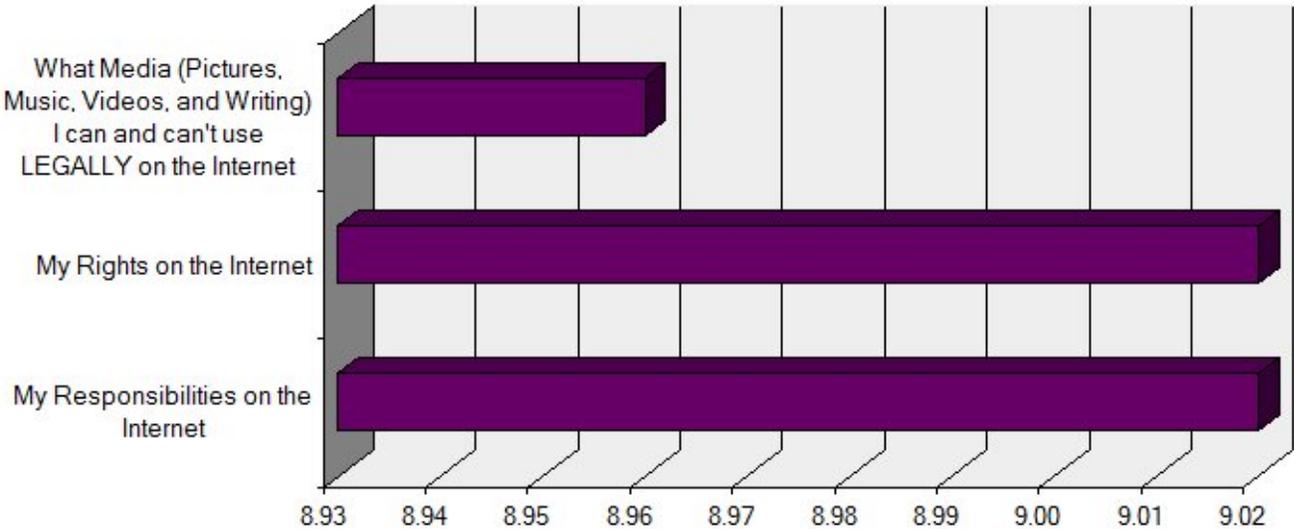


Increased Safety: After the program, students rated themselves 9 or higher (on a scale of 1-10) on how well they could protect their personal information on the internet, treat other people with respect on the internet, and safely use the internet.

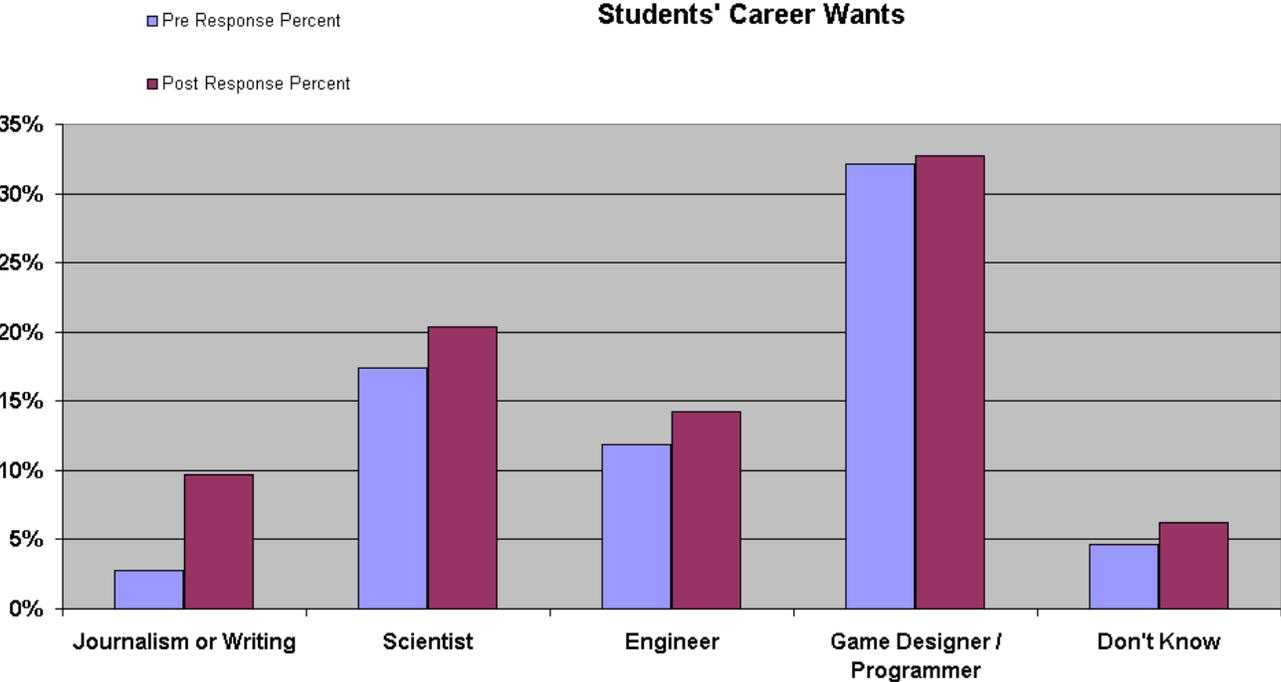


Increased Understanding of Legal Issues: After the program, students gave themselves an average rating of 8.5 or higher (on a scale of 1-10) when they were asked how much they knew about what they legally can (and cannot) do on the internet, their rights on the internet, and their responsibilities on the internet.

Rate how much you KNOW about the following on a 1-10 Scale:



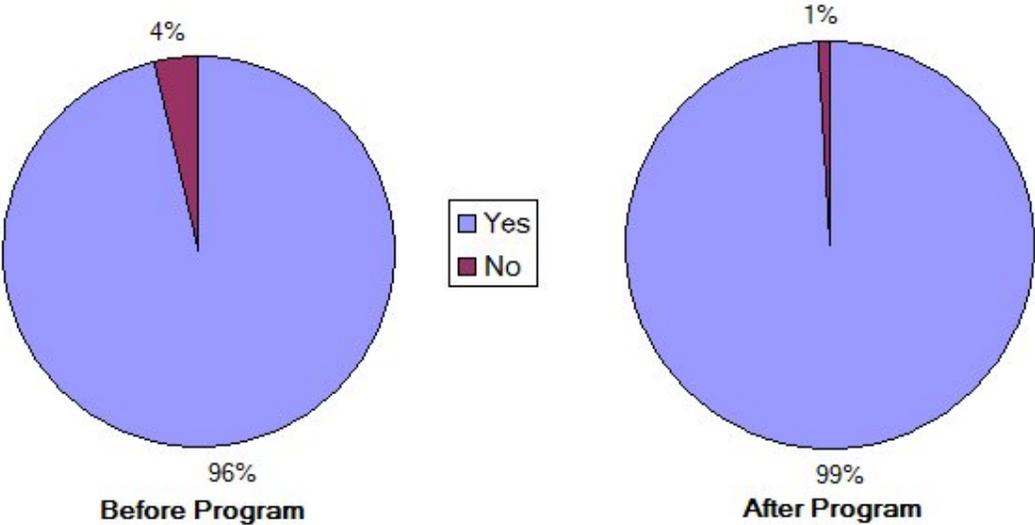
Increased Interest in STEM - 75% more students want to go into a journalism or writing career after the program. The percentage of students who wanted to become scientists increased by 18%. The percentage of students who wanted to become engineers increased by 17%.



Intent to Graduate

Reduced Dropout Intentions: The number of students who plan to drop out of high school decreased from 4% to 1%.

Do you plan to graduate high school?



Student Anecdotes

Students were asked to share the most interesting or exciting thing they have done with a computer.

- 18% said they liked using Prezi.
- 15% liked doing PowerPoint presentations.
- 10% enjoyed research.
- 5% stated that they like doing Stop Motion Animation projects.
- 4% enjoyed fixing a computer.

Here are some direct quotes:

- “I learn how to use a computer and once I learned how to use a computer I got really excited because I never used a computer. Once my mom taught me I loved going on the computer and typing. Now I use a computer almost everyday.”
- “I have learned of immigration and did a PowerPoint about it and printed it out and made it to a book and then I read this book in front of the class room.”
- “Something exciting I did on my computer was my animal book because I got to type and I love typing and got to do a lot a research and put picture take information from writing and it was really FUN.”
- “Something that I have learned how to do on computers well enough to teach my family is when you misspell a word when you are in WORD, is to right click the word then you click the accurate way to spell the word, When I taught my family that they thought that I seemed to have been a genius and I was thinking about what technology can do for us I am probably the most grateful that technology has come to us I hope that it stays for a very long time.”
- “The most interesting thing that I’ve ever done with a computer is doing Prezi and doing Audacity. I think I was cool to use a computer for using it was cool because I got to do something I never got to do in my life so I thought it was amazing to use a computer.”
- “The most interesting thing I learned was that you could take a lot of pictures and make it into a movie!!!”
- “The most interesting thing I have done on a computer is Audacity, Power Point ,and Prezi. I learned a new skill and that is researching faster then I did before and to do it correctly. “My favorite thing was that I could teach my parents to be safe on the internet.”
- “I made a PowerPoint project on the rain forest on the computer. It was fun to type and find out info about the rain forest. We shared the PowerPoint project with our parents and friends at school. I really liked putting pictures in my project.”
- “My favorite thing was when I typed the rocks and minerals project. I loved doing that because I LOVE typing.”

Messages to the Principal: Students were challenged “If you could tell your school principal anything about having technology in school, what would it be?” Here are the student responses:

- 24% said it's important to prepare them for college.

Student Survey- Nashua, NH Digital Wish Computing Program

- 27% mentioned that technology makes schoolwork easier
- 4% said that technology makes school more fun.
- 16% stated that it was important to their future and securing a job.

Here are some direct quotes:

- “School is absolutely nothing without the internet and technology. It makes school work easier so you don't fail. You can learn something new with the computer.”
- “I would say: I think technology is important because we may need it for college and it makes school much easier. Technology would make school much more exciting! I love technology!!!!”
- “I would tell her that it's better because it will be easy to do school work and every one would be happy.”
- “Technology is great in school because it will prepare us for the future and we can now do special tests on the computer which means that we do not need to use papers and pencil as much and that means the environment is getting help also because we are tearing down less trees and forests.”
- “I would say "Ms. Quigly we need computers at our school because we cant always use books for our project because sometimes they don't have the books I need for research in the library. Also, I think its important because we need to teach the younger kids about digital citizenship so, when they use computers at home they can use the internet safely!"
- “Computers are important to help you research stuff and do PowerPoint for projects. Computers are fun to do math. Computers make getting my work done easier to do. I enjoy computers and they are exciting. We should get more computers for all of the kids to use.
- “It will make my life so much easier because I wouldn't have to make all my projects hand written and also I can put in some pizzazz to my projects”

About Digital Wish

Learn more about Digital Wish's [research](#) and download more reports here:

- **Digital Citizenship:** <http://digitalwishes.wordpress.com/research/digital-citizenship/>
- **1:1 Computing:** <http://digitalwishes.wordpress.com/research/11-computing/>
- **Sustainability:** <http://digitalwishes.wordpress.com/research/sustainability/>

Digital wish is a nonprofit on a mission to bring technology to education. At www.digitalwish.org, teachers make technology wishes, and donors make those wishes come true with contributions, bringing technology to needy classrooms in all 50 states. Since August 2009, Digital Wish has granted 31,090 classroom technology wishes through its online network of over 62,000 teachers, and delivered over \$14 million in technology products to American classrooms directly impacting over 500,000 students.

For more information about this survey, please contact:

Digital Wish, www.digitalwish.org

P: 802-549-4571, F: 845-402-7242

Heather Chirtea, Executive Director, Heather@digitalwish.org

Eric Bird, Director - School Modernization Initiative, eric@digitalwish.org