

DIGITAL NATIVES:

AN EVOLUTIONARY LOOK at TECH IN THE CLASSROOM

Generation Z, also referred to as Digital Natives, represents the first demographic of students to grow up in a hyper-connected & tech-savvy classroom. Starting in 2005 and ending in 2025, this graphic will explore how tech implementations change the classroom landscape in a 20 year period.



TECH IN EARLY 2000s: THE PATH TO CONNECTIVITY



Digital curriculum & technology funding: **\$794,498,000**

COMMON TECHNOLOGY FOUND IN THE CLASSROOM:

- 1 Interactive Whiteboards
- 2 Overhead Projectors
- 3 YouTube
- 4 Internet
- 5 Clickers

TECH IN 2015: THE FUTURE STARTS NOW

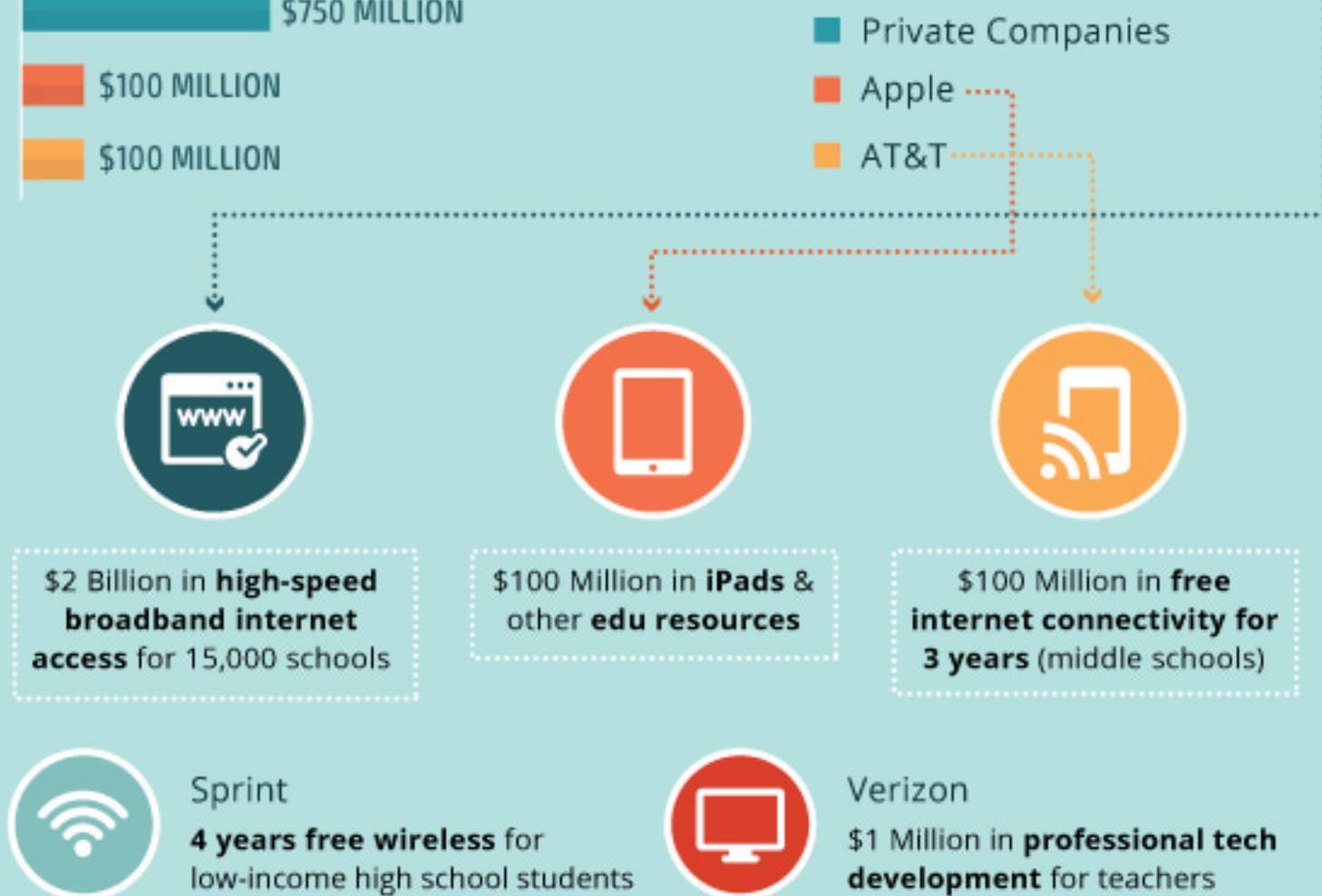


Digital curriculum & technology funding: **\$11,800,000,000**

COMMON TECHNOLOGY FOUND IN THE CLASSROOM:

- 1 SMART Boards
- 2 Desktops
- 3 Tablets/E-readers
- 4 Laptops/Netbooks
- 5 Smart Phones
- 6 Digital Courses
- 7 Educational Apps
- 8 Digital Projectors
- 9 Curriculum management software

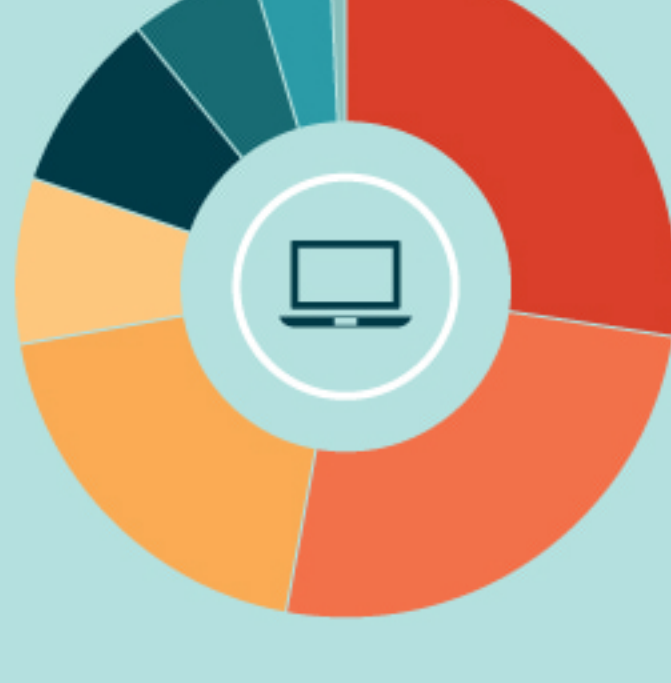
IN 2014, NEARLY \$3 BILLION IN TECHNOLOGY EDUCATION COMMITMENTS HAVE BEEN MADE FROM FEDERAL AND PRIVATE ORGANIZATIONS.



TODAY'S TECH USE

2,300 American students in grades 4-12 (ages 8-18) polled about their use of digital technologies for educational purposes.

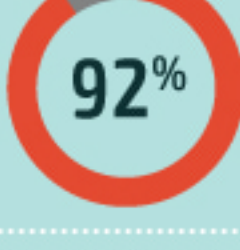
- 71% - laptops
- 66% - desktops
- 50% - smart phones
- 23% - small tablets
- 21% - full size tablets
- 16% - basic e-readers
- 10% - netbooks
- 1% - don't use digital technology



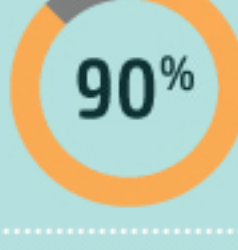
TECH SPOTLIGHT

The K-12 digital curriculum spend in the U.S. is rising steeply with the progression of tablet computers.

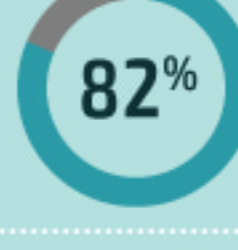
Among students who use a tablet for school work, **52%** are personally owned and **28%** share the device with their family. This means that **80%** of the students who use tablets for school are using their own and not the schools'.



92% of students agree that tablets will change the way students learn in the future



90% said that tablets made learning more fun



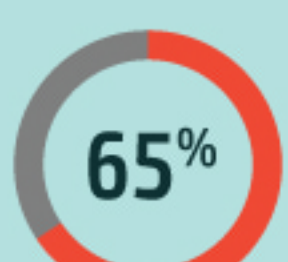
82% said tablets helped them do better in class

TECH IN THE CLASSROOM: THE RESULTS

The implementation of tech in the classroom is giving educators the opportunity to provide customized learning experiences to meet the needs of individual students.



78% of K-12 teachers & administrators believe **tech has positively impacted** the classroom and productivity of students



65% of educators believe students are **more productive today** compared to the previous 3 years

TECH IN 2025: A DIGITAL CLASSROOM



COMMON TECHNOLOGY FOUND IN THE CLASSROOM:

- 1 Virtual classrooms & field trips
- 2 Fully digital classrooms
- 3 Standardized online testing
- 4 Personalized learning software
- 5 Global classroom: learning material & content available and shared on a global scale

SUNGARD® K-12 EDUCATION

Sources: sciencedirect.com, thelearningcounsel.com, usnews.com, thejournal.com, education-2025.wikispaces.com, scholastic.com, chesapeakeilaisson.com