

# 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 schools with 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