WayFind™
Teacher Assessment

Richards Elementary School

SCHOOL SUMMARY REPORT

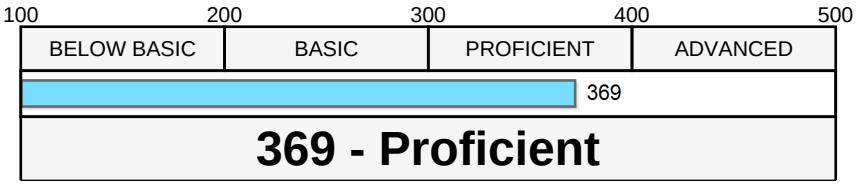
Assessment: **WayFind Assessment Posttest 16/17 Exam**
School: **Richards Elementary School**
District: **Meyers USD**

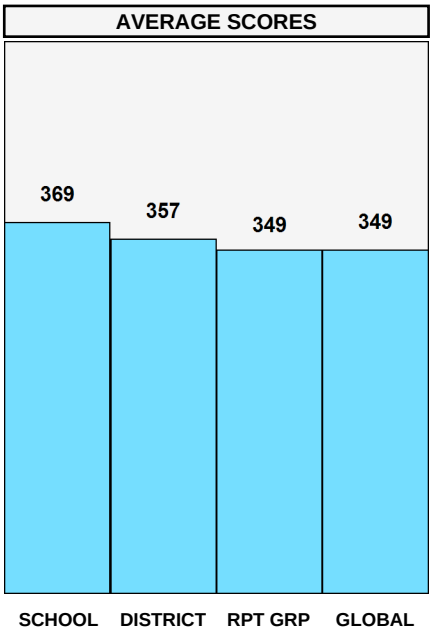
Report Date: **5/1/2016**
Testing Period: **3/28/16 - 4/10/16**
Report Group: **WayFind 2016-17**

EXAM OVERALL

Completions:**26**
Scale Score Range:**294 - 458**

Scale Score Standard Error:**3.81**
Scale Score Standard Deviation:**40**





INDIVIDUALS PER PROFICIENCY LEVEL

PROFICIENCY	#	%	AVG MIN.
Advanced	8	31 %	48
Proficient	17	65 %	48
Basic	1	4 %	44
Below Basic	0	0 %	0

CLASS DETAIL RESULTS

CLASS	#	COMP	AVG MIN.	100 200 300 400 500	SCORE	LEVEL
Wayfind Teacher Assessment 2016	1	26	48		369	Proficient

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EXAM SKILL MODULES: SUMMARY

Proficiency level : Individuals at each proficiency level

Segments are sized according to proportion of class at each proficiency level.

					AVERAGE SCORES			
					SCHOOL	DISTRICT	RPT GRP	GLOBAL
Digital-Age Learning Experiences and Assessments	BB: 0	B: 4	P: 13	A: 9	355	340	333	333
Professional Growth and Leadership	BB: 0	B: 3	P: 14	A: 9	362	347	340	340
Student Learning and Creativity	BB: 0	B: 2	P: 13	A: 11	374	358	350	350
Digital Citizenship and Responsibility	BB: 0	B: 2	P: 13	A: 11	365	351	343	343
Digital-Age Work and Learning	BB: 0	B: 6	P: 11	A: 9	340	345	337	337

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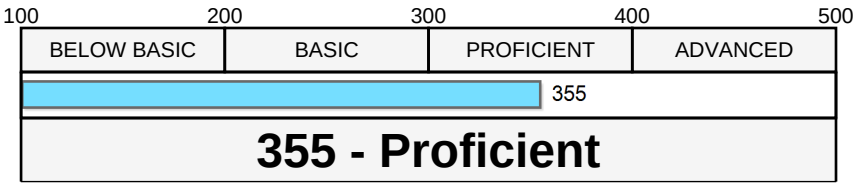
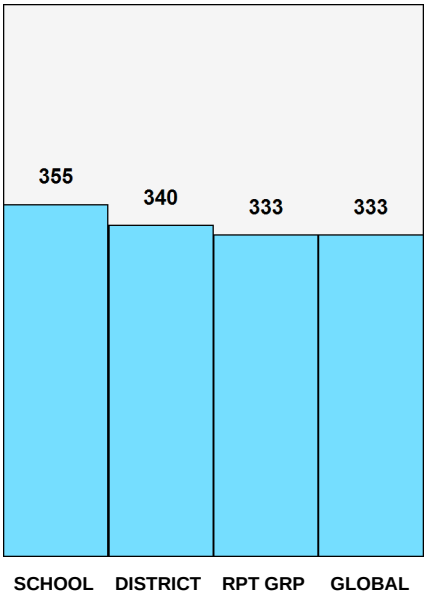
Exam Skill Module Detail: DIGITAL-AGE LEARNING EXPERIENCES AND ASSESSMENTS

SKILL MODULE AVERAGE



355 - Proficient

AVERAGE SCORES



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS #	%
Advanced	9	35 %
Proficient	13	50 %
Basic	4	15 %
Below Basic	0	0 %

CLASS DETAIL RESULTS

CLASS	#	100 200 300 400 500	SCORE	LEVEL
WayFind Teacher Assessment 2016	1		355	Proficient

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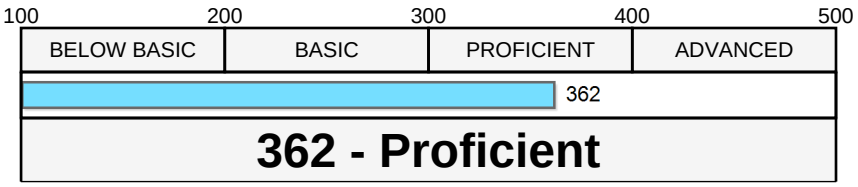
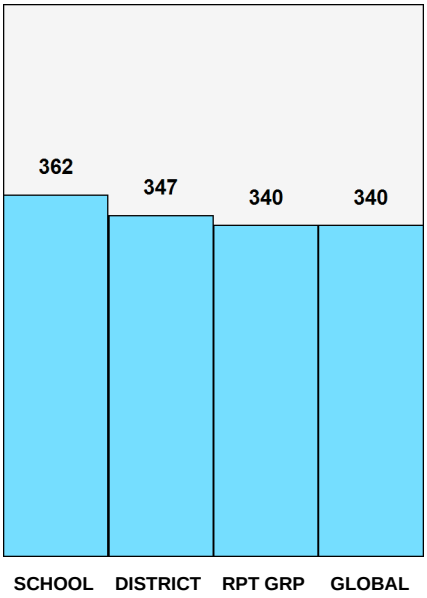
Exam Skill Module Detail: PROFESSIONAL GROWTH AND LEADERSHIP

SKILL MODULE AVERAGE



362 - Proficient

AVERAGE SCORES



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

	INDIVIDUALS	
PROFICIENCY	#	%
Advanced	9	35 %
Proficient	14	54 %
Basic	3	12 %
Below Basic	0	0 %

CLASS DETAIL RESULTS

CLASS	#	100 200 300 400 500	SCORE	LEVEL
WayFind Teacher Assessment 2016	1		362	Proficient

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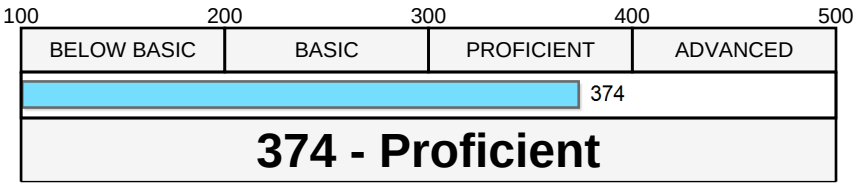
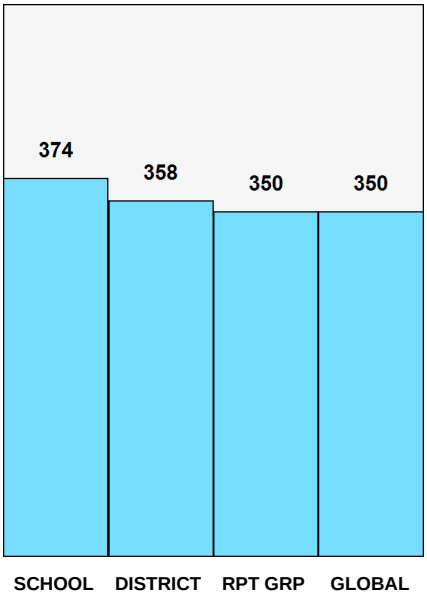
Exam Skill Module Detail: STUDENT LEARNING AND CREATIVITY

SKILL MODULE AVERAGE



374 - Proficient

AVERAGE SCORES



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS #	INDIVIDUALS %
Advanced	11	42 %
Proficient	13	50 %
Basic	2	8 %
Below Basic	0	0 %

CLASS DETAIL RESULTS

CLASS	#	100 200 300 400 500	SCORE	LEVEL
WayFind Teacher Assessment 2016	1		374	Proficient

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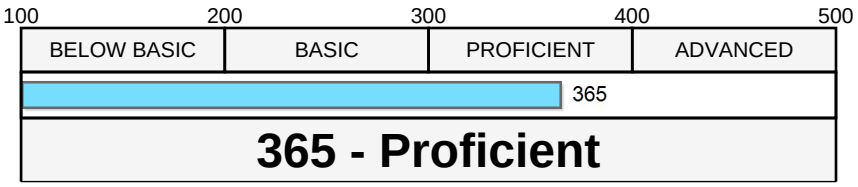
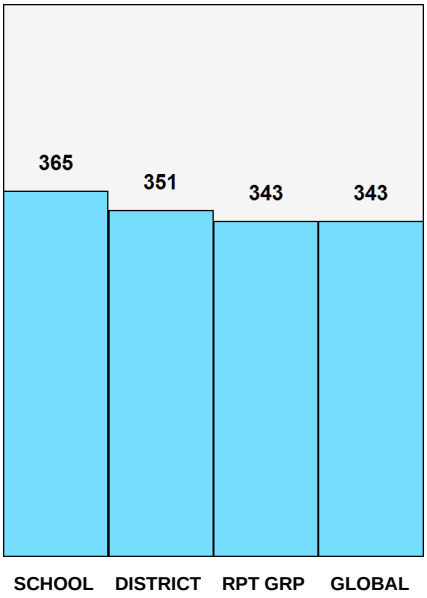
Exam Skill Module Detail: DIGITAL CITIZENSHIP AND RESPONSIBILITY

SKILL MODULE AVERAGE



AVERAGE SCORES



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS #	%
Advanced	11	42 %
Proficient	13	50 %
Basic	2	8 %
Below Basic	0	0 %

CLASS DETAIL RESULTS

CLASS	#	100 200 300 400 500	SCORE	LEVEL
WayFind Teacher Assessment 2016	1		365	Proficient

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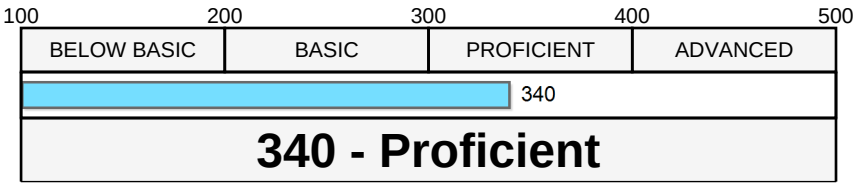
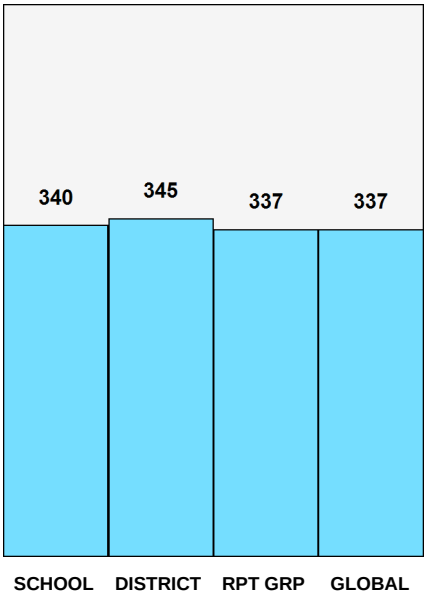
Exam Skill Module Detail: DIGITAL-AGE WORK AND LEARNING

SKILL MODULE AVERAGE



AVERAGE SCORES



SCORE DISTRIBUTION PER PROFICIENCY LEVEL

PROFICIENCY	INDIVIDUALS #	INDIVIDUALS %
Advanced	9	35 %
Proficient	11	42 %
Basic	6	23 %
Below Basic	0	0 %

CLASS DETAIL RESULTS

CLASS	#	100 200 300 400 500	SCORE	LEVEL
WayFind Teacher Assessment 2016	1		340	Proficient

Per-Standard Detail Results

1a. Promote, support, and model creative and innovative thinking and inventiveness.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.58	2.41	2.33	2.33

1b. Engage students in exploring real-world issues and solving authentic problems using digital tools and resources..

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	1.73	1.86	1.79	1.79

1c. Promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes..

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2	1.87	1.85	1.85

1d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments..

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	1.92	1.61	1.54	1.54

2a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.31	2.06	2.01	2.01

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2b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2	1.93	1.87	1.87

2c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.5	2.41	2.3	2.3

2d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.19	2.11	2.03	2.03

3a. Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	1.23	1.4	1.37	1.37

3b. Collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.31	2.36	2.25	2.25

3c. Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.73	2.73	2.63	2.63

3d. Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	1.46	1.37	1.35	1.35

4a. Advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.35	2.2	2.11	2.11

4b. Address the diverse needs of all learners by using learner-centered strategies and providing equitable access to appropriate digital tools and resources.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.81	2.82	2.76	2.76

4c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.54	2.16	2.1	2.1

4d. Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital-age communication and collaboration tools.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.5	2.54	2.47	2.47

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5a. Participate in local and global learning communities to explore creative applications of technology to improve student learning.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.19	2.3	2.27	2.27

5b. Exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.12	1.98	1.86	1.86

5c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.31	2.17	2.11	2.11

5d. Contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community.

# POSSIBLE	SCHOOL AVERAGE	DISTRICT AVERAGE	RPT GRP AVERAGE	GLOBAL AVERAGE
3	2.54	2.27	2.23	2.23

Survey Results

TOTAL RESPONDENTS: 26

PROMPT	RESPONSE	#	%
What grade(s) do you currently teach? (Choose all that apply.)	Pre-K	5	19%
	K-2	13	50%
	3-5	8	31%
	6-8	0	
	9-12	0	
	Ungraded or don't know	0	
	I don't currently teach students	3	12%

What are examples of online tools used by students for collaboration? (Choose all that apply.)	Google Docs	19	73%
	PBWiki	0	
	Blogster	0	
	Ning	0	
	ePals	2	8%
	Other	3	12%
	None	4	15%

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Which of the following are major reasons you don't use technology more in your teaching? (Choose all that apply.)	Not enough time for me to learn how to use technology in my teaching	2	8%
	Internet access is too restrictive	0	
	Internet access is unreliable or too slow	2	8%
	Equipment such as PCs or interactive whiteboards are not always available	2	8%
	Not enough professional development on integrating technology in teaching	2	8%
	Inadequate or no support for my technology questions	0	
	Available software or web-delivered content is not adequate or useful	3	12%
	No reasons - satisfied with level of technology use	17	65%

How many years of teaching experience do you have?	Less than four full school years	8	31%
	4 to 9 full school years	5	19%
	10 to 19 full school years	8	31%
	20 or more full school years	5	19%

Which one of the following most closely matches your current job title or assignment?	Classroom teacher	21	81%
	Technology coordinator or instructor	1	4%
	Media specialist or librarian	0	
	School staff support or administrator	4	15%

When students are in your classroom or school area, do they have access to a computer as needed?	Never or almost never	5	19%
	Sometimes	3	12%
	Usually	5	19%
	Always	13	50%

How often do you use an interactive whiteboard at school?	Almost never or not at all	4	15%
	A few times each month	4	15%
	A few times each week	9	35%
	Every day	9	35%

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Which of the following would help you use an interactive whiteboard more frequently? (Choose all that apply.)	More or better content to use with a whiteboard	14	54%
	More clickers or student response systems that work with a whiteboard	5	19%
	Make it easier to use with the Internet	1	4%
	More professional development on using interactive whiteboards	4	15%
	A whiteboard assigned to just my classroom	1	4%
	Nothing	4	15%
	Don't know	2	8%

How often do your students use online tools for collaboration, sharing, or self-publishing as part of a lesson?	Almost never or not at all	9	35%
	A few times each month	7	27%
	A few times each week	8	31%
	Every day	2	8%

How often do students in your classes use the Internet for research as part of a lesson or project?	Almost never or not at all	8	31%
	A few times each month	7	27%
	A few times each week	9	35%
	Every day	2	8%

How often do you personally participate in an online community or social networking site outside of school?	Almost never or not at all	6	23%
	A few times each month	4	15%
	A few times each week	7	27%
	Every day	9	35%

How often do you communicate with parents or students using e-mail during the school year?	Almost never or not at all	10	38%
	A few times each month	9	35%
	A few times each week	6	23%
	Every day	1	4%

How would you rate your technology skills compared to other teachers in your school or district?	Below average	2	8%
	About the same	15	58%
	Above average	7	27%
	Don't know	2	8%

What online communities do you participate in (contribute or add content to) for professional or personal use? (Choose all that apply.)	Facebook	19	73%
	MySpace	0	

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What online communities do you participate in (contribute or add content to) for professional or personal use? (Choose all that apply.)	Twitter	1	4%
	Other	4	15%
	None	4	15%

How often do students in your classes use presentation or spreadsheet software as part of a lesson or project?	Almost never or not at all	16	62%
	A few times each month	4	15%
	A few times each week	5	19%
	Every day	1	4%

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