

## Questionnaire: 🚛 Teacher

The National Commission for Protection of Child Rights (NCPCR) extends an invitation for you to be a part of a survey about your student's technology use, online learning, and gaming. Your answers will help us learn how tech affects your students and recommend practices and policy for healthy technology use. The survey will take approximately 35-40 minutes, your answers will stay private and only be used for research in India.

For Office Use				
CODE: PIL01NCTDEL				
GEO CODE: NCTD				
CLUSTER CODE: TEA-NCTD-000				
RECORDED BY:				
Section I: Demographic Informat	ion			
1. What is your age?	In numbers (for example; if yo years old, simply write; 12)	u are 12		
2. What is your gender?	□ Male	□Fer	male	
3. What is your designation?	(Please specify titles, Sr./Jr. if I	elevant)		
4. Where do you live?	Village/Town/City	 State/Ur	nion Territory	_
5. School category of where you teach?	☐ Government Scho	ol 🗆 Priv	vate School	☐ Public School
	☐ Specialised School	I □ Inte	ernational School	Others  Please specify
6. School setting of where you teach?	☐ Urban Area	Rui	ral Area	
Section II: General Information				
1. How many years of teaching experience do you have? (Choose one)	Less than one year.	☐ 1-3 ye	ears.	☐ 3-6 years.
	☐ 6-9 years.	☐ More	than 9 years.	
2. Which grade/class level(s) do you teach?	☐ Preschool/ Kindergarten	☐ Eleme (Grades	entary School 1-5)	☐ Middle School (Grades 6-8)
	☐ High School (Grades 9-12)			



Section II: General Information			
3. How many students do you teach in total?	□ 0-50 □ 151-200	☐ 51-100 ☐ 201 or more	□ 101-150
4. How many teachers do you manage? (Select all that apply)	□None	□ 1-5	☐ 6-10
	□ 11-20	☐ More than 20	☐ Something else
			(Please tell us)
Section III: Technology Usage			
1. How often do you use technology in teaching? (Select all that apply)	☐ Every day	☐ Multiple times a week.	☐ Weekly
	□Rarely	□Never	☐ Something else
			(Please tell us)
2. Does your school have the			
technology needed for teaching and learning? (Select all that apply)	☐ Yes, fully equipped	☐ Partially equipped	
	☐ No, but technology integration plans exist	☐ No, with no plans for technology integration	☐ Something else
			(Please tell us)
3. Which technology tools do you use often in teaching? (Choose one)	☐ Interactive whiteboards	☐ Computers or laptops	☐ Tablets or mobile devices
	☐ Educational software or apps	☐ Online educational platforms/ devices	☐ Others
			(Please tell us)



Section III: Technology Usage			
4. How comfortable do you feel using technology in your teaching? (Choose one)	☐ Very comfortable	☐ Somewhat comfortable	□ Neutral
	☐ Somewhat uncomfortable	☐ Very uncomfortable	☐ Something else
			(Please tell us)
Tell us why you feel this way:	(Please tell us)		
5. Which of the following technology tools do you frequently use for imparting online teaching? (Select all that apply)	□Zoom	☐ Cisco Webex	□Skype
	☐ Google Meets	☐ School LMS	☐ Something else
			(Please tell us)
6. In what ways do you maintain student data privacy and security? (Select all that apply)	☐ Secure platforms and password management	Adherence to school policies and legal requirements	Regular audits and collaboration with IT professionals
	☐ Education and communication (with students, parents)	☐ Data disposal practices	☐ Something else
			(Please tell us)
Please provide details for your answer/s:			
7. Dogo your poheal have a	(Please tell us)		
7. Does your school have a clearly defined and communicated policy on student data privacy? (Choose one)	☐ Yes, it's clearly defined and effectively communicated	☐ Yes, but it could be communicated more effectively	☐ No, but it's currently being developed
	☐ I'm not sure		
	Please provide details for your answer:	(Please tell us)	



Section III: Technology Usage			
8. How do you use technology in class? (Select all that apply)	☐ Interactive and supplemental learning tools (e.g., educational apps, software, games)	☐ Collaboration and communication (e.g., online collaboration tools, video conferencing)	☐ Content management and assessments (e.g., LMS, digital assessment tools)
	☐ Multimedia and enrichment (e.g., integrating multimedia elements, virtual field trips)	☐ Skills development (e.g., coding activities, problemsolving simulations)	☐ Independent learning (e.g., educational websites, online research tools)
	Can you tell us more about your answer?:	(Please tell us)	
9. What are your challenges with using technology in teaching? (Select all that apply)	☐ Limited access to technology devices	☐ Technical, internet, wifi issues or difficulties	☐ Lack of training
	☐ Lack of professional development opportunities	☐ Time constraints e.g. Resistance from students or colleagues	☐ Classroom Management Difficulty
	Can you tell us more about your answer?:	(Please tell us)	
10. How do you keep your student's information safe online for school, other learning activities? (Select all that apply)	☐ I understand and follow website rules and privacy policies	☐ I coordinate with the school and stay updated about data privacy laws	☐ My child is often just interested in playing and ignores the learning
	☐ I oversee my child's online activities and discuss safe internet use	☐ I limit the personal information shared online and use strong privacy settings	☐ I connect with other parents to exchange safety strategies
	Can you tell us more about your answer?:	(Please tell us)	
11. Do you trust online learning platforms with your students critical information? (Choose one)	☐ Yes, a lot.	☐ Yes, a little.	☐ No, not really
	☐I am not sure	☐ Have no choice but to trust	☐ Something else



Section III: Technology Usage				
	Can you tell us more about your answer?:	(Please tell us)		
Section IV: Online learning platfo	orms			
1. How frequently do your students use learning-focused technology, such as apps, games, or websites in your classroom? (Choose one)	Regularly	Sometimes	□ Not much	
	□ Never	☐ Difficult to tell	☐ Something else	
2. What types of educational			(Please tell us)	
technology tools or platforms have your students used in your classroom? (Select all that apply)	Learning management systems	☐ Educational apps	☐ Online courses or tutorials	
	☐ Gamified learning platforms	☐ Virtual reality simulations	☐ Something else	
			(Please tell us)	
3. Which online learning platforms do you use in your classroom? (Select all that apply)	☐ Google Classroom	□BYJU'S	☐ Doubtnut	
	☐ GradeUp	□TestBook	Поррг	
	☐ Unacademy	□ Vedantu	□ Edukart	
	Simplilearn	□Excelsoft	☐ Microsoft Teams	
	☐ Canvas	☐ Schoology	☐ Moodle	
	☐ Khan Academy	□ Nearpod	☐ Edmodo	
	□ Duolingo	☐ Quizlet	☐ Adda247	
			☐ Something else	
			(Please tell us)	



Section IV: Online learning platforms			
4. Can you share a specific instance where using one of these online platforms significantly enhanced a student's learning experience or outcome?	☐ Yes ☐ No  Can you tell us more about your answer?:	(Please tell us)	
5. Which of the following online learning platforms have proven most effective for student engagement and learning outcomes in your classroom? (Select all that apply)	☐ Google Classroom	☐ Microsoft Teams	☐ Doubtnut
	☐ GradeUp	☐ TestBook	Поррг
	☐ Unacademy	□ Vedantu	☐ Edukart
	Simplilearn	☐ Excelsoft	□ BYJU'S
	☐ Canvas	Schoology	☐ Moodle
	☐ Khan Academy	□ Nearpod	☐ Edmodo
	□ Duolingo	☐ Quizlet	☐ Adda247
			☐ Something else
			(Please tell us)
6. Can you recall any instance where using a specific online learning platform led to challenges or problems in a student's learning experience or outcome?  (Choose one)	☐ Yes ☐ No  Can you tell us more about your answer?:	(Please tell us)	( react ten da)
Section V: Gamified Learning			
1. Have your students experienced gamified learning in the classroom activities you conduct?	□Yes	□No	Sometimes
	Can you tell us more about your answer?:	(Please tell us)	



Section V: Gamified Learning			
2. Do you incorporate gamified learning into your educational activities to attain learning objectives?	□Yes	□No	Sometimes
3. What types of educational games do you integrate into	Can you tell us more about your answer?:  ☐ Traditional board games adapted for	(Please tell us)  Digital/online learning games	☐ Gamified learning platforms/apps
your classroom activities? (Select all that apply)	learning  Educational role-play games	□ VR/AR games for learning	☐ Something else
4. Can you share a specific example where integrating a particular type of educational game significantly impacted	□Yes	□No	(Please tell us)
student engagement or learning outcomes? (Choose one)			□ Not Sure
5. Can you share an instance where the integration of a	Can you tell us more about your answer?:	(Please tell us)	
particular type of educational game did not work well or led to unexpected challenges in student engagement or learning outcomes? (Choose one)	□Yes	□No	□ Not Sure
	Can you tell us more about your answer?:	(Please tell us)	
6. Do you have any suggestions for this questioner/study? (Select all that apply)	Please tell us:	(Please tell us)	



Section VI: Student's Behaviour	and Perspectives		
1. Have you noticed any changes in your student's behaviour or attitudes due to the use of learning platforms or online learning games in the classroom?  (Select one that's most prominent)	☐ Increased competitiveness	☐ Improved problem- solving skills	☐ Decreased attention span
	☐ Aggressive behaviour or language	☐ Decreased interest in other activities	☐ Something else
			(Please tell us)
2. Do you believe that your students' experiences of online learning, learning games, and interacting with different platforms and people, online content have influenced their			
thoughts about different cultures, religions, gender, or points of view? Please choose one option and provide an explanation.  (Select one that's most prominent)	☐ Yes, significantly	☐ Yes, to some extent	☐ I'm not sure
	☐ No, not really	☐ No, not really	☐ Something else
			(Please tell us)
	Can you tell us more about your answer?:	(Please tell us)	
3. Have you noticed any changes in your students behaviour or perspectives in			
the past year due to technology based learning, learning-game usage?	☐ Yes, significantly	☐ Yes, to some extent	☐ I'm not sure
	☐ No, not really	☐ Hard to tell	☐ Something else
			(Please tell us)
	Can you tell us more about your answer?:	(Please tell us)	



Section VI: Student's Behaviour	and Perspectives		
4. How do you make sure your use of technology in class respects and meets the needs of students from diverse faith, linguistic and cultural backgrounds?  (Select all that apply)	Use of diverse-friendly tech tools (like language translation apps etc)	☐ Selection of inclusive online content	☐ Encouragement of open discussions about faith and culture, using tech platform
	Collaboration with parents/guardians to understand their concerns or needs	☐ Provision of alternative content that respect individual beliefs or cultural sensitivities	☐ Something else
			(Please tell us)
5. How do you resolve issues	Can you tell us more about your answer?:	(Please tell us)	
arising out of students diverse faith, linguistic and cultural backgrounds?  (Select all that apply)	☐ Open discussions for understanding	☐ Promote finding common ground	☐ Mediate and encourage respectful talk
	☐ Provide conflict resolution resources	☐ All of the above	☐ Something else
			(Please tell us)
	Can you tell us more		
	about your answer?:	(Please tell us)	
Section VII: General Feedback			
1. Have you noticed any changes in your student's behaviour or attitudes due to the use of learning platforms or online learning games in the classroom?	□Yes	□No	☐ Not Sure
	Can you tell us more about your answer?:	(Please tell us)	
2. Any other thoughts or experiences you'd like to share about using technology, online or gamified learning in your classroom?	□Yes	□ No, not really	□ Maybe



Section VII: General Feedback			
	Can you tell us more about your answer?:	(Please tell us)	
3. Did you enjoy writing this questioner?	□Yes	□No	☐ Not Sure
	Can you tell us more about your answer?:	(Please tell us)	
4. Do you have any suggestions for this questioner/study?	□Yes	□No	□ Not Sure
	Can you tell us more about your answer?:	(Please tell us)	