

**NOAA Education Council Multimedia/Distance Learning Working Group
External Needs Assessment Question Bank – Draft**

1. What type of teaching is your primary focus?
 Formal (Classroom-based, provided by certified teachers)
 Informal (Outside of a classroom, e.g. Museum, Aquarium, Nature Center, etc.)

2. What educational level do you primarily teach? Select all that apply.
 Elementary School
 Middle School
 High School
 College
 Adult Learners
 Professional Development (Classroom, Preservice Teachers, Informal Educators)

3. What subject(s) do you teach? Select all that apply.
 Life Science
 Physical Science
 Oceanography/Marine Science
 Earth Science
 Integrated/All Sciences
 Mathematics
 Technology
 Liberal Arts (Reading, Literature, History, Art, etc.)
 Other

4. Do you incorporate multimedia as part of your educational activities?
 Yes
 No
 No, but plan to in the future.

If you answered Yes, go to question 5 and continue.

If you answered No, but may in the future, go to question 8 and continue.

5. What type of multimedia do you incorporate as part of your curriculum? Select all that apply.
 Images (2D or 3D)
 Audio, e.g. podcasts
 Graphic animation or data visualization
 Video
 Virtual Reality
 Telepresence/Webinar/Skype, FaceTime, Google Hangouts (e.g. scientist interacting live with a classroom or group)

6. How often do your students/audiences engage in multimedia usage as part of your educational activities?
 Seldom (A few times a year)
 Sometimes (Monthly)
 Often (Several times a month)
 Frequently (Weekly)
 Daily

7. When using multimedia, what is the average length of time your students/audiences engage in multimedia usage? Select the best answer.
 Less than three minutes

- Three to five minutes
- Five to 15 minutes
- 15 to 30 minutes
- 30 minutes or more

8. How important is it for multimedia content to be aligned with the Next Generation Science Standards? (<https://www.nextgenscience.org/>)

- Not Important
- Somewhat Important
- Very Important

9. For use with your students/audiences, what type of multimedia product would you like NOAA to produce? (Make no more than three selections.)

- Images (2D or 3D)
- Audio, e.g. podcasts
- Graphic animation or data visualization
- Video
- Virtual Reality
- Telepresence/Webinar/Skype, FaceTime, Google Hangouts (e.g. scientist interacting live with a classroom or group)

10. For use with your students/audiences, what topic(s) would you like for NOAA to cover when producing multimedia products? (Make no more than three selections.)

- Life Science
- Physical Science
- Oceanography/Marine Science
- Earth Science
- Integrated/All Sciences
- Mathematics
- Technology
- Liberal Arts (Reading, Literature, History, Art, etc.)
- Other

11. What is the ideal length of video content for use with your students/audiences? (Make no more than three selections.) **Videos:**

- One minute or less
- One to three minutes
- Three to five minutes
- Five to ten minutes
- Ten to 15 minutes
- 15 to 30 minutes
- 30 to 45 minutes
- One hour or more

12. What is the ideal length of interactive video content for use with your students/audiences? (Telepresence/Webinar/Skype, FaceTime, Google Hangouts - e.g. scientist interacting live with a classroom or group) (Choose top three)

- Ten to 15 minutes
- 15 to 30 minutes
- 30 to 45 minutes
- One hour or more

13. What is the ideal length of audio content for use with your students/audiences? (Make no more than three selections.)

Audio/Podcasts:

- One minute or less
- One to three minutes
- Three to five minutes
- Five to ten minutes
- Ten to 15 minutes
- Fifteen to 30 minutes
- Thirty to 45 minutes
- One hour or more

14. Do you view multimedia content for your own professional development?

- Yes
- No

15. What type of multimedia content do you use, or would like to use, for your professional development?

Check all that apply.

- Images (2D or 3D)
- Audio, e.g. podcasts
- Graphic animation or data visualization
- Video
- Virtual Reality
- Telepresence/Webinar/Skype, FaceTime, Google Hangouts (e.g. scientist interacting live with a classroom or group)

16. What topics would you like for NOAA to cover when producing multimedia products for your professional development?

- Life Science
- Physical Science
- Oceanography/Marine Science
- Earth Science
- Integrated/All Sciences
- Mathematics
- Technology
- Liberal Arts (Reading, Literature, History, Art, etc.)
- Other

17. Which of the following would be beneficial to your professional development?

- General science background information related to topics in question 16 above.
- Science pedagogy (e.g. best practices in teaching science)
- Hands-on-activity demonstrations of science principles for classrooms/audiences
- Demonstrations of online resources for use in the classroom/by audiences (i.e. data/content websites)
- Other