Program for International Student Assessment 2025 (PISA 2025)

Appendix C2-b
PISA 2025 Questionnaire Student ICT
U.S. Adaptations

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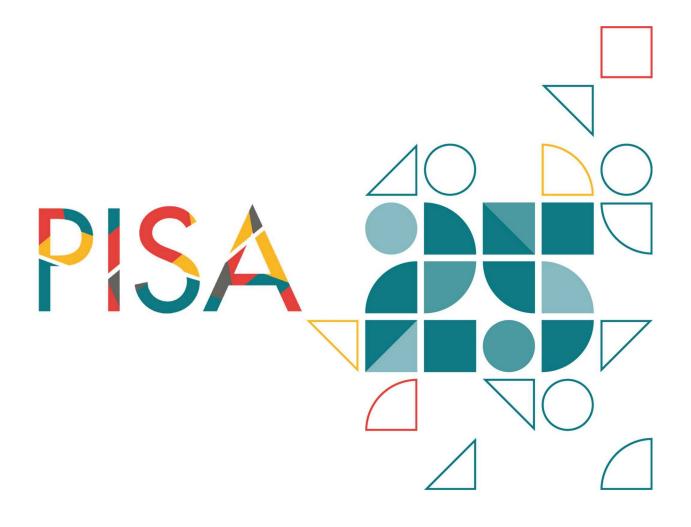
ICT Questionnaire

Proposed adaptations to PISA 2025 Main Study Questionnaires

This package provides the U.S. versions of the full-scale questionnaires for the 2025 main study. The changes comprise questions that will be deleted based on review and discussion within NCES and feedback from other stakeholders.

PISA includes both student and school questionnaires. In addition, there are two sets of student questionnaires—core and survey questions related to Information Communication Technology (ICT). Due to the size of these files, the submission is broken into three separate files—Student Core (C-2a), Student ICT (C-2b), and School Questionnaire (C-2c).

PISA 2025 ICT Questionnaire



ICT QUESTIONNAIRE FOR PISA 2025 (U.S. Option)













Instruction

The following questions will ask you about digital resources that you may use, both inside and outside of school. Digital resources refer here to the following:

- digital devices or "hardware" (e.g., computers, tablets, smartphones, 3D printers)
- software (e.g., programs, apps, communication tools, educational learning tools); and
- online resources (e.g., websites, web portals).

Please think of <u>all</u> of these when answering the questions on the following screens.

This school year, how often did you use the following digital resources <u>at school</u>?

		lay Never or almost never	About once or twice a month	About once or twice a week		Several times a day	This resource is not available to me at school.
IC170Q02JA	Desktop or laptop computer	Ш	Ш	Ш	Ш		
IC170Q02JA	Smartphone (i.e., cell phone with Internet access)						
IC170Q03JA	Tablet device (e.g., iPad [®] , Galaxy Tab [®] , Surface) or e- book reader (e.g., Amazon [®] Kindle [™])						
IC170Q04JA	Internet access (except on smartphones)						
IC170Q05JA	School portal (to consult class schedule, absences, etc.)						
IC170Q06JA	Educational software, games or apps other learning tools (e.g., Khan Academy, CK-12 [™] , or Mathalicious online support)						
IC170Q07JA	A learning management system or school learning platform (e.g., Edmodo [®] , Moodle [®] , Google [®] Classroom [™] , Canvas)						
IC170Q07	Virtual reality (VR) hardware (e.g., Google Cardboard®,Oculus, Class V	/R) 🗌					
IC170Q08	Robotic devices (e.g., 3D printers, laser cutters, drones)						

IC170Q09	Artificial Intelligence (AI) tools or software (e.g., ChatGPT, MidJourney, Stable Diffusion)									
Year(s) Administered		2022								
Construct		Frequency of ICT use at school								
Routing in	formation (if applicable)	No								
Status from modified,	m PISA 2022 (Unchanged, new)	Modifi	ed							

Question notes: This question has been modified from PISA 2022.

This school year, how often did you use the following digital resources <u>outside of school</u> (e.g., at home or where you usually access digital resources)?

		Never or almost never	About once or twice a month	About once or twice a week	Every day or almost every day	Several times a day	This resource is not available to me outside of school.
IC171Q01JA	Desktop or laptop computer						
IC171Q02JA	Smartphone (i.e., cell phone with Internet access)						
IC171Q03JA	Tablet device (e.g., iPad®, Galaxy Tab®, Surface) or e-book reader (e.g., Amazon® Kindle™)						
IC171Q04JA	Internet access (except on smartphones)						
IC171Q05JA	Educational software, games or apps, other learning tools (e.g., Khan Academy, CK-12 [™] , or Mathalicious [®] online support)						
IC171Q06JA	Video or online games (e.g., used with game consoles such as a PlayStation 5® or Nintendo Switch®, online gaming platforms such as Steam® or gaming apps such as Candy Crush®)						

IC171Q07	Smartwatch (e.g., Apple Watch [®] , Samsung Galaxy Watch [®] , or fitness tracker (e.g., FitBit [®])			
IC171Q08	Virtual reality (VR) hardware (e.g., Google Cardboard®, Oculus, Class VR)			
IC171Q09	Robotic devices (e.g., 3D printers, laser cutters, drones)			
IC171Q10	Artificial Intelligence (AI) tools or software (e.g., ChatGPT, MidJourney, Stable Diffusion)			

The following question is about the availability, accessibility, and quality of digital resources at your school.

IC172

To what extent do you agree or disagree with the following statements?

(Please think of different kinds of digital resources such as desktop computers, laptops, smartphones, and tablet devices as well as educational software and other digital learning tools.)

		Strongly disagree	Disagree	Agree	Strongly agree
IC172Q01JA	There are enough digital resources for every student at my school.				
IC172Q02JA	There are enough digital devices with access to the Internet at my school				
IC172Q10	The school's Internet is stable.				
IC172Q03JA	The school's Internet speed is sufficient.				
IC172Q04JA	Digital devices function properly at my school.				
IC172Q07JA	The school provides sufficient technical support to help students in their use of digital resources.				
IC172Q08JA	Teachers at my school have the necessary skills to use digital devices during instruction.				

Year(s) Administered	2022
Construct	Quality of access to ICT resources at school
Routing information (if applicable)	No
Status from PISA 2022 (Unchanged, modified, new)	Modified

Question notes: This question is modified from PISA 2022, with a new item reflecting instability of internet connections.

IC175

The following statements are about the use of digital resources for school-related activities in general (i.e., during lessons or when completing homework).

This school year, how often did you use digital resources for the following activities?

(Please select one response in each row.)

		Never or almost never	About once or twice a	About once or twice a	About once or twice a	Every day or almost every day			
	Read or listen to feedback		year	month	week				
IC175Q01JA	sent by my teachers regarding my work or academic results								
IC175Q02JA	Read or listen to feedback sent by other students on my work								
IC175Q03JA	Read or listen to feedback automatically selected for me by an educational software or app								
IC175Q05JA	Work on drill and practice exercises using an educational software or app								
Year(s) Ad	ministered	2022							
Construct		Teacl	her support	and feedba	ck with ICT				
Routing in	formation (if applicable)	No							
Status from PISA 2022 (Unchanged,		Modi	Modified						

Question notes: This question is unchanged from PISA 2022 (with a minor modification to IC175Q01JA "and" to "or").

The following statements are about the use of digital resources for school-related activities *outside of classroom hours*.

This school year, how often did you use digital resources for the following activities?

		Never or almost never	About once or twice a year	About once or twice a month	About once or twice a week	day of almos every day
IC176Q01JA	See my grades or results from specific assignments (e.g., homework or tests)					
IC176Q02JA	Browse the Internet for schoolwork (e.g., for preparing an essay or presentation)					
IC176Q03JA	Browse the Internet to follow up on lessons (e.g., for finding explanations)					
IC176Q04JA	Receive or download assignments or instructions (via digital resources) from my teacher					
IC176Q05JA	Upload my work (e.g., documents or presentations) to a school portal or another platform to share materials with my teacher and/or students					
IC176Q06JA	Communicate with my teacher					
IC176Q07JA	Communicate with other students about schoolwork					
IC176Q08JA	Search for information on school-related activities or assignments					

Year(s) Administered	2022
Construct	ICT support to school related activities
Routing information (if applicable)	No
Status from PISA 2022 (Unchanged, modified, new)	Unchanged

Question notes: This question is unchanged from PISA 2022.

During a *typical* <u>weekday</u>, how much time do you spend doing the following leisure activities?

		No time at all	Less than 1 hour a day	Between 1 and 3 hours a day	More than 3 hours and up to 5 hours a day	More than 5 hours and up to 7 hours a day	More than i hours a day
IC177Q01JA	Play video games (using my smartphone, a gaming console, an online platform, or apps)						
IC177Q02JA	Browse social networks (e.g., Instagram [®] , TikTok [®] , Twitter [®])						
IC177Q03JA	Browse the Internet (excluding social networks) for fun (e.g., reading news, listening to podcasts and music, or watching videos)						
IC177Q04JA	Look for practical information online (e.g., find a place, book a train ticket, buy a product)						
IC177Q05JA	Communicate and share digital content on social networks or any communication platform (e.g., TikTok®, Instagram®, Twitter®, emails, chat)						
IC177Q06JA	Read, listen to, or view informational materials to learn how to do something (e.g., tutorial, podcast) Create or edit my own digital						
10211 Q010/1	content (e.g., pictures, videos, music, computer programs)						

Year(s) Administered	2022
Construct	Exposure to various ICT practices / Excessive use of ICT
Routing information (if applicable)	No
Status from PISA 2022 (Unchanged, modified, new)	Unchanged

Question notes: This question is unchanged from PISA 2022 (minor modifications to examples).

During a *typical* <u>weekend</u> day, how much time do you spend doing the following leisure activities?

		No time at all	Less than 1 hour a day	Between 1 and 3 hours a day	More than 3 hours and up to 5 hours a day	More than 5 hours and up to 7 hours a day	More than hour a day
IC178Q01JA	Play video games (using my smartphone, a gaming console, or an online platform or apps)						
IC178Q02JA	Browse social networks (e.g., Instagram [®] , TikTok [®] , Twitter [®])						
IC178Q03JA	Browse the Internet (excluding social networks) for fun (e.g., reading news, listening to podcasts and music, or watching videos)						
IC178Q04JA	Look for practical information online (e.g., find a place, book a train ticket, buy a product)						
IC178Q05JA	Communicate and share digital content on social networks or any communication platform (e.g., TikTok®, Instagram®, Twitter®, emails, chat)						
IC178Q06JA	Read, listen to, or view informational materials to learn how to do something (e.g., tutorial, podcast)						
IC178Q07JA	Create or edit my own digital content (pictures, videos, music, computer programs)						

Year(s) Administered	2022
Construct	ICT leisure time
Routing information (if applicable)	No
Status from PISA 2022 (Unchanged, modified, new)	Unchanged

Question notes: This question is unchanged from PISA 2022 (minor modifications to examples)

The following statements are about *your views on school rules* regarding digital resources.

To what extent do you agree or disagree with the following statements?

(Please select one response in each row.)

		Strongly disagree	Disagree	Agree	Strongly agree		
IC179Q01JA	Students should not be allowed to bring cell phones to class.						
IC179Q02JA	Students should not be allowed to bring their own laptop (or tablet device) to class.						
IC179Q03JA	Students should collaborate with teachers to decide on the rules regarding the use of digital devices during lessons.						
IC179Q04JA	The school should set up filters to prevent students from going on social media.						
IC179Q05JA	The school should set up filters to prevent students from playing games online.						
IC179Q06JA	Teachers should monitor what students do on their laptop or tablet device.						
Year(s) Administered		2022					
Construct		Students' opinion regarding ICT use in school					
Routing information (if applicable)		No					
Status from PISA 2022 (Unchanged, modified, new)		Unchanged					

Question notes: This question is unchanged from PISA 2022.

The next statements are about the quality, credibility, and accuracy of information online.

To what extent do you agree or disagree with the following statements?

			Strongly disagree	Disagree	Agree	Strongly agree
	IC180Q01JA online.	I trust what I read				
	IC180Q02JA	When searching for information online I compare different sources.		socia	l	before sharing it on
	IC180Q03JA	I check the accuracy of online			networks	
	IC180Q04JA	discuss the accuracy of online information with my teachers or in				
		class.				
	IC180Q05JA	I discuss the accuracy of online information with friends or other students.				
I	IC180Q06JA	I discuss the accuracy of online information with my parents (or				
		family).				
	IC180Q07JA	I try to flag wrong information when I encounter it online.				

Year(s) Administered	2022
Construct	Students' practices regarding online information
Routing information (if applicable)	No
Status from PISA 2022 (Unchanged, modified, new)	Unchanged

Question notes: This question is unchanged from PISA 2022.

IC181

The following question is about your experience when browsing online content or using social media.

How upset were you the last time the following situations occurred?

(Please select one response in each row.)

			This did not happen to me	Not at all upset	A little upset	Quite upset	Very upset		
IC181Q01JA	Encountering content onl that was inappropriate fo age								
IC181Q02JA	Encountering discriminate content online (e.g., about gender, sexual orientation physical appearance)	it race,							
IC181Q03JA	Receiving unkind, vulgar offending messages, com videos								
IC181Q05	Encountering unkind, vul offending messages, com videos about someone I k	ments, or							
IC181Q04JA	Information about me wadisplayed online without consent	-							
Year(s) Adm	inistored	2022							
rear(s) Auri	mistereu	2022							
Construct		Reaction about exposure to unfit online content and bullying							
Routing information (if applicable)		No							
Status from modified, ne	PISA 2022 (Unchanged, ew)	Modified							

Question notes: This question is modified from PISA 2022 (one new item added).

To what extent do you agree or disagree with the following statements?

(Please select one response in each row.)

(Please select one response in each row.)						
			Strongly disagree	Disagree	Agree	Strongly agree
IC182Q01JA	I am interested in learning more a digital resources.	bout				
IC182Q02JA	I am interested in learning compuprogramming.	iter				
IC182Q03JA	I am interested in learning about digital resources because it could useful in a job.	be				
IC182Q04	I like using digital resources to fin new ways to do things	nd				
IC182Q05	I am interested in learning about machine learning and artificial intelligence (AI).					
Year(s) Administered		2022				
Construct		Interest in computer programming				
Routing information (if applicable)		No				
Status from PISA 2022 (Unchanged, modified, new)		Modified				

Question notes: This question is modified from PISA 2022 (one new item added).

IC013/IC400

Thinking about your experience with digital resources, to what extent do you disagree or agree with the following statements?

(Please think of different kinds of digital devices such as desktop computers, portable laptops, notebooks, smartphones, tablet devices, cell phones without Internet access, game consoles, or Internet-connected television.)

(Please select one response in each row.)

C013Q01	IC013Q04	I forget about time when I digital devices.	'm using	Strongly disagr ee	Disagree	Agree	Strongly agree
1001000		The Internet is a great resconding information I an interested in (e.g., news, s	n				
	IC013Q05	dictionary). It is very useful to have so networks on the Internet.	ocial				
	IC013Q11	I am really excited discovenew digital devices or	ering				
	IC013Q12	applications.					
	IC013Q13	I really feel bad if no Interconnection is possible. I like using digital devices					
	Year(s) Adm	inistered	2018 ar	nd 2015 (IC013	3)		
	Construct		ICT eng	agement: ICT i	interest		
	Routing information (if applicable)		No				
	Status from modified, ne	PISA 2022 (Unchanged, ew)	New				

Question notes: This question was not included in 2022, but it was in previous ICQ (2015 and 2018). Consistent with 2022, the term digital resources has been added to the question text replacing "digital media and digital devices".

IC016/IC401

Thinking about your experience with digital resources, to what extent do you disagree or agree with the following statements?

(*Please select one response in each row.*)

(I lease select one response in each row.)							
			Strongly disagree	Disagree	Agree	Strongly agree	
IC016Q01	To learn something new a digital devices, I like to ta them with my friends.						
IC016Q02	I like to exchange solution problems with digital devious others on the Internet.						
IC016Q04	I like to meet friends and play computer and video games with them.						
IC016Q05	I like to share information digital devices with my fr						
IC016Q07	I learn a lot about digital r discussing with my friend relatives.						
Year(s) Administered		2018 and 2015 (IC016)					
Construct		ICT engagement: ICT interest					
Routing information (if applicable)		No					
Status from PISA 2022 (Unchanged, modified, new)		New					

Question notes: This question was not included in 2022, but it was in previous ICQ (2015 and 2018). Consistent with 2022, the term digital resources has been added to the question text replacing "digital media and digital devices".