Middle School Technology Survey Results

6th Grade

Sample Size: 36 students

Electronic Devices Used:

97% have an iPad
94% have regular access to a TV
61% have a cell phone
44% have regular access to a laptop or PC
23% have an iPod or MP3 player; 25% have a gaming system

Days out of the week they use at least one of these devices: 50% reported every day
39% reported 3-5 days/week
22% reported 6 days/week
3% reported 1-2 days/week

Average hours per day they spend using these devices:

41% reported 3.5-5 hours/day
41% reported 1-3 hours/day
11% reported 5.5- 8 hours/day
7% reported 0-60 minutes/day

Average hours per day spent on homework: Averaged 1.29 hours/day

Electronic used while doing homework:

94% reported using an iPad
8% reported using a cell phone
3% reported using a TV
6% reported using nothing

Average number of games played via these devices in the past month:
Averaged 3.3 games per student

Range of games listed: Two dots, Trivia Crack, Crossy Road, Four letters, Polyvore, Subway Surfers, Etsy, PATHZ, Temple Run, Dino Hunter, Minecraft, Tunnel Town, AA, Candy Crush, Spotify, Quiz, Fifa 15, NBA 2K15, Clash of Clans, Hero's Pro, College Lacrosse, NOVA 3, Madden, NHL, NBA Jam, Mr. Jump, Advanced Warfare, Call of Duty, Modern Warefare 4, Geometry Dash, Dragonvale, Dragon City, Kinectimals, Cyto, Stubies, Rise of Berk, Polyvore, Wizard Blox, Wiz 101, My Singing Monsters, Doll Divine, Survival Craft, 2Dots, Sim City Build It, Hollywood University, Four, Happy Bird, Sims Freeplay, CoD, Hab Reach, ZK, Light Bike 2, Hovercraft, Black Ops 2, Zig Zag, Storm Lords, Smash hit, mini pets, horse haven, words with friends, Ghost Real, Teel Champions, WWE 2K15, Duolingo, scrabble, Madden 25, Youtube

Ways students are communicating through these devices:

81% of students reported via e-mail
75% of students reported via iMessage
67% of students reported via calling on the phone
56% of students reported via texting
31% of students reported via SnapChat
22% of students reported via via Video Chatting
22% of students reported via Twitter and InstaGram

3% of students reported using no social media at all to communicate

Number of social media sites visited in the last month:

67% of students reported visiting YouTube
25% of students reported visiting InstaGram
31% of students reported visiting SnapChat
28% of students reported visiting Vine
31% of students reported visiting Google+
19% of students reported visiting no social media sites
8% of students reported visiting Twitter

Average hours of sleep/night on a school night: Reported average is 8.5 hours/ school night

Average hours of sleep/night on a non- school night: Reported average 8.9 hours/night

Are students sleeping with any of these devices on (with ability to notify any alerts)

56% of students reported having no electronic devices on while sleeping
44% of students reported having electronic devices on while sleeping such as cell phones, TV, and/or music

7th Grade
Sample Size: 30 Students

Electronic Devices Used
100% have an iPad
93% have regular access to a TV
77% have a cell phone
67% have regular access to a laptop or PC
27% have an iPod or MP3 player; 10% have a gaming system

Days out of the week they use at least one of these devices 93% reported every day
7% reported 3-5 days/week

Average hours per day they spend using these devices
37% reported 1-3 hours/day
20% reported 5.5- 8 hours/day
17% reported 3.5-5 hours/day
17% reported 0-60 minutes/day
7% reported 8.5-10 hours; 3% reported 10 or more hours

Average hours per day spent on homework Averaged 1.9 hours/day

Electronic used while doing homework
87% reported using an iPad
37% reported using a cell phone
20% reported another laptop or computer
10% reported listening to music
3% reported using a TV
3% reported using nothing
Average number of games played via these devices in the past month
87% of the students reported they played at least one game, of those students the average numbers of games is: 4.4 games per student
Range of games listed: MLB 2K12, NBA 2K15, trivia crack, Mr. Jump, Mr. Crab, piano tiles, crossyroad, horse jump, 3 selike horses, smartpals, Horse Trivia, Temple Run, Oz, candy crush, zig zag, circle, stick hero, marvels contest of champions, batman, spikes, parking mania, impossible road, 100 balls, dot, jelly jump,Fifa, lego batman, batman arkain asylum, Mario kart, subway surfers, dumb ways to die, minecraft, monument, hovercraft, disco zoo, geo dash, flappy golf, back to bed, fruit ninja, Kim Kardashian, Hollywood U, HS Story, Doodle Jump, Happy Jump, Happy Fall, race penguin, fun run, Looney toons dash, the tower, the line, folt, happy pudding jump, Injustice: Gods Among Us, Team Fortress 2, Terraria, Call of Duty, Warld at War, Counter Strike, Gunscape, Hovercraft, Adventure Capitalist, Solitaire, Pokemon, DLC Simulator, Light Bike, Dream League 2015, mortal combat x, Gtav Evolve, Battlefield

Ways students are communicating through these devices:
87% of students reported via iMessage
80% of students reported via texting
70% of students reported via e-mail
60% of students reported via calling on the phone
53% of students reported via SnapChat
50% of students reported via via Video Chatting
26% of students reported via Twitter and InstaGram
13% of students reported via Facebook

Number of social media sites visited in the last month:
83% of students reported visiting InstaGram
74% of students reported visiting YouTube
66% of students reported visiting SnapChat
57% of students reported visiting Vine
23% of students reported visiting Google+
20% of students reported visiting Twitter
17% of students reported visiting Ask.fm
11% of students reported visiting Facebook
6% of students reported visiting no social media sites

Average hours of sleep/night on a school night: Reported average is 8.5 hours/ school night
Average hours of sleep/night on a non- school night: Reported average 9.2 hours/night

Are students sleeping with any of these devices on (with ability to notify any alerts)
39% of students reported having no electronic devices on while sleeping
61% of students reported having electronic devices on while sleeping such as cell phones, TV, and/or music

8th Grade
Sample Size: 32 Students

Electronic Devices Used
100% have an iPad
91% have regular access to a TV
97% have a cell phone
78% have regular access to a laptop or PC
34% have an iPod or MP3 player; 19% have a gaming system

Days out of the week they use at least one of these devices 88% reported every day
9% reported 3-5 days/week
3% reported 6 days/week

Average hours per day they spend using these devices
32% reported 5.5- 8 hours/day
32% reported 3.5-5 hours/day
28% reported 1-3 hours/day
3% reported 0-60 minutes/day; 3% reported 8.5-10 hours

Average hours per day spent on homework Averaged 1.9 hours/day

Electronic used while doing homework
94% reported using an iPad
28% reported using a cell phone
25% reported another laptop or computer
13% reported using a TV
6% reported listening to music
3% reported using nothing

Average number of games played via these devices in the past month
78% of the students reported they played at least one game, of those students the average numbers of games is: 3.12 games per student

Range of games listed: Clash of Clans, Ultimate general, Getty Bay, Total War, Co Vet, trivia crack, crossy roads, spring ninja, 3, monument, Bounce, Impossible, Mr. Crab, Monument Valley, Limbo, AA, Flow Free, Link Bridge, 2 cars, the hunt, Hollywood U, piano tiles, coret, polyvore, 94 seconds, 94 degree, 94%, secret society, minecraft, high school story, call of duty, advanced warfare, civcrafter, ballon TD5, Back to Bed, Quest Keeper, Starships, Risk, Backgammon, Solitaire, carcry 4, valiant hearts, skyrim injusfare, Gods among us, celtic heroes, words with friends, Fifa 15, G TAV, BF4, AC

Ways students are communicating through these devices:
94% of students reported via iMessage
83% of students reported vis Instagram
81% of students reported via texting
69% of students reported via e-mail
69% of students reported via calling on the phone
53% of students reported via SnapChat
19% of students reported via via Video Chatting
13% of students reported via Facebook

Number of social media sites visited in the last month:
83% of students reported visiting InstaGram
70% of students reported visiting YouTube
66% of students reported visiting SnapChat
57% of students reported visiting Twitter
43% of students reported visiting Vine
30% of students reported visiting Tumblr
27% of students reported visiting Facebook
23% of students reported visiting Ask.fm
10% of students reported visiting Google+
7% of students reported visiting no social media sites

Average hours of sleep/night on a school night: Reported average is 8.0 hours/ school night
Average hours of sleep/night on a non- school night: Reported average 8.6 hours/night

Are students sleeping with any of these devices on (with ability to notify any alerts)
36% of students reported having no electronic devices on while sleeping
64% of students reported having electronic devices on while sleeping such as cell phones, TV, and/or music

High School

Sample Size: 23 (6 Freshman, 12 Sophomores, 3 Juniors, 2 Seniors)

Electronic Devices Used:
100% have an iPad
97% have a cell phone
87% have regular access to a TV
78% have regular access to a lap top top or PC
26% have an iPod or MP3 player; 17% have a gaming system

Days out of the week they use at least one of these devices: 87% said every day

Average hours per day they spend using these devices:
39% reported 3.5-5 hours/day
30% reported 5.5- 8 hours/day
26% reported 1-3 hours/day
4% reported 10 or more hours/day

Average hours per day spent on homework: Averaged 1.7 hours/day

Electronic devices used while doing homework:
91% reported using a cell phone
78% reported using an iPad
17% reported using a TV

Average number of games played via these devices in the past month:
Averaged 4.5 games/student; 78% of students reported to playing at least one game

Range of games listed: FIFA, aa, Candy Crush, FIFA, Madden, Gta, Clash of Clan, NOVA 3, league of legends, dungeon fighter online, Boom Beach, Lego Batman, Wheel of Fortune, Head Soccer La Liga, Mr. Jump, BTD Battles, Flappy Golf, NBA, Pocket Tanks, Crossy Road, Racing, MLB, Family Feud, Ice Rage, Assassins Creed, Halo, Triva Crack, 2048, Fun Run 2

Ways students are communicating through these devices:
91% of students reported via texting
91% of students reported via calling on the phone
82% of students reported via e-mail
65% of students reported via SnapChat
47% of students reported via via Video Chatting
26% of students reported via Facebook
22% of students reported via Twitter and InstaGram

Number of social media sites visited in the last month:
82% of students reported visiting YouTube
78% of students reported visiting Facebook
74% of students reported visiting InstaGram
70% of students reported visiting Twitter
61% of students reported visiting SnapChat
52% of students reported visiting Vine
52% of students reported visiting Pinterest, Tumblr, Google+

Average hours of sleep/night on a school night: 7.1 hours of sleep

Average hours of sleep/night on a non- school night: 9.7 hours of sleep

Are students sleeping with any of these devices on (with ability to notify any alerts)
52% of students reported having no electronic devices on while sleeping
48% of students reported having electronic devices on while sleeping such as cell phones and TV