Professional Learning Survey: Example Items

This handout provides examples of survey questions to ask participants at the end of STEAM professional learning (PL) sessions. Facilitators may use the survey to get participants' feedback on the session, understand how the session supported educators' learning, and learn about future topics that participants may be interested in.

1. **What are two things you learned from today's session?** *(open-ended)*

2. **As a result of today's session, what is one thing that you would try out in your practice?** *(open-ended)*

3. **To what extent do you agree with the following statements?** *(Options may include Strongly Agree, Agree, Neutral, Disagree, Strongly Disagree.)*

   a. The activities were playful and helped me feel comfortable with this topic.

   b. Small group discussions and coplanning time supported me to collaborate with other educators.

   c. The facilitators shared examples of effective teaching practices that I could use in my learning setting.

   d. The session included time for feedback and reflection.

   e. The connections to the standards and foundations were helpful and will support me in my teaching practice.

4. **How would you rate the overall quality of this session?** *(multiple choice)*

   - Poor
   - Fair
   - Good
   - Very good
   - Excellent

5. **How could we improve this session in the future?** *(open-ended)*

6. **What other STEAM topics would you like to learn about?** *(Select all that apply.)*

   ☐ Physical science (such as pushes and pulls, sound and music exploration, and magnets and magnetic forces)

   ☐ Life science (such as nature exploration and observation, plant growth and gardening, and animal habitats and life cycles)

   ☐ Earth and space science (such as weather patterns, water play and exploration, and recycling and environmental awareness)

   ☐ Technology, engineering, and applications of science (such as building structures with blocks and other materials, and exploring simple machines and technology tools to solve problems)

   ☐ Computer science and computational thinking (such as creating simple programs or algorithms, and play and exploration with robots and coding apps)

   ☐ Arts in STEAM (such as color mixing, art exploration, and using arts to build models)

   ☐ Math (such as measurement, geometry and spatial thinking, and numbers and counting)

   ☐ STEAM and literacy (such as children's books to explore STEAM concepts)

   ☐ Inquiry practices (such as asking questions, documenting observations, and presenting findings)

   ☐ Other: _____