

Twelve Questions to Ask Before Purchasing Interactive Digital Content

An Educator's Checklist Guide



	CONTENT TITLE			CONTENT TITLE		
	YES	NO	Comments	YES	NO	Comments
Are these resources already in my interactive technology software?						
Are these resources like a textbook online? Could I create these resources myself?						
Are these resources limited in number?						
Can my students access these resources?						
Do these resources promote teacher involvement and offer flexibility?						
Can student progress be monitored with these resources?						
Are these resources research-based and are they created by experienced educators?						
Can I search these resources by standards? Can I search by my publisher-based curriculum?						
Do these resources include voiceovers?						
Is there support for the content and are updates provided?						
Are these resources easily accessible on any computer?						
Is there added value or additional costs?						

**Note: White boxes indicate favorable answers. Gray boxes indicate unfavorable answers.*