

Initial questionnaire

1. What platform do you use for virtual conferences, evaluations, meetings or any other issue?
 - a. Webinar
 - b. Skype
 - c. Meet
 - d. Webex
 - e. What's up
 - f. Telegram
 - g. Others

2. Which web tools are you currently using in your classes?
 - a. Moodle
 - b. Google docs
 - c. Dropbox
 - d. Issuu
 - e. Google classroom
 - f. YouTube,
 - g. Facebook,
 - h. Twitter,
 - i. Myspace,
 - j. Tagged or Hi-5.
 - k. Pinterest
 - l. Others

3. What Web2 Tool do you usually use for student cooperation in a lesson?
 - a. Moodle
 - b. Google docs
 - c. Dropbox
 - d. Issuu

- e. Google classroom
 - f. Others
4. How often do you use Web2 Tools while teaching physically and during a lockdown within a month?
- a. Very often
 - b. Often
 - c. Rarely
 - d. Never
5. Evaluate the benefit of using Web2 Tools in a classroom? Scale from 1 to 10.
6. Evaluate the inconvenient of using Web2 Tools in a classroom? Scale from 1 to 10.
7. Did you use any webtool during lessons before Pandemic?
- a. Never
 - b. Rarely
 - c. Often
 - d. Very often
8. Do you find it easy using a webtool for homework assignment?
- a. Very easy
 - b. Quite easy
 - c. Not very easy
9. Do students find it useful using a webtool? Scale from 1 to 10
10. Do your students create digital artefacts using Web2 Tools? Name some examples
11. What web technologies would you like to use in your classes?
12. Do you agree that using efficient web technologies creates better teaching and learning environment?
- a. Strongly agree
 - b. Agree
 - c. Neither agree
 - d. Disagree
 - e. Strongly disagree

13. Can you name some advantages of being a digitally competent teacher?
14. Do you know anything about the term 'gamification'?
 - a. Yes
 - b. No
15. If so, do you use it on a regular basis?
 - a. Never
 - b. Rarely
 - c. Often
 - d. Very often
16. What ludic-educational app for mobile phones are you familiar with when working with students in class? Name the ones you use more frequently.
17. Evaluate the inconvenient / dangers / drawbacks of using mobile phone apps as a tool in education.
18. Have you used "The Flipped Classroom" methodology?
 - a. Yes
 - b. No
19. Which are the most relevant qualities that a web2 Tool should have?
20. I feel confident to use digital technologies in my classroom
 - a. Strongly agree
 - b. Agree
 - c. Neither agree
 - d. Disagree
 - e. Strongly disagree
21. I believe I have sufficient skills to teach my students to use digital technology as a tool for searching information, for creativity and learning
 - a. Strongly agree
 - b. Agree
 - c. Neither agree

- d. Disagree
- e. Strongly disagree

22. I can identify the limitations of some tools for the teaching of certain areas of my subjects

- a. Strongly agree
- b. Agree
- c. Neither agree
- d. Disagree
- e. Strongly disagree

23. I understand how the use of a digital tool might affect my pedagogical design

- a. Strongly agree
- b. Agree
- c. Neither agree
- d. Disagree
- e. Strongly disagree

24. I am actively searching for digital tools I can use for classroom organization

- a. Strongly agree
- b. Agree
- c. Neither agree
- d. Disagree
- e. Strongly disagree

25. I am actively searching for digital tools I can use for the teaching of my subject

- a. Strongly agree
- b. Agree
- c. Neither agree
- d. Disagree
- e. Strongly disagree

26. I am actively searching for digital tools I can use for showcasing students' learning

- a. Strongly agree
- b. Agree
- c. Neither agree
- d. Disagree
- e. Strongly disagree

Make use of a Likert scale from 20 to 26 questions. Strongly agree. Agree. Neither agree nor disagree. Disagree. Strongly disagree