

# PedTech

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## THE IMPACT

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## Panel Discussion

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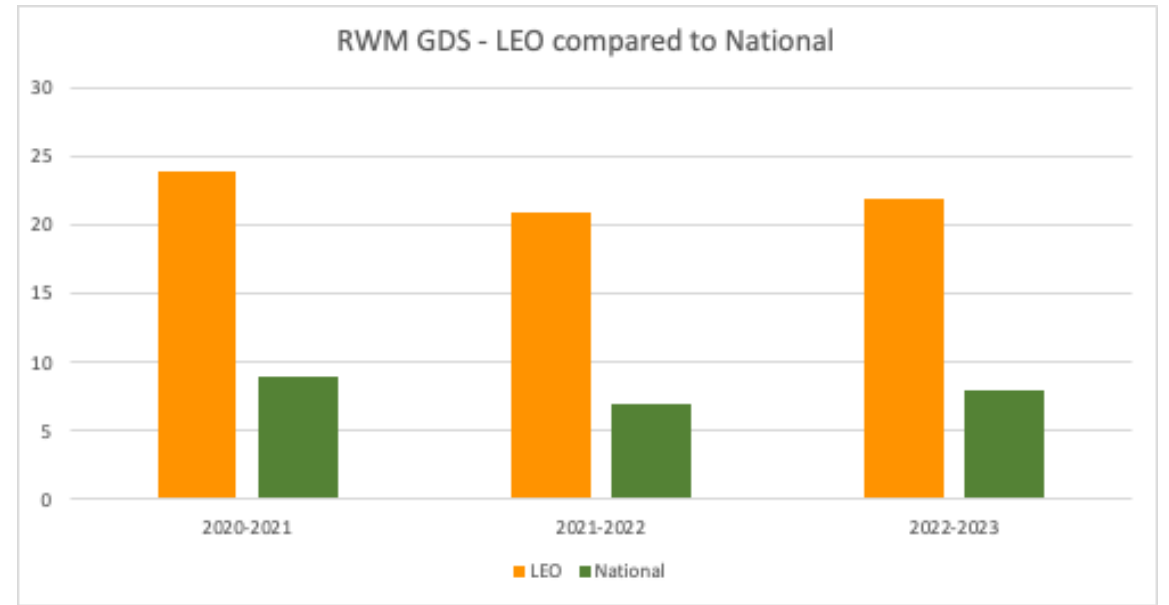
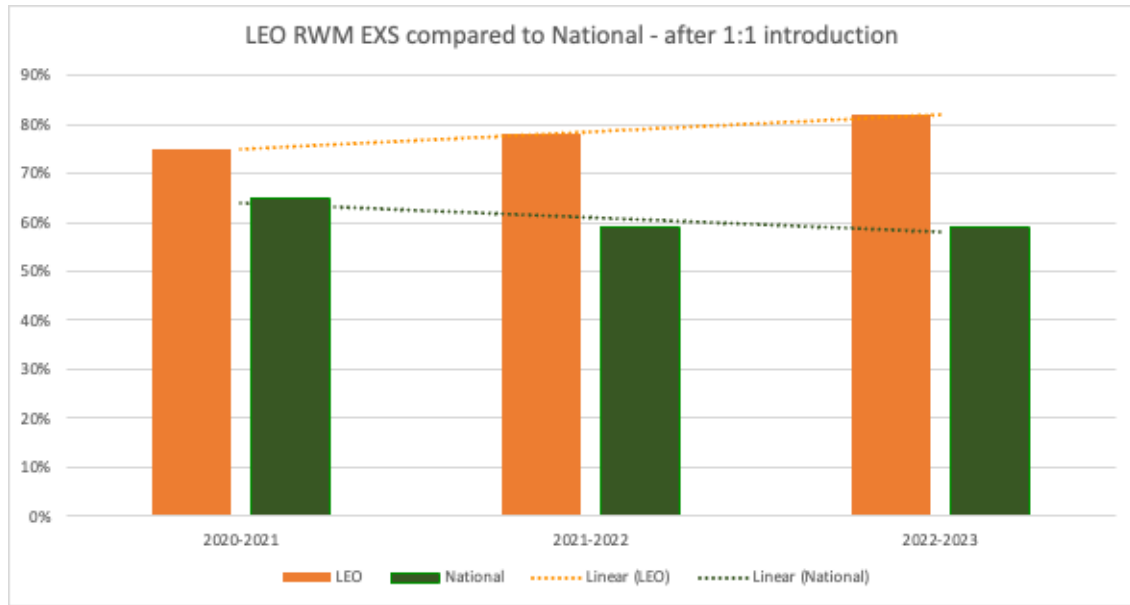


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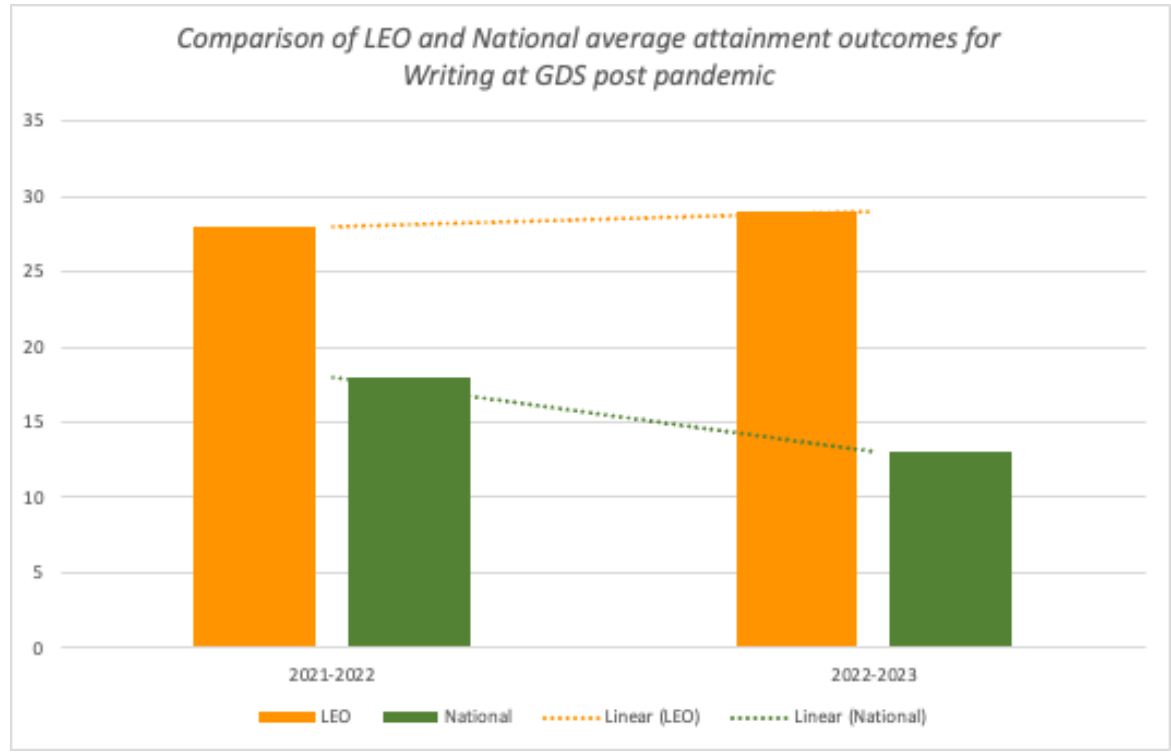
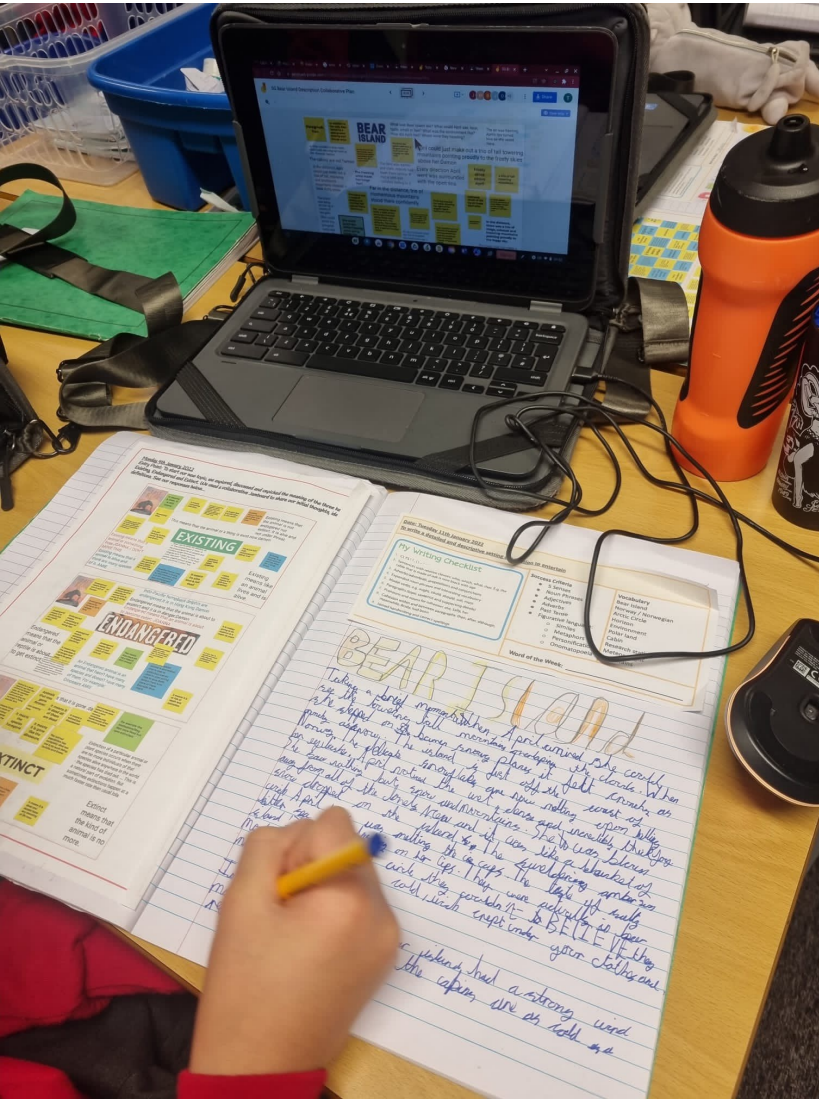




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12 months  
16 researchers

4,500 survey responses  
600+ documents  
154 observations  
65 research interviews  
24 focus groups

Hundreds of hours of professional discussion and reflection

[www.leoacademytrust.co.uk/PedTechImpactReport](http://www.leoacademytrust.co.uk/PedTechImpactReport)



At LEO, Digital tasks **increase** classroom efficiency by 23%.

“If I can do it myself then I just want to get on with it.”

The language changes from **what** to **why**.  
Time is spent **thinking** rather than just **doing**.

“It makes me feel like I’m the boss of my own learning”

**PedTech**  
**THE IMPACT**



- **Passive = “Stare & Move”**  
(watching, scroll/viewing, novelty engagement, entertainment, reward)
- **Transactional = “Sense & React”**  
(retrieval & comprehension, procedures, timers & leaderboards, publishing)
- **Dispositionally Developmental = “Think & Enact”**  
(metacognition, critical thinking, problem solving, synthesis)

