

Glossary of Technology Terms

1:1 Technology Providing individual students with a laptop or tablet to make learning more individualized, increase independence, and extend academics beyond the classroom.

Adaptive Learning This is an educational practice which uses computers as interactive instructional devices. The programs adapt the difficulty and/or style of educational material according to the particular needs of each student (determined by their responses to questions and tasks in the program). For example, a math application that detects when some students are having trouble with division and then has those students spend more time reviewing it would be considered adaptive.

Asynchronous Learning A traditional classroom is an example of “synchronous learning,” where all students learn the same things at the same time and in the same place. Asynchronous learning is the opposite of that. Using the power of the Internet, students can now learn different things whenever they want and wherever they want, hence the term “asynchronous.”

AUP Short for “Acceptable Use Policy.” The AUP is a document most likely produced by the school’s Board of Education. It specifies what a district’s staff and students may or may not do on the school’s network. Students (and often their parents as well) are usually required to sign one of these at the start of every school year.

Blended Learning Blended learning is exactly what it sounds like: a teaching method that combines traditional classroom instruction with online or mobile learning activities.

Blogs and Blogging A blog ('web log') is a modern online writer's column. Amateur and professional writers publish their blogs on most every kind of topic: their hobby interest in paintball and tennis, their opinions on health care, their commentaries on celebrity gossip, photo blogs of favorite pictures, tech tips on using Microsoft Office. Absolutely anyone can start a blog, and some people actually make reasonable incomes by selling advertising on their blog pages. Web logs are usually arranged chronologically, and with less formality than a full website. Blogs vary in quality from very amateurish to very professional. It costs nothing to start your own personal blog.

Cloud “The cloud” is not one single device or location. Rather, it is a metaphor for on-demand storage space or computing power managed by a third party. Dropbox’s syncing application is a good example of a “cloud” service, since your files are copied up to their servers and then back down to all of your devices with Dropbox installed.

Differentiated Learning Differentiated learning is a teaching method that adjusts the presentation of the instructional material to better suite each individual student. While the learning goals are the same for all, some students learn differently than others, and so differentiated learning seeks to meet each student halfway, as it were, rather than force all the students to learn via the same method.

Digital Citizenship Digital citizenship means making good use of the Internet and having knowledge of how to operate web-connected devices safely while online. It also means that you can effectively use technology to interact responsibly with others to engage in society, politics, or other public discussion.

Digital Footprint The word used to describe the trail, traces or "footprints" that people leave online. This is information transmitted online, such as forum registration, e-mails and attachments, uploading videos or digital images and any other form of transmission of information — all of which leaves traces of personal information about yourself available to others online.

Digital Literacy Digital literacy is the ability to effectively and critically navigate, evaluate, and create information using a range of digital technologies. For example, you know your Aunt Sue who always forwards you those emails

because she thinks she'd be cursed otherwise? She wouldn't exactly be digitally literate. On the other hand, someone who knows not to trust everything they read online or who knows how to edit an article on Wikipedia might be called digitally literate.

Digital Storytelling Requires using digital tools to tell exciting stories in educational ways, like showing off research.

E-Learning A web-based learning environment that allows instructors and students to interact through the computer without worrying about time or place.

Electronic Classroom A classroom equipped with multimedia devices to enhance the learning experience.

Firewall A generic term to describe 'a barrier against destruction'. It comes from the building term of a protective wall to prevent the spreading of house fires or engine compartment fires. In the case of computing, 'firewall' means to have software and/or hardware protecting you from hackers and viruses. Computing firewalls range from small antivirus software packages, to very complex and expensive software + hardware solutions. All the many kinds of computer firewalls offer some kind of safeguard against hackers vandalizing or taking over your computer system.

Flipped Classroom Teachers do not simply lecture to students for the entire class period. Rather, teachers work with students to solve problem sets or otherwise directly interact with the students. What would traditionally be a face-to-face lecture is then (at least in many cases) recorded and posted online for the students to watch as "homework." Thus the traditional-lecture-at-school-and-do-problems-at-home model is inverted, or "flipped."

GAFE This acronym stands for "Google Apps for Education," a popular Internet-based suite of applications designed specifically for schools. It features email, document creation and collaboration, and many other tools that districts find useful.

Gamification Making of boring, every day, or ordinary activities into a game-like activity. iCivics is a perfect example of gamification; they've taken something many students would bristle at (learning about the federal budget) and made it into a fun and educational game.

ISP Internet Service Provider. That is the private company or government organization that plugs you into the vast Internet around the world. Your ISP will offer varying services for varying prices: web page access, email, hosting your own web page, hosting your own blog, and so on. ISP's will also offer various Internet connection speeds for a monthly fee. (e.g. ultra high speed Internet vs economy Internet). Today, you will also hear about WISP's, which are Wireless Internet Service Providers. They cater to laptop users who travel regularly.

Maker Movement The maker movement is a trend in which individuals or groups of individuals create and market products that are recreated and assembled using unused, discarded or broken electronic, plastic, silicon or virtually any raw material and/or product from a computer-related device. The maker movement has led to the creation of a number of technology products and solutions by typical individuals working without supportive infrastructure. This is facilitated by the increasing amount of information available to individuals and the decreasing cost of electronic components.

M-Learning Short for "mobile learning", m-learning simply means any learning activity that takes place on a mobile device. The word "mobile" is also relative; it could mean a laptop, a tablet, or something even smaller and more mobile, like a cellphone.

MOOCs An acronym for "massive open online course". It refers to a web-based class designed to support a large number of participants. Typically, students enrolled in a MOOC watch video lectures – often sliced into digestible

10 or 15-minute segments – and interact with instructors and fellow participants in online forums. Some MOOCs require students to take online tests or quizzes with multiple choice answers that can be graded automatically, while others require students to complete peer-reviewed assignments. Some MOOCs use a combination of these assessments.

Podcast A podcast is similar to a radio show: they're audio-only "shows" distributed not via radio waves, but via the Internet. There are podcasts on an unlimited number of topics, and many are educational and appropriate for students. Check out our favorites in these two posts.

Productivity Tools Productivity tools (word processor, spreadsheet, database, and presentation software) are available on all computers and are the obvious tools to use for most teaching and learning tasks. (e.g. Microsoft Word, Excel, PowerPoint etc.)

QR Code Have you ever seen one of those weird square boxes that looks like it's full of static? That's a QR code! It's sort of like a barcode, and it can hold almost any text, links, or information you want. Scan ours with an app on your phone and see what happens! You can generate your own here.

Synchronous Learning A traditional classroom is an example of "synchronous learning," where all students learn the same things at the same time and in the same place. A real-time learning situation in which immediate, two-way communication between instructor and participants is possible. Instructors can even call on participants, to make sure students are paying attention.

Troubleshooting When a computer is behaving oddly in any way, problem solving to find a solution to fix the problem. The simplest solution often is to turn off the computer and then turn it back on. Sometimes plugs work loose from their sockets or disks get stuck in drives. Technology users should know how to do basic computer troubleshooting tasks.

Virtual Classroom An online space where students and instructors interact. Not to be confused with a video game, though engagement definitely improves in students think of it as one.

Wiki A website that allows anyone to add, modify, or delete information from it. Wikipedia is one of these, hence it's name. Wikis are often used to develop encyclopedia-like knowledge bases on particular topics, like math or even video games. Many schools use wikis for internal projects and student websites.