

With so many terms and buzzwords floating around today's edtech landscape, it's hard to know what's what! Use this glossary to stay "in the know" and actively participate in the development of your school's 1-to-1 program.

1-to-1 technology: one device per student in the classroom with the goal of making learning more individualized and to extend academics beyond the four-walled classroom

adaptive learning: software that adapts its content and pacing to the current knowledge level and skill needs of the user

app flow: mapping out a combination and sequence of apps that can help students meet lesson and learning objectives

asynchronous learning: a teaching method that leverages online resources in such a way that students and instructors do not need to be in the same place at the same time

blended learning: a pedagogical model that combines online and on-site learning and supports some element of student control over the time, place, path, and/or pace of their learning experience

checkout forms: a record that indicates who has "checked out" a school device and when

course management system (CMS): a platform for organizing and managing all digital resources for class discussion, course assignments, homework submission, and course scheduling

differentiated instruction: adjusting and adapting instructional methodology, programs, and materials to address individual students' learning styles and ability levels

digital citizen: someone who navigates the possibilities and pitfalls of the digital world safely, responsibly, and respectfully

digital citizenship: the practice of navigating the digital world safely, responsibly, and ethically

digital literacy: the skills for using technology competently, including interpreting and understanding digital content and assessing its credibility as well as creating, researching, and communicating with appropriate tools

digital storytelling: the practice of using Web-based tools to create and tell stories; they usually contain some mixture of digital images, text, recorded audio narration, video clips, and/or music

digital workflow: a method outlining and facilitating how classwork is assigned, distributed, accessed, worked on, collected, and submitted in the digital space

e-learning: a Web-based learning environment that allows instructors and students to interact through the computer without worrying about time or place; capitalizes on the current "anytime, anywhere" notion of learning

flipped classroom: a model in which students access the directed teaching (lectures) at home, usually through videos, and then spend their valuable classroom time applying skills through inquiry-based learning in a collaborative space and with the facilitation of, and feedback from, an instructor

gamification: a strategy for engaging students more deeply in learning through game design principles and mechanics

individualized learning: personalized learning strategies and goals that target an individual's strengths and weaknesses, often thereby encouraging more learner ownership over the learning process/experience

infographic: a graphic, visual representation of information, data, or knowledge

informal learning: learning that takes place outside a dedicated learning environment and is delivered in flexible and informal ways, often focused on the activities and interests of students

learning analytics: the evaluation of data to find meaningful patterns to inform learning and teaching

learning management system (LMS): a platform for the administration, documentation, delivery, tracking, and reporting of online learning activities

location-based services: any information, entertainment, or social media service that is available on a mobile device and makes use of geographical position; such information is provided via apps or is built into mobile device hardware and software

massive open online course (MOOC): a course in which materials and instruction are delivered online to users worldwide; the course is designed to connect educators with learners interested in a common topic, using open content and usually with a large user base

mobile learning: learning methods and materials that involve the use of mobile phones or handheld devices; capitalizes on the notion of “just in time” learning and learning “anytime, anywhere”

Open Educational Resources (OER): digital materials available for reuse and repurposing in teaching, researching, and learning; these materials are made available through open licenses

personalized learning: the content, pace, structure, and goals of instruction vary depending on the individual student's learning habits

professional learning community (PLC): an online community focused on a particular topic, interest, or subject in order to share best practices and resources

social bookmarking: an online service that enables users to add, annotate, edit, and share bookmarks of websites and documents

synchronous online learning: real-time learning where instructors and learners participate in instant two-way communication

syncing: process of updating apps and software to or between specific devices

trouble ticket: a reporting system to report and track tech-related issues; each ticket is issued with a unique reference number to allow the user or support staff to quickly locate, add to, or communicate the status of the user's issue or request

virtual learning environment: an online education system that mimics real-world education by using virtual concepts for exams, assignments, classes, and more