A Blended Learning Approach to Teaching and Learning

Glossary of Technical Terms

This glossary will allow us to norm common language around Blended Learning with definitions, examples and links to additional information.

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<tr>
<th>Terminology</th>
<th>Definition</th>
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<tr>
<td><strong>Asynchronous</strong></td>
<td>Instruction and learning that does not occur at the same time. &lt;br&gt;Examples include emails, discussion forums, pre-recorded webinars and videos, and posting digital assignments, assessments, etc.</td>
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<td><strong>Blended Learning</strong></td>
<td>Learning &quot;in which a student learns: at least in part through online learning, with some element of student control over time, place, path, and/or pace; at least in part in synchronous environment; and the modalities along each student’s learning path within a course or subject are connected to provide an integrated learning experience.&quot; &lt;br&gt;Find out more at <a href="#">Blended Learning Universe</a></td>
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| **Blended Learning Models**  | **Rotation**<br>The rotational models are probably the most familiar to educators. There are four known rotational models that can be employed within a classroom: station rotation; flipped classroom model; individual rotation; and lab rotation. Each of these stations utilizes technology as well. <br><br>**Station Rotation**<br>"Students rotate through stations on a fixed schedule, where at least one of the stations is an online learning station."
<br><br>**Lab Rotation**<br>“Students rotate through stations on a fixed schedule, in this case, online learning occurs in a dedicated computer lab.” |
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| **Blended Learning Models (continued)** | **Lab Rotation**
“Students rotate through stations on a fixed schedule, in this case, online learning occurs in a dedicated computer lab.” |
| | **Individual Rotation**
“Students rotate through stations, but on individual schedules set by a teacher or software algorithm. Students do not necessarily rotate to every station; they rotate only to the activities scheduled on their playlists.” |
| | **Flipped Classroom**
“Students learn at home via online coursework and lectures, and teachers use [synchronous] class time for teacher-guided practice or projects.” |
| | **Flex**
“Students move on fluid schedules among learning activities according to their needs. Online learning is the backbone of student learning. Teachers provide support and instruction on a flexible, as-needed basis while students work through course curriculum and content.” |
| | **A La Carte**
“Students take an online course with an online teacher of record in addition to other face-to-face courses, which often provides students with more flexibility over their schedules.” This model is used to provide AP and elective classes not physically offered at a school. |
| | **Enriched Virtual**
“An alternative to full-time online school that allows students to complete the majority of coursework online at home or outside of school, but attend school for required face-to-face learning sessions with a teacher. Unlike the Flipped Classroom, Enriched Virtual programs usually don’t require daily school attendance; some programs may only require twice-weekly attendance, for example.” |
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| **Digital Citizenship** | The norms of appropriate and responsible behavior with regard to technology use.  
*What is Digital Citizenship? (Video)* |
| **Face to Face** | All activities and instruction occur in person in a "brick and mortar" classroom, no tech (other than PPT is used) |
| **Hybrid** | Online and face-to-face activities and instruction are integrated; the amount of face-to-face meeting time is reduced substantively (reduction in student "seat time")  
*An Introduction to Hybrid Learning* |
| **ISTE (International Society for Technology in Education) Standards** | "The ISTE Standards are a framework for innovation in education. These standards help educators and education leaders worldwide prepare learners to thrive in work and life. As educators, students are at the center of everything we do."  
-ISTE  
*ISTE Standards*  
*ISTE Standards (Video Playlist)* |
| **LMS (Learning Management System)** | In short: The Digital/Virtual Classroom Space.  
An LMS is used to organize, distribute, and collect classroom materials. Typically, the LMS serves as a hub for class content and resources, communication, feedback and grading. An LMS can be successfully leveraged both in-person and remotely. An LMS allows a teacher not only to organize content but also to monitor learner progress.  
*Examples include Google Classroom, Microsoft Teams, Brightspace, Canvas, Schoology, Blackboard* |
<p>| <strong>Online learning</strong> | All or almost all of the primary content, activities, instruction, and interactions occur online (possibly except an initial face-to-face meeting or proctored exam) |</p>
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<td><strong>Remote Learning</strong></td>
<td>Remote learning is something a district should be able to switch off and on based on need. It provides an opportunity for students and teachers to remain connected and engaged with content while working from their homes.</td>
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| **Screencast/ Screen Share** | A live stream or video recording of the information displayed on the screen of a computer or mobile device, typically with accompanying audio/voiceover. Through screen share, both teachers and students have the ability to share their screen and/or their work.  
Screen sharing tools:  
[Google Meet](https://meet.google.com/)  
[Microsoft Teams](https://teams.microsoft.com/)  
[Zoom](https://zoom.us/)  
Screen Recording Platforms:  
[Microsoft Stream](https://stream.microsoft.com/)  
[Screen Record](https://www.screencast.com/)  
[Screencastify](https://www.screencastify.com/)  
[Screencast-O-Matic](https://www.screencast-o-matic.com/)  
[Apple Quicktime](https://www.apple.com/quicktime/)  
[Loom](https://loom.com/) |
| **Synchronous**          | Instruction and learning that occurs at the same time.  
*Examples include video conferencing with students, live webinars, chatting or teleconferencing* |
| **Virtual Breakout Rooms** | The virtual version of breaking students into groups. Making the move from a larger video conference into smaller video conferences.  
*Examples include the “Breakout Room” feature in Zoom or creating individual rooms for groups using Google Meet or Microsoft Teams* |