EDTECH CHEAT SHEET

Understanding New Trends in Educational Technology

Trying to keep up with all of the new buzzwords in the booming Educational Technology sector can leave you feeling like a kindergartener in a calculus class. Because of this, we've put together a little cheat sheet to keep you informed on what's happening inside and outside of education.

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

Adaptive Learning – Software that adapts its content and pacing to the current knowledge level of the user, so it's almost like having a personal trailor for your education.

Asynchronous Learning – A student-centered teaching method that uses online resources to facilitate learning without requiring students and instructors be in the same place at the same time. Yes, students – you can wear your pajamas to class.

Blended Learning – A sure recipe for success: Mix one part students learning at school and one part students engaging with content delivered online. Blend well for best results.

Course Management System (CMS) – Class websites can be a big undertaking. A CMS keeps teachers and students organized with digital resources for class discussion, document management, homework submission and course scheduling.

Differentiated Learning – Programs or tools to present learning materials in creative ways that match every student's individual learning style, from typical lectures to fun games and quizzes. Though the tools used depend on the student, the learning goals are the same for all.

Digital Storytelling – "Once upon a time" there were students and instructors who used digital tools to tell exciting stories in educational ways, like showing off research or building course assignments.

E-Books – Put down your highlighters and Post-Its because e-books are completely digital and are usually read on computers, tablets or e-readers.

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.

Flipped Classroom – Wouldn't it be convenient to do your "homework" at school? In a flipped classroom, students learn lessons at home with the help of videos or other instructional materials and spend their valuable classroom time doing assignments with help from the instructor.

Gamification – Using game design and mechanics to drive motivation and increase engagement in learning. Let the games begin!

Individualized Learning – When a group of students all receive the same content but work through it at their own pace. Anywhere from slow and steady to fast and furious!

Instructional Technology – Combining education and technology to enhance a curriculum. Instructors can alter how they deliver content to students depending on the technology available at their school.

Learning Platform – An interactive online service organized around a specific topic that gives users the ability to submit and receive information and learning materials.

Lifelong Learning – There's no rule that says learning stops after a certain age. Lifelong learning continues education informally for personal enrichment, usually after finishing formal education.

Massive Open Online Course (MOOC) – A course in which materials and instruction are delivered over the Internet to users around the world. The course is designed to connect

instructors with learners interested in a common topic and works best with a large user-base and open content.

Open Educational Resources (OER) – Digital materials available for reuse and repurposing in teaching, researching and learning. These materials are made available through open licenses that allow them to be used through means not permitted under copyright, so the flow of knowledge is boundless.

Online Lab – Students learn almost exclusively online, and do so while logging in from a physical school setting. No lab coat or goggles required, unless you dig that look!

Personalized Learning – It's learning that is entirely geared toward the individual student. The content, pace, structure and goals of instruction vary depending on the student's learning habits.

Synchronous Online Learning – A real-time learning situation in which immediate, two-way communication between instructor and participants is possible. Instructors can even call on participants, so make sure you're paying attention!

Virtual Classroom – An online space where students and instructors interact.

Virtual Learning Environment – An education system online that mimics real-world education by using virtual concepts for exams, assignments, classes and more.