# A TO Z GUIDE OF KEY TERMS IN EDTECH

A Asynchronous Learning

In asynchronous learning environments, students are not required to be online or be present at the same time as their instructors or classmates. A type of learning where students access course materials and complete learning activities at their own pace and on their own schedule, rather than in real-time.
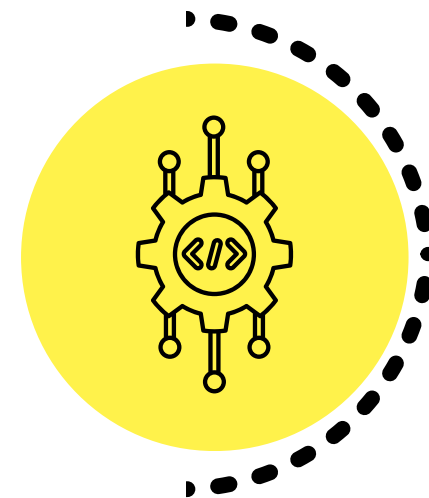
B Blended Learning

In a blended learning environment, students engage in a mix of in-person and online learning experiences, allowing for greater flexibility and customization of the learning process.
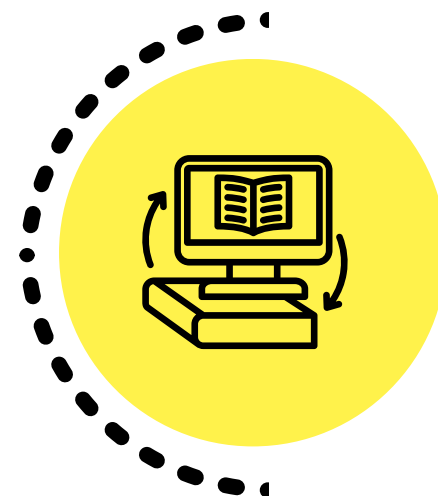
C Cloud Computing

Storing and accessing data and software over the internet rather than on local computers.

ChatGPT

ChatGPT is a conversational AI model, which is a part of the GPT-3.5 series of models developed by OpenAI. ChatGPT is designed to understand and generate human-like text based on the input it receives, allowing for natural and engaging conversations on a wide range of topics.
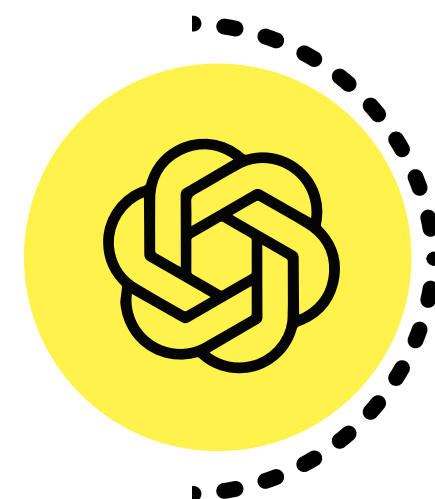
Canvas

Canvas is an open-source learning management system (LMS) used by educational institutions to create and deliver online courses. It provides tools for course management, content delivery, communication, and assessment, allowing educators to create engaging and interactive online learning environments.

D

Discussion Boards

Online platforms that allow students to engage in asynchronous discussions, share ideas, and collaborate with peers.

E
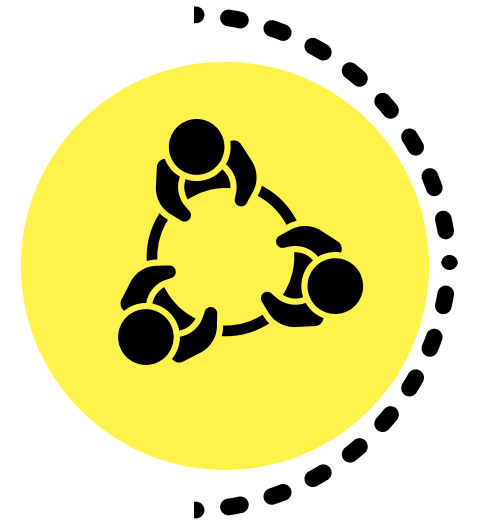
E books

Electronic versions of books that can be read on digital devices, offering interactive features and multimedia elements.

F

Flipped Classroom

A teaching approach that reverses the traditional model of teaching where students engage with instructional content outside of class, typically through videos or other online materials, before coming to class. Class time is then used for activities, discussions, and collaborative projects that reinforce and apply the concepts learned outside of class.
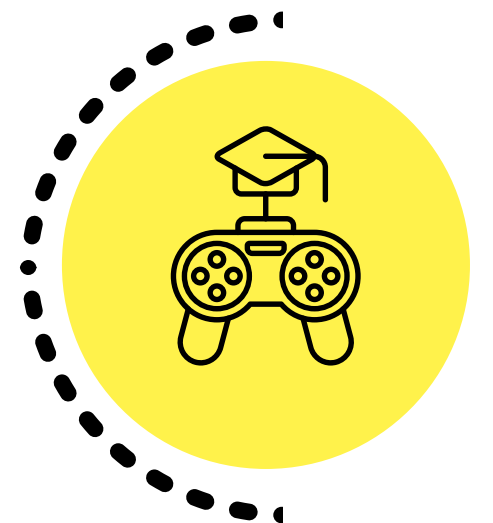
G

Gamification

Incorporating game elements into educational activities to engage and motivate students.

Google Workspace/ Classroom

Google Workspace is a suite of cloud computing, productivity, and collaboration tools developed by Google. It includes Gmail, Google Drive, Google Docs, Google Sheets, Google Slides, Google Calendar, and other applications.

H

Hybrid Learning

An instructional approach that combines traditional face-to-face instruction with online learning components
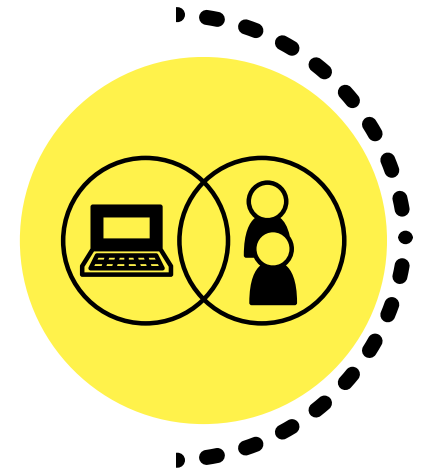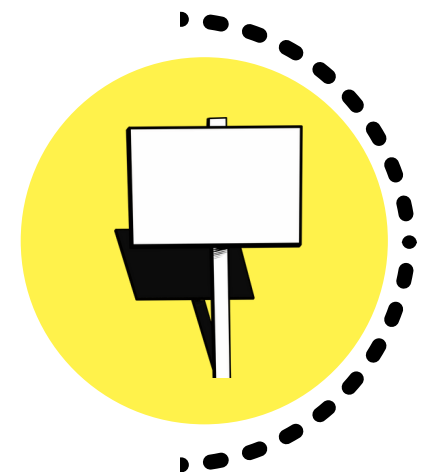
HyperDocs

Interactive documents that contain links to resources, instructions, and tasks, designed to engage students in self-directed learning.

I

Interactive Learning Modules

Online modules or courses that include interactive elements, such as quizzes, simulations, and multimedia, to engage students in active learning.

J

Jamboard

Google's digital interactive whiteboard tool developed to work with Google Workspace, formerly known as G Suite.

K

Kahoot

A game-based learning platform that allows teachers to create and share interactive quizzes, surveys, and discussions for their students. It is designed to make learning fun and engaging by turning content into a game that students can play individually or in teams.

L

LMS

Learning Management System. It is a software application or platform used to manage, deliver, and track online learning and training programs
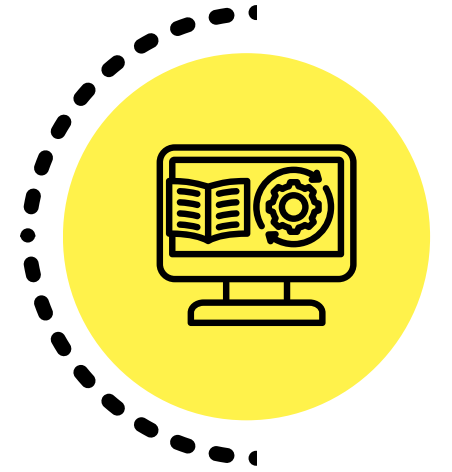
M

Mobile learning

Also known as m-learning, refers to the use of mobile devices, such as smartphones, tablets, and laptops, to facilitate learning and education. It enables learners to access educational content, resources, and tools from anywhere at any time, using mobile technology.
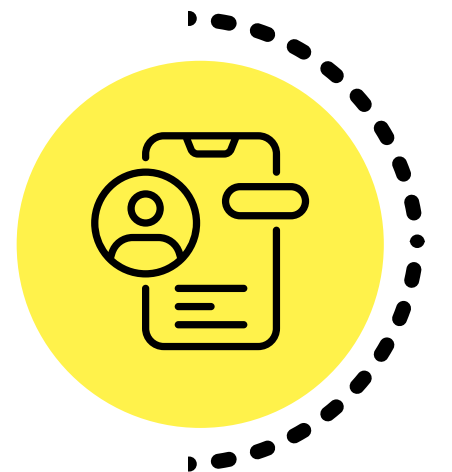
Moodle

Moodle is an open-source learning management system (LMS) widely used by educators, trainers, and organizations to create dynamic and interactive online learning environments.

MS Teams

Microsoft Teams is a collaboration platform that combines workplace chat, video meetings, file storage, and application integration. It is part of the Microsoft 365 suite of productivity tools

Manupatra

A legal research and analytics platform that provides online access to an exhaustive database of Indian and International legal and business information and insights.

N

Notion

A versatile productivity tool that allows users to create and organize various types of digital content, including notes, documents, databases, wikis, calendars, and more. Notion is popular for both personal and collaborative use, enabling individuals and teams to manage projects, share information, and collaborate in real-time.
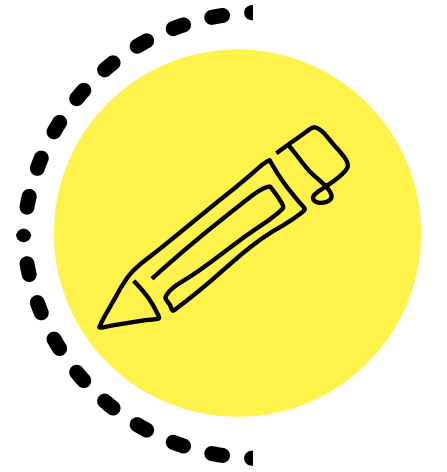
O

OCR

Optical Character Recognition Technology that converts images of text into editable and searchable text, making it easier to digitize and work with printed materials.

P

Podcasts

Podcasts are digital audio way to consume content and have become increasingly popular for entertainment, education, and information-sharing. These can be streamed or downloaded from the internet.

Q

QR Codes

Scannable barcodes that link to online content, useful for accessing additional resources or information.

R

Rewordify.com

Allows you to adjust the reading level of a text. Copy and paste any selection you need into the site and select a reading level. The website then simplifies the text to your desired level. It's possible to use this tool to create appropriate classroom content for younger students.
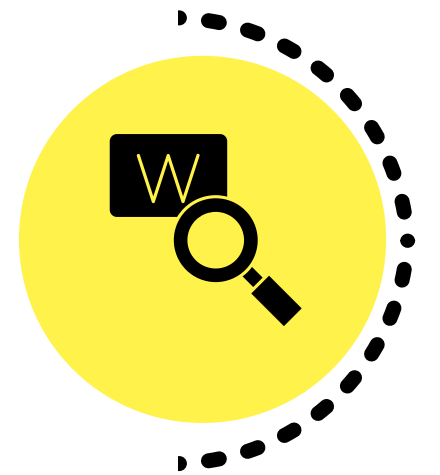
S

Synchronous Learning

Refers to all types of learning in which learner(s) and instructor(s) are in the same place, at the same time, in order for learning to take place. This includes in-person classes, live online meetings when the whole class or smaller groups get together.
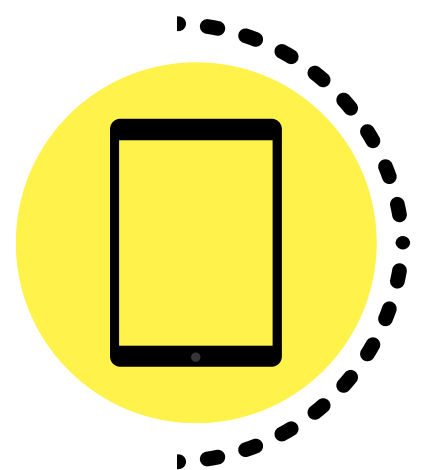
Socrative

A tool for creating interactive quizzes and assessments that can be used for formative assessment and student engagement.

T

Tablets

Portable touchscreen devices used for accessing digital textbooks, educational apps, and multimedia content.

Trello

Trello is a web-based project management tool that uses boards, lists, and cards to organize tasks and collaborate with others. Popular amongst teachers and students to organize and track assignments, projects, and classroom activities.
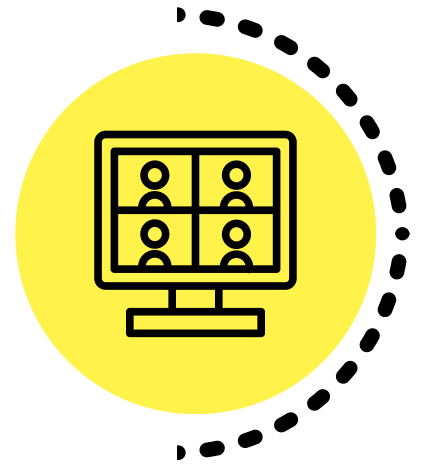
U UI/UX

User Interface (UI) /Experience (UX) Design: The process of designing digital tools and interfaces with a focus on usability, accessibility, and user satisfaction.
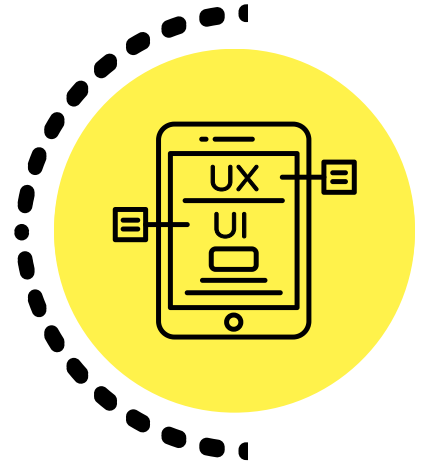
V Video Conferencing

Technology that allows teachers to conduct live video and audio meetings with students, parents, or colleagues, facilitating remote teaching and collaboration.
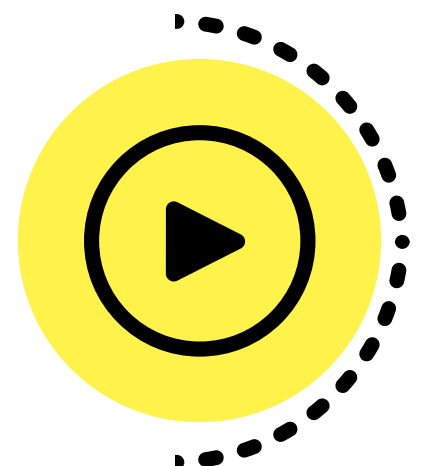
W Webinars

Online seminars or workshops that allow students to participate in interactive presentations and discussions.

Y YouTube

A platform for sharing educational videos and tutorials on a wide range of topics.

Z Zoom

Video conferencing software used for virtual classroom sessions, meetings, and collaborative activities.