

# Glossary

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## ACRONYMS AND TERMS

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### **3D software**

Programs used to create three-dimensional images to model objects such as plants or internal organs.

### **App**

Shorthand for an Application program — software that runs on a computer — including mobile devices. In the generic sense, a standalone type of software.

### **Assistive technology**

Technology-based products and services that enhance the lives of people with disabilities. Examples include speech recognition software, specialized keyboards, and screen readers.

### **Basic Interpersonal Communication Skills (BICS)**

Language skills used in social situations — that is, day-to-day language. These skills usually develop within six months to two years when learning a new language.

### **CDOS**

The Career Development and Occupational Studies Standards for New York State.

### **Cognitive Academic Language Proficiency (CALP)**

Language skills related to subject area content (i.e., listening, speaking, reading, and writing about the content). It is believed to take approximately five to seven years to become proficient in these skills when learning a new language.

### **Course management system**

Web-based system that provides a variety of tools such as communication, assessment, uploading content, and collecting and organizing student grades.

### **Digital flipcharts**

Can be used to organize ideas and other information. Can capture handwritten notes, text, pictures, screenshots and diagrams. Allows user to save and distribute content.

### **Digital immigrants**

Those who did not grow up fully immersed in technology, but rather, adopted technologies later.

### **Digital natives**

Those who grew up immersed in technology (e.g., Internet, cell phones, video games).

**Digital storytelling**

Using computer-based tools to tell stories often using a combination of images, text, video, music, or recorded narration.

**Digital whiteboard**

A projector and display which allows the manipulation of images and other content. Can record actions digitally through a touchscreen.

**Document camera**

Has replaced overhead projector in some classrooms. It captures image in real time and can be used to display objects for a large group. It is mounted on an arm which is placed over the image or object to be displayed.

**FCC E-rate Program**

The Schools and Libraries program, also known as the Federal Communications Commission E-rate program. This program provides discounts on eligible telecommunications, Internet access, and internal connections to schools and libraries.

**Glog**

A graphical blog. This is a multimedia poster that can combine graphics, music, photos, text and other types of information. It can be shared with others through a link.

**Podcast**

Audio files that can be released by the author and downloaded by others. This process can be automated so that new files are downloaded automatically. Files are then stored on a computer or other device such as an MP3 player. It can be compared to a magazine in the sense that you can subscribe to a podcast. A vodcast is the video version, but some consider the term podcast to cover both video and audio.

**Screencast**

A screencast is also known as a video screen capture. This is a digital recording of what is displayed on a computer screen, and can include audio as well.

**Social networking site**

Functions as an online community. This often includes individual profile pages to learn about and communicate with other members. Social networking sites may focus on a hobby or interest, or may be focused around individuals connecting with family and friends.

**Tablet**

A tablet is a wireless, portable personal computer with a touch screen. It is typically smaller than a notebook computer but larger than a smart phone.

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## **Technology integration**

Using various forms of technology across content areas to support curricular goals.

## **Universal Design for Learning**

A set of principles and practices related to ensuring that all students have access to curriculum materials and assessments. This is opposed to a “one size fits all” approach.

## **Virtual consortium model**

Virtual learning network of existing institutions that supplements, not supplants, what’s currently happening in schools.

## **Virtual learning**

Teaching mediated through technology (i.e., students and teachers are not in same location).

## **Vodcast (*see Podcast*)**

A vodcast is the video version, but some consider the term podcast to cover both video and audio.

## **Voting device**

Handheld tool that can be used to obtain individual feedback from students. Results can be immediately recorded, calculated and projected onto a screen for classroom display.

## **Web 2.0**

Category of new Internet technologies that focuses on the individual as an active contributor as opposed to a passive consumer. Examples include social networking sites, blogs, and wikis.

## **Web authoring tools**

Tools which allow a person to develop Web pages easily — without having to learn the HTML scripting language.

## **Wiki**

A website that comprises the collective work of many authors. Can allow a person to edit and comment on the work of others.