



## Virtual Learning Time Glossary

### **21st Century Skills/Deeper Learning**

Curriculum, instruction, and assessment are based on clear expectations that all students will leave the education system well staged for college acceptance or for alternative paths to workplace readiness. These expectations mandate solid grounding in standards-based content, but also intentionally integrate elements of deeper learning, such as critical thinking, creativity and innovation, and self-direction; as well as providing opportunities for authentic learning in the context of today's digital society.

### **Assessment - Analytics Inform Instruction**

The district and its schools use technology as a vehicle for diagnostic, formative, and summative assessment. The school system has mechanisms (i.e., processes and digital environments) for using data to improve, enrich, and guide the learning process. Educators actively use data to guide choices related to curriculum, content, and instructional strategies.

### **Continuity of Learning (Work Continuity)**

Ensure student work covers content that would have been addressed if the school were in session in a brick-and-mortar setting.

### **Asynchronous Learning**

A student-centered teaching method that uses online resources to facilitate learning without requiring students and instructors to be in the same place at the same time.

### **Digital Citizenship**

Understanding the safety concerns, rights and responsibilities necessary to access and participate in online communications or communities.

### **Digital Equity**

Student has all resources to complete their academic work in and outside of school including the following: digital content, digital literacy training for students and staff, a device dedicated for school use, and internet access (CoSN)

### **Digital Learning**

Any learning facilitated by technology that gives students some element of control over time, place, path and/or pace. This learning includes instructional content, interactions, data and assessment systems, learning platforms, online courses, adaptive software, personal learning-enabling technologies, and student data management systems.

### **Digital Learning Environment**

The planned interaction of students with digital instructional content, materials, resources, and processes intended to assist them in achieving identified educational goals.

**Digital Literacy**

The ability to use digital technology, communication tools or networks to locate, evaluate, use and create information; The ability to understand and use information in multiple formats from a wide range of sources when it is presented via computers; A person's ability to perform tasks effectively in a digital environment. Literacy includes the ability to read and interpret media, to reproduce data and images through digital manipulation, and to evaluate and apply new knowledge gained from digital environments.

**Disability Status**

Indicates that a student has been reported by the school district as needing special education and/or related services.

**Economically Disadvantaged**

Counted as being "economically disadvantaged" based on membership in a household that meets the income eligibility guidelines for free or reduced-price meals under the National School Lunch Program (NSLP) or an approved alternative mechanism.

**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.

**Equity**

Educational equity means that every student has access to the resources and educational rigor they need at the right moment in their education, across race, gender, ethnicity, language, ability, sexual orientation, family background, and/or family income.

**Flipped Learning/Classroom**

A course or subject in which students participate in the primary delivery of instruction by online learning off-site in place of traditional homework and then attending the brick-and-mortar school for a face-to-face to the session to address the issues and questions stemming from the students' work, to provide an opportunity for practice and reinforcement, to provide feedback, and to modify instructional guidance to meet student needs.

**Formative Assessment**

The low- or no-stakes evaluation of student learning that focuses on providing constructive feedback to support students' self-improvement and mastery. Formative assessment by an expert can model self-assessment and help students monitor their own learning and productivity.

**Formative Assessments**

Formative practices play a critical role in strategic assessment systems. They are designed to quickly inform instruction by providing specific and immediate feedback through daily, ongoing instructional strategies that are student- and classroom-centered, and that answer "what comes next for student learning?"

**Individualized Education Plan (IEP)**

An individualized education program (or IEP) is a written statement for a student with a disability that is developed, reviewed, and revised by a team of people, including the student's family, that outlines an educational plan for the student.

### **Individualized Learning Plan (ILP)**

A document or process to help map out courses and learning pathways for students. Students are empowered learners to understand the progression of their learning targets and mastery of content.

### **Information and Technology Literacy**

The ability of an individual, working independently or with others, to use tools, resources, processes, and systems responsible to access and evaluate information in any medium, and to use that information to solve problems, communicate clearly, make informed decisions, and construct new knowledge, products, or systems (Wisconsin Standards for Information and Technology Literacy).

### **Innovative Instructional Design**

An instructional program aligned to the school district standards and used to improve student achievement through instruction offered outside of the normal school day, virtually, or in an alternative setting

### **Job-embedded professional learning**

This type of professional development (JEPD) refers to teacher learning that is grounded in day-to-day teaching practice and is designed to enhance teachers' content-specific instructional practices with the intent of improving student learning (Darling-Hammond & McLaughlin, 1995; Hirsh, 2009). It can be referred to as "just-in-time" or "real-time" learning because the support occurs during the actual teaching process. (Source: A New Vision for Professional Learning. 2017.)

### **Learning Management System (LMS)**

A digital platform includes content management, communication tools, instructional tools, grade book, and assessment features.

### **Learning Targets**

Statements of intended learning based on the standards. Learning targets are in student-friendly language; specific to the lesson of the day, and identified by the teacher.

### **Leveraging Technology**

Educators in digital learning environments integrate learning-enabling technology seamlessly into the teaching and learning process. These educators have the skills to adopt multiple, highly effective learning technologies and adapt to diverse, evolving learning structures to assure that the use of technology adds value to the learning process.

### **Mobile Hotspots**

Mobile access points to allow for internet access and a strategy used by schools to close the digital access divide

### **One to One**

Programs that provide all students in a school, district, or state with their own laptop, netbook, tablet computer, or other mobile computing devices. One-to-one refers to one computer for every student.

### **Online Learning**

Instruction takes place via a web-based educational delivery system that includes software to provide a structured learning environment. It can be a teacher-led education that takes place over the Internet, with the teacher and student separated geographically (also cyberlearning, e-learning, distance learning).

### **Personalization or Personalized Learning**

An approach to learning and instruction that is designed around individual learner readiness, strengths, needs and interests. Learners are active participants in setting goals, planning learning paths, tracking progress and determining how learning will be demonstrated. At any given time, learning objectives, content, methods and pacing are likely to vary from learner to learner as they pursue proficiency relative to established standards.” (Source: Institute for Personalized Learning, a Division of CESA 1)

### **Remote Learning**

Learning structure where the student and the educator, or information source, are not physically present in a traditional classroom environment. Information is relayed through technology, such as discussion boards, video conferencing, and online assessments.

### **Stakeholders**

Typically refers to anyone who is invested in the welfare and success of a school and its students, including administrators, teachers, staff members, students, parents, families, community members, local business leaders, and elected officials such as school board members, city councilors, and state representatives.

### **Student-centered Learning**

A wide variety of educational programs, [learning experiences](#), instructional approaches, and [academic-support strategies](#) that are intended to address the distinct learning needs, interests, aspirations, or cultural backgrounds of individual students and groups of students.

### **Synchronous Online Learning**

A real-time learning situation in which immediate two-way communication between the instructor and participants as possible.

### **Virtual Classroom**

A place for instructors and students to interact and collaborate in real time (synchronously). Using webcams, chat boxes and class discussion features, it resembles the traditional classroom, except all participants, are accessing it remotely over the Internet.

### **Virtual Learning Time**

The state administrative rule that governs school district standards ([PI 8](#)) was modified to recognize new and emerging methods of delivering instructional programming. PI 8 spurs innovative ways to engage students and teachers outside of the traditional day and place through virtual options for learning. Times may be used on a day when school is canceled, as a planned day, or as a makeup day when a day of school was missed

### **Work Continuity**

Ensure student work covers content that would have been addressed if the school were in session in a brick-and-mortar setting.

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