# Annex 2: Glossary of Technology Terms

**1:1 (one-to-one)** - term used to describe an educational environment where students and teachers each have a device used for learning.

**Active Directory (AD)** - service used for authenticating users on a network and creating a directory structure for users, policies and other technical services.

**App store** - software site that offers free or for-purchase applications. Users can buy, download and then install the software on their devices.

**Authentication** - the process in which the device asks for and checks the identity of users (e.g. username and password authenticates users when connecting to a wireless network).

**Bandwidth** – (a.k.a. internet speed) - measurement of available or consumed data resources measured in bits per second (e.g. mbps, kbps).

**BYOD (Bring Your Own Device)** - a device implementation structure where users bring their own personal device to work or school.

**Cloud computing** - using the internet to store, manage and/or process data rather than on a local computer or server.

**Cloud storage** - digital file folders or drives on the internet which allow users to store and/or download files from any device, as long as they have access to the internet.

**CBT (Computer Based Training)** - training resources or videos available online or through media links.

**Digital citizenship** - the norms of appropriate, responsible behavior with regard to technology use.

**Digital literacy** - the ability to effectively and critically navigate, evaluate and create information using a variety of digital technologies

**Digital literacy coach** - specialist who supports and coaches staff in integrating technology in their classes

**Document cameras** - small cameras connected to projectors in order to display live images of 3D objects, documents and other items.

**End-users** - a computer user; a term often used on "End User Licensing Agreements (EULA)" which is an agreement between a software company and its customers.

**File sharing** - making files available for others to view and review. "Share" features on most of cloud apps usually have three options: public sharing, private sharing and edit or read-only sharing.

**GAFE (Google Apps For Education)** - a collection of online cloud applications tailored specifically for schools. Accounts are managed by the school district (not by Google) and void of advertisements. GAFE includes Google Drive, Gmail, Google Calendar, and Google Sites.

**HDMI (High Definition Multimedia Interface)** - a compact audio/video interface that can support full HD (high definition) resolution with best performing audio.

**interactive whiteboard** – a large interactive display that connects to a computer or other device. A projector projects the computer's desktop onto the board's surface where users control the computer using a finger, pen, stylus, or other device.

**ISTE (International Society of Technology in Education)** standards - widely recognized and adopted worldwide standards for leading, teaching, and learning in the digital age.

**Library Management System** - software used to organize, communicate and keep track of library resources.

**MAP (Measures of Academic Progress) testing** - an computerized adaptive test programmed to measure students' skill levels.

**MOODLE (Modular Object-Oriented Dynamic Learning Environment)** - a software e-learning platform that helps educators create online courses that facilitate interaction and collaboration.

**Network** - a connection between two or more devices. A local network is a private environment only accessible by users granted access by a network administrator. A public network is available to all users, such as the internet.

**OS (Operating System)** - software that manages computer hardware resources and provides common services for computer programs (e.g. MacOSX Mavericks and Windows 8.1).

**Project-Based Learning** – long-term, interdisciplinary learning activities in which students often organize, manage and present their own work.

**Responsible Use Policy (RUP)** - a set of rules for network, website, or service users that provides monitoring guidelines.

**Search engine** - a software system designed to search for information on the internet (e.g. Google, as in "Just Google it").

**Server** – a system that responds to computer network requests (e.g. file servers store files; print servers manage network printers).

**Social media** - social interaction that allows users to create, share or exchange information and ideas in virtual communities and networks (e.g. Facebook, Twitter, YouTube and Instagram).

**Streaming audio/video** - playing a sound file or a video over the internet

**Student Management System** - software application for schools used to manage student data (e.g. SIMS, SERCO, Skyward)

**Summative assessment** – evaluation of student learning, academic achievement, and skill acquisition at the end of a defined instructional period

**Support / help desk** - a resource to support end users with information about products and services; provides technical guidance and troubleshoots for problems

**"Sync across devices"** –synchronizing files and settings across multiple devices for convenience and mobility by using a single access account (e.g. Dropbox).

**Technology integration** - the use of technology in general content areas in education so that learners apply technology and computer skills to learning and problem-solving.

**Updating** - patching installed apps/software on computers and mobile devices with its latest version. This fixes bugs, improves features and often re-designs the interface.

**Upload** - the process of sending files over a network or to the internet.

**URL** - Uniform Resource Locator- the "web address"; found on the top navigation bar of a browser (e.g. http://www.google.com).

**USB (Universal Serial Bus)** - a standard connection for computer peripherals (such as mouse, keyboard, printers) used to communicate and to supply electric power.

**SVGA/VGA (Video Graphics Array) Port / VGA Cable** - an analog input/output that can be seen between an input devices (e.g. computers and notebooks) and output devices (e.g. LED TV's or projectors).

**Virtual** – accessed, stored, or carried out by means of a computer, especially over a network; not physically existing.

**Web-based applications** - apps that can run on a web browser (e.g. Skyward; Google apps)

**Web browser** - an app or a software used to load local or internet websites (e.g. Internet Explorer, Google Chrome, Mozilla Firefox, Safari).

**WAP**- Wireless Access Points - small devices that transmit/broadcast wireless signals to other devices; responsible for ensuring all devices have proper IP and connectivity to the internet.