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Adaptive learning systems: Adaptive learning systems are designed to adjust online instruction, digital content, assessments, and feedback to the user engaging in the system.

Anytime, anywhere learning: Leveraging technology and various learning modalities to ensure all learners have access to unlimited opportunities to learn anytime and anywhere.

Asynchronous learning: Asynchronous learning expands the learning experience to allow online learning to happen on a student's own time and when they need it—through accessing digital content, online courses, social networking tools, blogs, discussion conversations, and more.

Authentic learning: An instructional method focused on connecting a student's learning experience to real-world problems, issues, and applications.

Blended learning: The term blended learning is generally applied to the practice of using both online and in-person learning experiences when teaching students. In a blended-learning course, for example, students might attend a class taught by a teacher in a traditional classroom setting, while also independently completing online components of the course outside of the classroom. In this case, in-class time may be either replaced or supplemented by online learning experiences, and students would learn about the same topics online as they do in class—i.e., the online and in-person learning experiences would parallel and complement one another. (http://edglossary.org/blended-learning/)

Bring Your Own Device (BYOD): The practice of permitting (and encouraging!) students and staff to use their own laptops, smartphones, tablets, or other personal devices to support learning in school.

Carnegie unit: The Carnegie unit is a system developed in the late nineteenth and early twentieth centuries that bases the awarding of academic credit on how much time students spend in direct contact with a classroom teacher. The standard Carnegie unit is defined as 120 hours of contact time with an instructor over the course of an academic year. (http://edglossary.org/carnegie-unit/)

Cloud-based solutions: Cloud computing relies on storing and sharing computing resources over the Internet as opposed to having local servers host the data and information.

Competency-based education transcript: These transcripts show competencies that students have mastered and what they can do. (For example: "Compose academic essays in various rhetorical styles.") To pass a course or graduate in a competency-based system, students often must demonstrate mastery in all competencies through analysis or application of the subject matter.

Competency-based gradebook: A competency-based gradebook tracks and manages student demonstration of competencies, rather than tracking the accumulation of credits based on seat time, which allows for multiple types of assessments. A competency-based report card show things students can do versus which standards are met. While similar in many ways to standards-based gradebooks, there may be points of distinction around assessments, report cards, and how seat time is managed, depending on the product.

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Competency-based learning: Transitioning away from seat time in favor of a structure that creates flexibility and allows students to progress as they demonstrate mastery of academic content regardless of time, place, or pace of learning. Competency-based strategies provide flexibility in the way that credit can be earned or awarded, and provide students with personalized learning opportunities. These strategies include online and blended learning, dual enrollment and early college high schools, project-based and community-based learning, and credit recovery, among others. This type of learning leads to better student engagement because the content is relevant to each student and tailored to their unique needs. It also leads to better student outcomes because the pace of learning is customized to each student. (http://www.ed.gov/oii-news/competency-based-learning-or-personalized-learning)

Content Management System (CMS): A CMS is a software platform that allows users to publish, edit, organize, share, and modify digital content to create learning experiences for students and/or to support professional learning.

Data integration software: Data integration involves combining data from several disparate sources, which are stored using various technologies and provide a unified view of the data. (http://www.dataintegration.info/data-integration)

Digital citizenship: Norms of behavior with regard to technology use, including the practice of etiquette, ethical, and legal online behavior. (http://www.inacol.org/cms/wp-content/uploads/2013/04/iNACOL_DefinitionsProject.pdf)

Digital learning: The use of electronic media, information, and communication technologies in education. Digital learning is broadly inclusive of all forms of educational technology in teaching and learning.

Electronic gradebook: An electronic gradebook is a teacher's online record of their students' assignments, progress, and grades.

E-portfolio: An educational e-portfolio is a student's digital collection of artifacts, which demonstrate their learning—by showing what they have accomplished and can do.

Family Educational Rights and Privacy Act (FERPA): The FERPA (20 U.S.C. § 1232g; 34 CFR Part 99) is a federal law that protects the privacy of student education records. The law applies to all schools that receive funds under an applicable program of the U.S. Department of Education. FERPA gives parents certain rights with respect to their children's education records. These rights transfer to the student when he or she reaches the age of 18 or attends a school beyond the high school level. Students to whom the rights have transferred are "eligible students." (http://www.ed.gov/policy/gen/guid/fpco/ferpa/index.html)

Formative assessment: Formative assessment refers to a wide variety of methods that teachers use to conduct in-process evaluations of student comprehension, learning needs, and academic progress during a lesson, unit, or course. Formative assessments help teachers identify concepts that students are struggling to understand, skills they are having difficulty acquiring, or learning standards they have not yet achieved so that adjustments can be made to lessons, instructional techniques, and academic support. (http://edglossary.org/formative-assessment/)

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Learning Management System (LMS): A LMS is a software application for the administration, documentation, tracking, reporting, and delivery of online education courses.

Learning pathways: When used in the singular, learning pathway refers to the specific courses, academic programs, and learning experiences that individual students complete as they progress in their education toward graduation. In its plural form, the term learning pathways—or any of its common synonyms, such as multiple pathways or personalized pathways—typically refers to the various courses, programs, and learning opportunities offered by schools, community organizations, or local businesses that allow students to earn academic credit and satisfy graduation requirements. (http://edglossary.org/learning-pathway/)

Middle Mile hubs: Middle Mile refers to a list of interconnection points of facilities in each state that provides connectivity between (a) a service provider's network elements (or segments) or (b) between a service provider's network and another provider's network, including the Internet backbone. Collectively, (a) and (b) are middle mile and backbone interconnection points. Middle Mile and backbone interconnection points typically enable relatively fast data rates, are built to handle substantial capacities, and may be service-quality assured. (http://www.broadbandmap.gov/about/technical-overview/assembling-the-data)

Open Education Resource (OER): OERs are free and open resources available online for building and supporting learning experiences.

Open-source platforms: Software programs or platforms that can be used free-of-charge and whose source code can often be modified or distributed for use.

Performance assessment: Performance assessment, also known as alternative or authentic assessment, is a form of testing that requires students to perform a task rather than select an answer from a ready-made list. For example, a student may be asked to explain historical events, generate scientific hypotheses, solve math problems, converse in a foreign language, or conduct research on an assigned topic. Experienced raters—either teachers or other trained staff—then judge the quality of the student's work based on an agreed-upon set of criteria. This new form of assessment is most widely used to directly assess writing ability based on text produced by students under test instructions. (https://www2.ed.gov/pubs/OR/ConsumerGuides/perfasse.html)

Personalized learning: The term personalized learning, or personalization, is used in reference to a diverse 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. (http://edglossary.org/personalized-learning/)

Project-based learning: Project-based learning refers to any programmatic or instructional approach that utilizes multifaceted projects as a central organizing strategy for educating students. When engaged in project-based learning, students will typically be assigned a project or series of projects that require them to use diverse skills—such as researching, writing, interviewing, collaborating, or public speaking—to produce various work products, such as research papers, scientific studies, public-policy proposals, multimedia presentations, video documentaries, art installations, or musical and theatrical

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performances, for example. Unlike many tests, homework assignments, and other more traditional forms of academic coursework, the execution and completion of a project may take several weeks or months, or it may even unfold over the course of a semester or year. (http://edglossary.org/project-based-learning/)

Proprietary content: Proprietary content is privately owned content, which may be protected by trademark or copyright and require permission to use.

Standards-based personalized learning plans: Learners are able to tailor the pedagogy, curriculum, and learning environments around accepted national, state, or local standards. Technology is typically used to facilitate the learning environment.

Student Information System (SIS): A SIS is a software application for education establishments to manage student data. Also known as Student Information Management System (SIMS), Student Records System (SRS), Student Management System (SMS), Campus Management System (CMS) or School Management System (SMS).

Summative assessment: Summative assessments are used to evaluate student learning, skill acquisition, and academic achievement at the conclusion of a defined instructional period—typically at the end of a project, unit, course, semester, program, or school year. (http://edglossary.org/summative-assessment/)

Synchronous learning: Online learning in which the participants interact at the same time and in the same space. (http://www.inacol.org/cms/wp-content/uploads/2013/04/iNACOL_DefinitionsProject.pdf)

Virtual courses: Education in which instruction and content are delivered primarily over the Internet. (http://www.inacol.org/cms/wp-content/uploads/2013/04/iNACOL_DefinitionsProject.pdf)