

Modern New Zealand Learning Practice: glossary



Foreword

Our children and young people are growing up in a rapidly changing world in which they will face increasingly complex challenges, as well as exciting opportunities.

Teachers, leaders, trustees and managers are starting to rethink learning for a globalised world. In doing so, many New Zealand schools are leading the way in innovative teaching practices, systems, spaces and technology. The way our schools look and feel is starting to change and it can be difficult for parents, families and whānau to know what it means for their child.

I expect parents, families and whānau to be able to know good practice when they see it, to not be put off or confused by the jargon, and to know what to demand and expect on behalf of their children.

The Modern New Zealand Learning Glossary pulls together terms that are often used and heard in effective learning environments but not necessarily well understood by all. The glossary is the first step in helping to demystify modern learning practice and environments. As a starting point, the glossary provides a consistency of language in what is a complex, flexible and fluid space. It complements the changes happening across the education system and will create a greater awareness of best practice.

I know this will be a useful tool as we continue to make the necessary changes to better equip our learners for the future.



Hon Hekia Parata
Minister of Education

Introduction

Modern New Zealand Learning Practice

Many New Zealand schools are adapting their pedagogy, systems, environments, use of digital technology, and how they collaborate with other schools in order to meet the needs of modern students. This is Modern New Zealand Learning Practice (MLP). It is current best practice. It is helping students to become confident, connected, actively involved, life-long learners who are able to seize the opportunities offered by new knowledge and technologies to secure a sustainable social, cultural, economic, and environmental future for our country. (*The New Zealand Curriculum*, page 8)

MLP changes the ways students engage with their learning, how they learn and what they learn. With these changes come a variety of new terms. Some terms are plain jargon, some describe teaching strategies, and some the tools being used. This glossary is designed to promote a shared understanding of those terms currently used in Modern New Zealand Learning Practice, across all education agencies, educators, parents and whānau, and students.

Building on excellence

Students are growing up in a digital world. They learn and make use of technology in ways most adults cannot keep up with. Young people today are far more connected, and connected more widely, than their parents' generation was able to be. They live in the Knowledge Age where they still need to know things but also increasingly have to make sense of the vast amounts of information available online. Students need to be able to locate, access and critique information, use it to make new knowledge and then communicate that to others.

Our students enter a world beyond school that is rapidly changing. New Zealand Schools are responding to the need to develop the whole learner to enable students to gain essential qualifications while also developing the attributes that will equip them to thrive in such a world. The principles, values and key competencies that students should develop are outlined in *The New Zealand Curriculum*.

Feedback request

In this initial format, feedback is sought from stakeholders about:

- The usefulness of the glossary
- Agreement with the definitions of terms
- The completeness of the glossary. Are there other terms that could be included?
- The final format

The intention is to have a format published online on ERO's website that will be accessible to the public. It will include hyperlinks to reference material or websites and be updated periodically.

For parents, the language will be revised and ERO is exploring ways of integrating the glossary into a multi-media resource, taking parents on a child's journey through MLP as experienced from ECE through to when they finish high school.

Feedback would be appreciated by March 30, 2016.

Modern New Zealand Learning Practice: glossary

Word	Definition	Related terms
Acceleration	When a student makes more than one year's progress in a year. A student's performance is lifted faster than normal as a result of focused teaching. This is done to 'catch up' to expected achievement levels. The aim is to have all students on a pathway to achieve at or above National Standard by the end of Year 8, or an appropriate qualification in the secondary context. Similar terms may be used with the same meaning. E.g accelerated learning, and accelerated progress.	
Access	Refers to opportunities to use devices, infrastructure, and the environment, to get learning material online, to tap into experts, reach a range of viewpoints, new knowledge, each other's learning, and advice and guidance.	Devices, Environment, Infrastructure, Online
Accessibility	A result of access, including the availability and presence of teachers and students online. Managing expectations of accessibility is essential in a school and includes considering student and teacher health and well being, and how that is being modelled. Schools should consider balancing between 24:7 accessibility and reasonable expectations. For example: Is it reasonable to expect staff to respond to online inquiries at night? Is it acceptable for students to submit assignments at 11.59pm on the day they are due? It's also important to respond to any concerns of parents if they believe their students are online too much. If students have access to devices all day, should there be a time restriction on their use at intervals?	Devices

Word	Definition	Related terms
Active learning	Students are involved in the learning, working on activities that help them to learn, not just sitting 'receiving' wisdom. Such activities might include discussions, working collaboratively on a project, designing a presentation to share findings or performing an experiment. Students may also play a significant role in deciding topics of interest to study and determining the objectives of the learning. When students are actively involved in their learning, they tend to develop more self-management skills than if they were learning passively.	Collaboration, Passive
Adaptable	Adaptable processes are processes, including pedagogy, that can respond to students' culture, diversity, interest, strengths and needs. Adaptable learning situation accommodates changing and emerging patterns and contexts. Adaptable spaces are spaces that can be used in different ways, suiting the learning needs at the time. In the simplest way it can mean just rearranging the furniture in a classroom to allow for group work.	Pedagogy, Flexible space, Diversity
Adaptive capacity	The ability to apply knowledge, resources and skills to different situations and contexts for learning.	
Adaptive devices	Devices that can be used in a range of situations and for a range of purposes to help students learn.	Devices
Adaptive expertise	The ability to respond flexibly in complex contexts, recognising when particular rules or principles do not apply (Timperley 2013) and use the appropriate/alternative response. It is about developing students' expertise (and mindset) to be able to choose the right learning strategy for each learning situation.	Mindset, Flexible

Word	Definition	Related terms
Agency	<p>When referring to a student it is about the student's knowledge and capacity:</p> <ul style="list-style-type: none"> -to act and make a difference -to have choices and the ability to act on those choices -to direct learning and take responsibility for their own learning -to empower self learning -to contribute to the learning of others and how their learning community operates -understanding the process of how they learn and how to unlearn. 	Unlearn
Agentic Learning	Learning that guides and encourages students to seek feedback, learn from their mistakes, and to take responsibility for their own learning. It is about the student being a partner in the learning instead of just receiving knowledge from the teacher.	Agency
Agility	In the context of education, it is the ability and disposition to respond to changing students' needs - both at the system level and in teaching.	Disposition
Ako	A teaching and learning relationship "where the child is both teacher and learner" (Pere, 1982) and the educator is also learning from the student in a two-way process.	Reciprocal learning
Analysing and synthesising	Analysing and synthesising is a creative process that can enable readers to fully explore the texts they read and the ideas and information in them. As they analyse and synthesise, readers identify ideas, information, or features in a text, reflect on these in relation to their existing knowledge and cultural values (or to ideas from other texts), and form conclusions, interpreting the text's meaning by drawing ideas together. Readers take apart a text they have read, examine it from their own viewpoint, and put the information back together again to create a new web of knowledge.	

Word	Definition	Related terms
Anywhere / anytime learning	Learning that can occur anywhere, way or time within or beyond the scope of the classroom or learning activity. This promotes the use of ICT. It usually enhances students taking more responsibility for their learning. (Sometimes referred to as Ubiquitous learning) Most schools set procedures around the expectations -about how available and how quickly teachers are expected to respond and -for teachers to model managing this E.g. sending material or responses to students at a time they can manage and doesn't interfere with a good night's sleep.	Accessibility, ICT, Ubiquitous learning
Apple	A major technology company who produce many technology services and products including iPhone, iPads, Ipadtouch, iWatches and Mac laptops and computers.	
Applications - Apps	Self-contained programs or pieces of software designed to fulfill a particular purpose. Represented by a small icon on your device that you click on to open the program. E.g. a camera representing the iMovie app	Digital, Online, Game-based
Asynchronous learning	Various forms of digital and online learning in which students learn from prerecorded instructions such as video lessons or game-based learning tasks. The learning is not delivered in person or in real time. Students do not all work on the material at the same time. They work on their own, when it suits them. E.g. Accessing learning material on a Learning Management System.	Learning Management System
Augmented learning	Learning that is extended, enriched and challenged to build knowledge and understanding.	
Authentic	Real - something students can relate to.	
Authentic assessment	Evaluating how well a student is progressing using real contexts for learning with flexibility in how and when each student is assessed.	Collaboratively 'real-life' contexts

Word	Definition	Related terms
Authentic learning	Learning opportunities that enable students to solve challenging problems in 'real- life' contexts. These can be in or across any learning area and often involves students working collaboratively. Eg instead of applying the formulae for areas and volumes to shapes drawn in a book, students might have to calculate how much paint they would need to paint a kennel they are designing or building. Learning done when it means something tends to 'stick' better.	ICT, Ubiquitous learning
Avatar	An icon or figure used to represent particular person in a computer game, Internet forum etc. E.g. the non-digital equivalent would be the playing pieces in a game of Monopoly - each one is a different player.	
Awhi	To help or support someone.	
Bandwidth	The information carrying capacity of a communication channel, including the speed in which data is received and accessed.	Data
Barcode	This is data that has been converted into a form that a machine can read. Typically this is the line of stripes you see on goods, for example a packet of biscuits. The barcode is scanned at the checkout to identify the goods and their price.	
Big data	Small sets of data that are aggregated across large sample sets. E.g. the achievement data for each class in the school collected together to show the overall achievement for the school.	Data
Blended learning	Learning that occurs when at least part of the content and instruction is delivered via digital and online media. Learning will also occur in other ways, including with the teacher in person. Students have some control over time, place, path, or pace of their learning.	Online, Digital

Word	Definition	Related terms
Blog	An online communication where people submit (post) ideas. Others may feed into an idea exchange.	Online
Bookmark	Equivalent to a 'bookmark' in a hard copy book. A link to a webpage is stored in a browser for quick and easy retrieval.	Browser, Webpage
Bookmarking	Saving the address of a website or item of content you wish to easily access again, just like saving a page.	Website
Break out areas/spaces	Spaces apart from the main body of the room where students can go to work on their own, or in small groups.	Spaces
Browser	A software application for retrieving, presenting, and traversing information resources on the World Wide Web (www). Eg. Google, Safari, Internet Explorer (IE)	Application, Software, World Wide Web, www
BYOD/BYOT	Bring your own device/technology. Refers to the practice of permitting or asking students to bring their own mobile devices (laptops, tablets, and smart phones) to school, and to use those devices to support, research, and to record and present their learning. They will usually be allowed to log onto the school network using their device.	Devices, Network, Tablets
C3B4Me	Speak to 3 others to sort out ideas and build understanding before seeing the teacher for help.	
Campsite	A physical space where groups are called together to share and discuss information, often informally.	
Caves	A space for individual study, reflection, quiet reading and creative flow.	

Word	Definition	Related terms
Chromebooks	Laptops that use the Chrome Operating System (OS). These work with Google applications E.g. Google docs. Material is stored in and accessed from the Cloud. Typically chromebooks are smaller laptops than the ones that store material in their own memory.	Applications, Operating System (OS), Google, Cloud,
Cloud computing	A virtual storage space that allows data to be accessed from anywhere, rather than being tied to a particular device. Also, commonly known as "the cloud."	Data, Virtual, Device
Co-assessment	A collaborative approach to assessment where the assessor and assesses work together to mark a piece of work. This can be done by the teacher, peer(s) or even parents.	Collaboration
Co-constructed curriculum	Co-construction of the curriculum refers to a partnership between teachers, students and, on occasions, parents to develop a curriculum that really engages and extends the students in their class or group. It would still meet the requirements of the NZ Curriculum, but uses authentic contexts for the students.	Authentic contexts
Co-constructed learning	This occurs when children and/or teachers construct meaning and knowledge about the world together. Co-construction of learning deepens relationships and understanding between all learning partners.	
Co-teaching	A model that emphasises collaboration and communication among all members of a team of teachers where they take collective responsibility for their group of learners. Typically the team would explore data about student achievement and learning behaviours, and plan the best response to meet the needs of all students. The response would typically involve different activities for different students.	

Word	Definition	Related terms
Coaching	A one-to-one conversation focused on improving performance through questioning, active listening and appropriate challenge in a supportive and encouraging climate. Coaching is about focusing on a desired performance outcome E.g. Coaching a student to confidently deliver a speech.	Mentoring
Code	The set of instructions that make a computer program run and makes it possible for us to create computer software and application websites. Your browser, your operating system, the applications on your phone and Facebook are all made with codes.	Coding, Application, Website, Browser, Operating system, Facebook
Coding	Writing the instructions that make a program work. Learning to code enables pupils to learn the step-by-step commands to make websites, games and apps. At the moment coding is optional in NZ schools.	Applications, Code, Operating system, Software, Website
Cognitive science	The study of the mind and how it works. Modern cognitive science confirms that the quality of knowledge and understanding is of utmost importance in developing a strong learner rather than just how much knowledge is acquired.	
Cognitive wobble	When you realise you are holding two opposing views and struggle to make sense of that in a deep and challenging way.	
Collaboration	When individuals work together as a team on a problem, project or goal in an organised way, where they learn from and facilitate the learning of others. It is more than just cooperating. Collaborative learning can occur between just two students or within a larger group, and take a variety of forms.	
Collaborative Inquiry	Learners work closely together to enhance their understanding of the world around them. They develop a question, gather and analyse evidence, determine next steps and share their findings and recommendations.	

Word	Definition	Related terms
Computation	A process that follows a clear series of steps to arrive at a result (a calculation). It also refers to the operation of a computer, or a system to work something out. Sometimes used to refer to Computer Science as a subject.	Computational thinking
Computational thinking	Involves a range of skills, based on the nature of computation, that are used to better understand and solve problems. It includes some important skills that are developed across the curriculum, like creativity, ability to explain and team work. It also consists of some very specific problem solving skills such as the ability to think logically. It further includes understanding how people behave in different situations.	Computation
Concept Mapping	Concept maps are tools for organising and representing knowledge. They may be any sort of diagram that shows the relationships between concepts or ideas. Often the relationships might be shown as circles interconnecting or linked by connecting lines and linking words.	
Concurrent	Referring to classes - running at the same time.	
Connected learning	In NZ, this refers to learning made possible as a result of integrating technology with learning, to get the best results for the school's students and community. The connections made can be both local and global. In some cases, connected learning refers to modern learning where the contexts for learning focus on social equity.	Dispositions, Inquiry, Collaboration
Connectedness	Is about how connected people are to others outside of the classroom. Connectedness increases dramatically with good use of digital technology.	

Word	Definition	Related terms
Constructivism	Constructivism explains how people might acquire knowledge and learning. The theory suggests that people make sense of the world around them and accumulate knowledge, building on their own experiences. This acquisition of knowledge may not always be accurate.	
Cooperative learning	A way of learning in which students work together to help each other, while the teacher acts as a guide or facilitator. Generally the level of organisation in cooperative learning is not so structured as in collaboration. This method also reinforces a student's own learning as well as the learning of their fellow group members, together with developing social skills.	
Creative commons	An organisation that has set up an alternative to copyright. It fills the gap between full copyright in which no use of material is allowed without permission, and public domain where no permission is needed. Usually, a Creative Commons license allows people to use the work and share it legally as long as it is not for commercial gain.	
Critical thinking	The ability to think clearly and rationally about what to do or what to believe. It includes the ability to engage in reflective and independent thinking. Someone with critical thinking skills is able to understand the logical connections between ideas and determine how reliable a source of information is.	
Crowd Sourcing	The process of getting funding for work, usually online, from a crowd of people.	Online



Word	Definition	Related terms
Cultural Capital	Refers to the ideas and knowledge that people draw upon as they participate in social life. Everything from rules of etiquette to being able to speak and write effectively can be considered cultural capital. Cultural capital is not linked to income, net worth, or any financial measure. Teachers respect and draw on student cultural capital to encourage engagement in learning.	
Cybersafety	The ability to act in a safe and responsible manner on the internet and in other connected environments. For schools, cybersafety is about maintaining a positive approach to the many benefits brought by technologies and teaching students to identify and manage the risks associated with ICT.	Connected, Internet, ICT
Dashboard	In information technology, a dashboard is similar to a car's dashboard, as it organises and presents information in a diagrammatic way that is easy to read. A computer dashboard may be interactive.	Interactive
Data	Information that has been turned into a form that is more convenient to move or process. For a class, the data could include assessment records, attendance information or portfolio entries. In the context of computers, data is information in a digital format that can be processed by a computer. Data can be downloaded and shared to other computers or the web. Many internet plans allow only a set quantity of data to be moved in or out of a computer each month. The byte is a unit of computer data.	Big data, Digital, Download, Internet

Word	Definition	Related terms
Data-driven decision making DDDM	An approach that values decisions backed up with data that can be verified. Data analysis provides a snapshot of what students know, what they should know, and what can be done to meet their academic needs. With appropriate analysis and interpretation of data, educators can make informed decisions that positively affect student outcomes.	Data
DDDM	See Data-driven decision making.	Data-driven decision making
Deep learning	In classrooms where deeper learning is the focus, learners will apply what they have learned in one subject area or context to newly encountered situations in another. They can see how their learning relates to real life. Deep learning entails a sustained, substantial, and positive influence on the way students act, think, or feel.	
Deep learning tasks	Teaching focuses on the process of learning, developing students' ability to lead their own learning and to do things with their learning. Teachers are partners with students in deep learning tasks characterised by exploration, connectedness and broader, real-world purposes.	
Democratic education	Is an educational ideal in which democracy is both a goal and a method of instruction. It brings democratic values to education and can include self-determination within a community of equals, as well as such values as justice, respect and trust.	
Deprivatised practice	Transparent, collaborative way of teachers working and planning together. Teachers invite and value conversations, inquiry, and collaborative analysis of the everyday patterns of their practice. There are no 'closed doors'.	Inquiry, Collaborative
Device	Term used to describe a digital technology such as an iPad, smart phone, tablet, laptop, Chrome book.	Digital

Word	Definition	Related terms
Diagnostic testing	Assessment which allows the teacher to identify the specific learning strengths and needs of an individual. The results are then used to plan activities to enable the student to be extended as a learner.	
Didactic	Didactic refers to a style of teaching that is more like a lecture, a more 'traditional' transmission of information. It means that students are instructed rather than actively participating in the learning.	Active learning
Differentiation	A teacher provides different learning activities for different parts of their class. These will be designed to meet students' learning needs, strengths and interests. Typically students will have some 'must do' activities and some 'can do' ones. Students will be given a choice as to which activity they do from the 'can dos', and sometimes they will be directed to an activity to strengthen a specific aspect of their learning.	'Must dos' and 'Can dos', Personalised learning, Universal Design for Learning, UDL
Differentiated learning	See differentiation	Differentiation
Digital	Anything using a binary code (Code with two values). Digital is used to refer to things which, at the very basic level, use the binary code. E.g. a digital device could be a computer, phone etc. If a course 'goes digital' then it is using the online tools to organise the course material, often making access and collaboration for students and teachers easier.	Online, Collaboration
Digital citizen	Someone who is confident and capable using ICT in a variety of activities. They do so with integrity, demonstrating critical thinking skills, recognising and manages the challenges in the digital world. They are ethical, developing positive, respectful relationships with others online.	Cyberspace, ICT, Online, Internet
Digitally connected	Being able to communicate and connect to the world wide web.	World wide web www

Word	Definition	Related terms
Digital divide	The gap that exists between those who can and those who cannot, use technology. This technology can include the telephone, television, personal computers and the Internet. Sometimes the divide is result of issues with access to the internet or devices.	Access, Devices
Digital fluency	The ability to find, organise, understand, evaluate and analyse information using digital technologies. Learners use the right technologies effectively to achieve the outcomes they want. (Some people use this term 'digital fluency' interchangeably with 'digital literacy')	Digital literacy, Digital technology
Digital footprint	Is all the information you leave behind as you use the Internet. Comments on social media, Skype calls, app use and email records all form part of your online history and can potentially be seen by other people, or tracked in a database - even if you think you have erased them. Making students aware of the potential impact of their digital footprint is an important part of their learning to manage their cybersafety.	Online, Social media, Internet, Skype, Cybersafety
Digital immigrants	Someone who has adopted digital technology as an addition to their usual ways of working. Many teachers are digital immigrants and often there will be students in their class who are more familiar with software and what their devices can do than they are.	Digital technology, Devices, Software
Digital learning	Digital learning is when opportunities for students to learn are provided online E.g. by sharing links, websites, video conferences or Google docs. Learning can be through collaboration, producing material, participating and contributing to discussions and decision making.	Online, Website, Google docs, Collaboration

Word	Definition	Related terms
Digital Learning Objects DLOs	Digital resources used with an educational purpose in mind. Students might use DLOs in class, face-to-face, online or in blended learning. Digital resources for example for example a camera, photographs online, a text, slideshows, podcasts, videos of lectures, TED talks, games or simulations.	Blended learning, Face-to-face, Online, TED talks, Podcast
Digital literacy	The ability to use digital technologies to learn, work and play. Learners know how to use the technologies but not necessarily in effective ways. (Some people use 'digital literacy' interchangeably with 'digital fluency'.)	Digital fluency, Digital technology
Digital natives	Someone who has grown up immersed in using technology like the Internet, computers and mobile device in all aspects of life.	
Digital technology	Is all the technology that relies on the binary code to represent words and numbers.	Digital, code
Discovery Learning	A method of inquiry-based, constructivist approach used to solve problems. The learner draws on their own past experiences and existing knowledge to discover facts and relationships and new learning. Students interact with the world by exploring and manipulating objects, wrestling with questions and controversies, or performing experiments.	Constructivism, Inquiry-based learning
Dispositions	Tendencies, attitudes or habits that you have. E.g. You can have the disposition to work through a task, even if you find it hard.	

Word	Definition	Related terms
Diversity	Diversity in a student population is about all the differences in the population. These differences can include race, ethnicity, gender, sexual orientation, socio-economic status, age, physical abilities, having English as a second language, ways of thinking, learning strengths and needs, religious beliefs, political beliefs, or other ideologies. Responding to diversity means understanding that each individual is unique, and accepting and respecting the differences. It is about understanding each other and moving beyond simple tolerance to embracing and celebrating the rich dimensions of diversity in a safe, positive, and nurturing environment.	
DLOs	See Digital learning objects	Digital learning objects
Download	This is transferring a file from one computer system to another, usually smaller, one. E.g. You might download music from the internet to listen to on your phone.	Download
Dropbox	Dropbox is a service that offers a limited amount of free storage as one of its services. Dropbox allows users to store material in the cloud and that material can be accessed from any computer or device.	Cloud, Device
E-Learning	E-Learning (Electronic Learning) is learning that is facilitated and supported through the use of digital technologies. It covers a spectrum of activities from supported learning, face-to-face teaching in conjunction with e-learning, known as blended learning, to learning entirely online. It can be self paced and can occur in or out of the classroom or at home.	Blended learning, Digital



Word	Definition	Related terms
E4E	Education for Enterprise. The Ministry of Education defines Education for Enterprise as ' <i>a teaching and learning process directed towards developing in young people those skills, competencies, understandings, and attributes which equip them to be innovative, and to identify, create, initiate, and successfully manage personal, community, business, and work opportunities, including working for themselves</i> '. Students have opportunities to engage with local businesses and the community on a real project, where they learn to be entrepreneurial and to take calculated risks.	
e-book	An electronic version of a traditional printed book that can be downloaded from the Internet and read on a computer or handheld device.	Internet
e-portfolio	An e-portfolio is a way for students to record their work, goals, and achievements, reflect on their learning, share their learning and receive feedback and feedforward. It allows students to represent information in different formats and, depending on the software, take the information with them from their Early Childhood Centre and between schools.	
Effect size	Effect Size is a way of quantifying the effectiveness of a particular intervention. It allows us to move beyond the simple 'Does it work or not?' to the far more sophisticated, 'How well does it work in a range of contexts?' Effect size emphasises the size of the difference made and is generally measured from 0 upwards, where 0 means there is no effect whatsoever. E.g.Hattie shows that Acceleration strategies can have an effect size = 0.88, Teacher-student relationships (learning relationships) have an effect size = 0.72 while in-class grouping has an effect size = 0.16, similar to programmed instruction = 0.18.	

Word	Definition	Related terms
EFS	Education for Sustainability is about learning to think and act in ways that will safeguard the future wellbeing of people and our planet.	
Enduring Understandings	Enduring understandings are statements summarising important ideas and core processes that are central to a discipline and have lasting value beyond the classroom. They synthesise what students should understand—not just know or do—as a result of studying a particular content area.	
Engagement	When students are engaged in their learning they see the relevance of it, it is of interest to them and they want to follow through to improve their understanding, knowledge and skills. Often they will also want to share what they have learned.	
Engaging content	Curriculum material that excites and motivates students to learn. Most usually this will be authentic learning. In some cases, students will negotiate the curriculum content with the teacher. The teacher will still have a planned learning outcome to be achieved, how the student(s) gets there is the negotiated part.	Authentic
Equity in education	Educational equity is fairness of opportunity, success and learning. Addressing equity issues means identifying and focusing on those students who, for whatever reason, are not succeeding and doing what you can to help them achieve.	
Ethical decision making	Refers to the process of evaluating and choosing among alternatives in a manner consistent with agreed values. It's about making good choices that promote excellence and equity.	
Evaluation	A process that focuses on the worth and value of what we're doing. It seeks answers to questions such as "What is the impact?" "How good is this?" "Is it good enough?"	

Word	Definition	Related terms
Experiential learning	The process of learning through experience, characterised by the learning that occurs as a result of actively reflecting on the experience. This is the opposite of rote or didactic learning in which the learner plays a comparatively passive role.	Didactic, Passive
Exploration	The action of examining an unfamiliar area. Synonyms include investigation, study, research, search, inspection, probe, enquiry, scrutiny.	
Expansive education	An approach to teaching and learning that develops life-long learners. It is based on the understanding that intelligence is not fixed and that teachers can raise expectations for all learners by developing better thinking and learning. Success is about more than just exam results. It about young people being able to thrive in the real world as well as achieving outstanding results. It moves beyond the school gate to actively engage parents and employers. Teachers are researchers of their own professional practice, and model the dispositions they want in learners.	Disposition
Expressive outcomes	The consequences of curriculum activities that are intentionally planned to provide rich experiences for personal growth. E.g they may refer to outcomes in a curriculum area such as art.	Rich experiences
F2F	Face-to-face learning, where the teacher and student are in the same space, face-to-face.	
Facebook	Facebook (FB) is an online social networking service.	Social networking
Facetime	An Apple app which allows you to make video calls (talk and see who you are talking to in real time). It works between iPhones, iPads, iPad touch and Mac computers.	

Word	Definition	Related terms
Firewall	A firewall is a collection of programs which act as a gateway to a network, only allowing certain things or people to get through. Typically computers have a firewall which recognises and blocks viruses, hackers and spam. What it blocks depends on the security rules set in the programs.	Network, Viruses, Hacker, Spam
File	This is the way information is stored on a computer. A collection of information is called a file. Several files might be stored in a folder - a little like a manual filing system, but in the computer.	Folder
File sharing	When a file is shared to other people so they can view it and usually work on it. E.g. Google docs allows invited people to access and work on the same file, Dropbox allows people to invite others to share their photographs online.	Google, Google docs, Drop box
Flexible	<p>If a school system is flexible it is able to cater to diverse needs of its students. For example - some senior students may benefit by spending one day a week in work placement. A flexible school system will enable that to happen without disadvantaging the student, for example by not missing assessments on the day they are on placement.</p> <p>If the pedagogy (how things are taught) is flexible this means that the teaching in the classroom can respond to the strengths, interests and needs of students. For example, some students like to have concise notes given to them before they can begin to understand concepts whereas others prefer to work through exercises and then develop their own notes or graphic to record the concept. Flexible pedagogy will address these differences.</p>	Diversity, Pedagogy

Word	Definition	Related terms
Flexible learning space (FLS)	Are spaces designed to be multidisciplinary and communal spaces. They can be reconfigured in a number of ways for different learning experiences. This means they provide opportunities for people to work together in a variety of ways.	
FLS	See Flexible learning space	Flexible learning space
Flipped classroom	A way of teaching that reverses the usual practice where subject content is taught in class and students complete homework related to that to develop their understanding. In the flipped model, instructional content is delivered to students, usually online (E.g. short video clips), outside of class time. The lesson time is then used to workshop the material through discussions, working exercises or on projects. This is a form of blended learning as the content students receive is usually digital.	Blended learning, Digital, Workshop
Fluid teaching	Teaching that follows/responds to the students' interests, strengths and needs as they emerge.	
Folder	A storage place in a computer - a folder contains files, in a similar way to regular office filing systems.	File
Formative assessment	A range of formal and informal assessments that takes place as part of the learning process. These assessments are done to inform changes to teaching and learning activities to improve student achievement. It typically involves qualitative feedback (rather than scores) for both student and teacher and focuses on the details of content and performance. While formative assessment is usually undertaken by the teacher, it can also be done by peer and self assessment or co-assessment. It is commonly contrasted with summative assessment which occurs at the end of a learning exercise.	Diagnostic testing, Summative assessment, Co-assessment

Word	Definition	Related terms
Freeware	Software that is available for use at no cost or for an optional fee. Usually the software will have one or more restricted usage rights.	Creative Commons, Software
Future-focused	In the New Zealand Curriculum, this refers to preparing students for the future by exploring issues such as sustainability, citizenship, enterprise and globalisation. It also focuses students on the possibilities for them in the future and the vocational pathways to consider.	Globalisation, Sustainability
Future proof	Is about equipping students with the skills and attributes to help them manage themselves in the future. This is a shift in emphasis beyond just making sure students have the right knowledge/certification as they transition through their formal education. Future-proofing is about preparing students to be the confident, connected, actively involved, lifelong learners we want them to be.	Connected
Future-oriented learners	Students who have the skills to deal with uncertain futures, and are able to see beyond the here and now, and have future-focused goals. They are inquirers, innovative and curious. Confident, connected, actively involved, life-long learners.	Innovative, Inquirers, Connected
Gmail	Google-owned, email service based on the web so can be accessed from any computer or device. It offers some storage and has links to related services.	Device, Web
GAFE	Google Apps For Education	Google, Application
Game-based learning	Games-based Learning (GBL) is using digital gaming as part of the teaching and learning process. (E.g. Minecraft)	Digital, Gaming
Gamification	Gamification is turning the learning process as a whole into a game, E.g. awarding scores, making learning a quest, progress ladders.	

Word	Definition	Related terms
Gatekeeper	Process of controlling access to certain information and opportunities E.g. Limiting progress to more advanced levels of study until earlier levels have been completed.	
Gen application	Next generation network application tailored for network and security platform manufacturers.	Network, Application, Platform
Global citizen	Being a part of a global community, and able to interact with diverse cultures and to contribute to the community.	Diversity, Global community
Global community	People or nations of the world, considered as being closely connected by modern technologies and as being economically, socially and politically interdependent.	
Globalisation	Ongoing process that links people across the world in an exchange of world views, ideas and cultures among other things. Globalisation is increasing as a result of the use of technologies.	
Google	The brand name for a technology company that provides a wide range of internet services, such as Google search engine, gmail, Google docs, and Dropbox.	Internet, Dropbox, gmail, Search engine
Graduate profile	Describes what the school's community identifies as the valued outcomes for students when they leave their school. Often the profile will be developed through consultation with their school community about the values and expectations they share for their children. Some schools may call it the 'vision' for their students.	
Growth Mindset	Having an attitude that, with perseverance and commitment, you can achieve, you are not limited. Those with a growth mindset will take on challenges, learn from setbacks, act positively on feedback and try again. In a growth mindset, your capacity and ability to learn and develop is not fixed or predetermined.	

Word	Definition	Related terms
Guided learning	Specific aspects of students' learning that is normally guided by a teacher working with small groups.	
Hacker	Generally this refers to someone who gains unauthorised access to a computer system or network. This is most often through a weakness in the system.	Network
Hapara	A website where teachers can create activities with learning pathways based on student needs and interests. Teachers can access and share assignments, organise students into groups and track their progress and provide formative feedback to improve ongoing skills development.	
Hapara Desktop	Hapara Dashboard makes Google Apps for Education more useful and usable for teachers to see what is happening digitally for their students.	Applications, Digital, Google
Hard drive	A storage device for digital information in a computer.	Digital
Hardware	Hardware refers to the physical parts of digital devices E.g. computer keyboard, hard drive, memory.	Digital devices, Hard drive, Memory
He kōtuinga ako ā-ipurangi	See Virtual Learning Network (VLN)	Virtual Learning Network
Hidden curriculum	What is learnt is not necessarily what is deliberately taught. It is often a result of unspoken values and principles. E.g. "Everyone can learn maths but girls should be congratulated for a good try" or "Not bad, for a girl" have the hidden suggestion that girls can't really be expected to do well in maths. The hidden curriculum can undermine students' belief in their ability to succeed.	

Word	Definition	Related terms
Horizontal connectedness	Approaches that promote learning across areas of knowledge and essential learning areas as well as to the community and wider world. Students learn how to transfer knowledge to new situations and use it across different contexts.	
Hotspot	A small personal device, such as a phone, that creates a small area of Wi-Fi coverage allowing nearby Wi-Fi devices to connect to the Internet. In other words, the device serves as a link between nearby Wi-Fi devices and a cell phone network. -This term also can refer to a quick piece of learning, most often in maths, where a specific need is revisited before new learning is introduced.	Wifi, Internet, Network
Icon	A simple symbol representing an object, process, or function. Icons are often shortcuts that invite the user to click on onscreen symbols to access files, programmes etc.	
ICT	See Information Communications Technologies	Information Communication Technologies
Identifier	A name, code or address that is unique to an object and so identifies it apart from others.	Code
Individualised learning	Individualised learning is when the teacher plans for learning outcomes specifically aligned to an individual's strengths, interests or needs. This is commonly a part of personalised learning.	Personalised learning
Information communication technologies (ICT)	Are all the technology related devices used to communicate. You will often hear more up-to-date terms like digital devices or LwDT (learning with digital devices.) In some schools this is used to refer to the subject area of computer science.	Digital devices, LwDT

Word	Definition	Related terms
Innovative	Something new and different from what has been before with the intention of improving outcomes.	
Innovative Learning Environment 1 (ILE) OECD definition	The complete physical, social and pedagogical context in which learning is intended to occur. Having the right property and flexible learning spaces (FLS) in particular is only one part of creating an ILE.	Flexible learning spaces, Modern Learning Environment, Student agency, Pedagogy
Innovative Learning Environment 2 (MoE practice tends to equate ILE with FLS, although they adopt the OECD statement of ILE)	Modern learning environments and Innovative learning environments are terms used to describe flexible learning spaces, furniture and equipment where teaching and learning can be done differently. They have been designed to support modern learning practices, where student agency is enacted. However, they may not necessarily be used effectively to achieve this.	Flexible learning spaces, Modern Learning Environment, Student agency
Innovative learning practice	See Modern Learning Practice	Modern Learning Practice
Input devices	Input devices allow the user to enter information into the system, or control its operation. E.g. mouse, touchpad, keyboard, webcams and microphones.	Output devices, Mouse, Touchpad, Webcam
Inquiry	Inquiry is a quest for knowledge. It is about investigating, seeking information, finding out more about something.	Inquiry learning, Teaching as inquiry
Inquiry learning	Inquiry learning is a process where students gain knowledge about an area of interest by posing questions for investigation, seeking answers, applying their new understandings and sharing their findings. The teacher's role is as a facilitator, guiding students towards purposeful, self-directed learning. Good inquiry learning will have clearly defined expected learning outcomes.	Self-directed learning, Inquiry
Integration of IT (or ICT)	When use of digital technology becomes a seamless part of students' learning.	Digital

Word	Definition	Related terms
Interactive reflection	Reflection that is built into, and a continuous part, of the learning programme. It is ongoing rather than just at the end, so adjustments can be made to a programme in response to the reflection. Sources of information to reflect on can come from a range of sources, both quantitative and qualitative.	Summative
Internet	A global system of computer networks that are all interconnected enabling access to an ever-growing mass of knowledge and information.	Network
Internet of things (IoT)	Refers to objects, each with unique identifiers, with the ability to transfer data over a network without requiring human-to-human or human-to-computer interaction. E.g. QR codes to iphones, credit loaded onto a card that you use: snapper, VIP coffee cards.	Identifiers, QR codes
Intranet	A network that's owned by an organisation and is only accessible to people associated with the organisation E.g Teachers, students and often parents. It is protected from outside intrusion by a combination of firewalls and other security measures.	Firewall, Network
IT	See Information Communications Technologies	Information Communications Technologies
Judicious resourcing	Making resourcing decisions based on due diligence; careful consideration of funding to meet identified needs.	
Just-in-case learning	This is learning done in case you need it sometime in the future. E.g. learning how to calculate areas and volumes.	
Just-in-time learning	This is learning done as you need it. E.g. learning how to calculate areas and volumes because you want to work out how much fertiliser would be needed to dress a field.	

Word	Definition	Related terms
Key competencies	The competencies are Thinking, Using language symbols and text, Managing self, Relating to others, and Participating and contributing. People use these competencies to live, learn, work and contribute as active members of their communities. (NZC page 12)	
Khan Academy	A free service (now backed by the Gates Foundation) which provides access to a range of mini-lectures on YouTube as well as exercises on the Khan Academy website. Several schools direct their students to Khan Academy for specific lectures. Students often access the site themselves to support their learning.	YouTube
Knowledge building	Processing information to continually form new and improved ideas of value to an individual or a community. Typically driven by Inquiry learning.	Inquiry learning
Knowledge landscape	Comprehensive range of knowledge, beyond what may be immediately obvious.	
Lateral accountability	A concept that explores collaborative practice. It is used to describe the power of collaboration when one is accountable to one's self and one's peers. (Michael Fullan)	Collaboration
Language of learning	Language used to describe learning often used by teachers to make the learning processes clear for students, and for students to be able to reflect on how they learn and any areas they need to develop.	
Learning community	A group or cluster, that may include students, teachers, school communities and educators, that chooses to operate as a collaborative network to enhance the learning outcomes and opportunities for all learners across that community.	Collaborative

Word	Definition	Related terms
Learning competencies	In modern learning these include the skills, attributes and dispositions necessary to future proof students; to prepare them for uncertain futures.	Dispositions, Future proof
Learning dispositions	Combinations of children's emerging knowledge, skills and attitudes to learning. Dispositions for learning also include the way children approach learning, for example taking an interest, being involved, persisting with difficulty, challenge and uncertainty, and expressing a point of view.	
Learning management system (LMS)	Learning management system E.g. Ultranet or Knowledgenet. It is a locally based (ie. not in the Cloud) system where teachers and students can upload and access information. Parents may also have access.	Cloud, Knowledgenet, Ultranet
Learning map	A visual display of the things that impact on a student's learning. Developing the learning map is a way to engage students, teachers and whanau to work together to find ways to best support future-focused learning, to help students to take responsibility for their learning.	Student Learning Maps project
Learning pit	A physical place where a learner grapples with deeper thinking, challenging questions and experiences a 'cognitive wobble'. The learning challenge has a four step inquiry process: <ol style="list-style-type: none"> 1. Concept 2. Challenge 3. Construct 4. Consider 	Cognitive wobble

Word	Definition	Related terms
Learning space	A physical area where the focus is on learning. It is sometimes used to describe the school information centre / library / access to the internet. Sometimes it can be specific to a subject area "Science Learning Hub". Can also refer to the teaching space used for large groups to come together. Some schools use terms such as commons, habitats to describe the large spaces usually shared by more than one 'class'. Other learning spaces are termed campsites caves or hubs.	Campsite, Cave, Internet
Learning styles	Students all learn in different ways. For example: Gardner's multiple intelligences and learning styles inventory identifies 7 styles which operate together, to a lesser or greater extent: Visual (spatial): prefer using pictures, images, and spatial understanding Aural (auditory-musical): prefer using sound and music. Verbal (linguistic): prefer using words, both in speech and writing. Physical (kinaesthetic): prefer using the body, hands and sense of touch. Logical (mathematical): prefer using logic, reasoning and systems. Social (interpersonal): prefer to learn in groups or with other people. Solitary (intrapersonal): prefer to work alone and use self-study.	
Learning to learn	Gaining understanding of how you learn, including how the brain works, what is your preferred way of learning, the personal characteristics you bring to your learning and the strategies you can use to be successful.	
Locus of control	The extent to which students are able to control events that affect their learning. A shift in the locus of control from the teacher to students is fundamental to modern learning practice (MLP).	
LwDT	Learning with digital technology	Digital technology

Word	Definition	Related terms
Mahi tahi	In education, this is working together collaboratively in the pursuit of learner-centred education goals.	
Manaakitanga	Describes the immediate responsibility and authority of the host to care for their visitor's emotional, spiritual, physical and mental wellbeing. In the learning context, these encompass the need to care for children and young people as culturally located human beings, through providing safe nurturing environments.	
Matrix	A table with columns and rows of interrelated information. In education, this is often a rubric.	Rubric
Media literacy	An aspect of literacy education. It provides a focus across the extensive range of media (from print to video to the Internet) to develop skills to access, analyse, evaluate, create, interact and participate with messages.	
Mentoring	Helping someone to develop personal skills. It is usually long term and about the relationship built between the mentor and person being mentored. It is not about improving performance in a desired outcome which is coaching.	Coaching
Metacognition	Thinking about thinking. Having the awareness and understanding of thought processes and how you use them. It includes knowing how to go about solving a problem, what strategies to use and when, the best way to learn something, and how to judge progress and comprehension.	

Word	Definition	Related terms
Minecraft	An online video-game used for a wide range of purposes. As a player, you use blocks to build structures and landscapes. The game can include treasures and surprises and problems to solve, so is very engaging for students. It is used very effectively in some schools for educational purposes, such as planning and modelling a local market. There is a version for building chemical molecules.	
Mindset	A fixed mental attitude or disposition formed from experience that predetermines a person's responses to and interpretations of situations.	Disposition
MMS (Multi-media messaging service)	A service that allows you to send pictures and small files just as you would send a text message.	Files
Moblogging	Posting to your blog via your mobile device usually your phone.	Blog, Posting
Modern	The word modern comes from the Latin, which translated means 'for this time'. Thus the concept of 'modern' should be considered in the continuous verb sense. It is not something that is fixed in a moment in time but ever moving forward. So Modern Learning Practice is ever changing to meet the new needs as they arise.	
Modern learning environment (MLE)	A modern learning environment is a learning space that is flexible enough to enable different teaching and learning uses in the space E.g. a large group of students might be working with the teacher on one activity, while two smaller groups are working together elsewhere and one or more children have quiet spaces where they work independently.	Flexible Learning Space, FPS, Innovative Learning Environment 2

Word	Definition	Related terms
Modern learning practice (MLP)	Incorporates responsive teaching practice, student ownership of learning, high levels of engagement, authentic contexts, the development of competencies and the strategic use of digital technologies to connect, collaborate, create and share learning.	Authentic, Collaborate, Digital technologies, Ownership of learning, Responsive curriculum
MOOC (Massive open online course)	An online course aimed at unlimited participation with access for all via the web.	Online
Moodle	An open source, online courseware platform that runs with all major operating systems. Moodle is used to create a virtual classroom via the Internet where teachers and students can contribute material relating to their learning.	Open source, Operating system, Virtual classroom, Online, Internet
Moral imperative/purpose	A moral imperative in education is a driver for change focused on providing the best possible outcomes for students.	
Mouse	An input device for computers. Moving the mouse allows you to move an arrow to items on a computer screen. You can then move or select these items.	
Multi-modal learning styles	More than one learning style is used. It is common for all students to use more than one style in their learning. This can also change depending on the context of learning. E.g. for maths a student may learn better when working socially, whereas in music they may prefer to work on their own.	Learning styles
Multiple platforms	Two or more operating systems. For example, if a program E.g. Word, will run on Windows and Apple, the software is said to support multiple platforms.	Operating systems, Software, Platforms, Windows, Apple
'Must dos' and 'Can dos'	A structure that lets students know what activities they must to do with a range of choices of other activities they can choose to do. Students manage these within their daily learning.	



Word	Definition	Related terms
N4L	The government created Network for Learning (N4L) to build a managed network for New Zealand's schools and provide an environment to encourage the seamless uptake of digital learning. The N4L managed network provides a safe, predictable and fast internet with uncapped data, online content filtering and network security services. The Pond acts as a central hub for digital discovery and participation, where educational resources can be accessed and shared more easily and effectively.	Pond, Uncapped Data, Digital
Netiquette	Online manners. The rules of conduct for online or Internet users.	
Network	A network is a group of two or more computer systems linked together. Networking is the physical act of linking them together. A network of people is a group of two or more who work together. Networking is developing mutually beneficial relationships so you can exchange information with other people, groups and institutions.	Networked learning
Network application	An application running on a remote computer or web server that can be accessed by a different computer or device. E.g. the Web: Web server software accessed by Browser software.	Browser, Web server, Software
Networked learning	Learning that is supported by the exchange of information with other people, groups and institutions who make up the network.	
Neuroscience	The study of the nervous system. Much work has been done in neuroscience to better understand how the brain works especially with reference to learning.	
New pedagogies	Moving from the traditional teacher directed, content transmission approach to ways of teaching that encourage student agency and development of future-focused skills.	Future-focused, Student agency

Word	Definition	Related terms
Open source software	Free-to-use software where all aspects of the coding is available for personalisation, with no restrictions in usage or sharing.	Coding, Personalisation, Software
Operating system (OS)	The system that runs a computer. Examples are Chrome OS, Microsoft OS, Linux	
OS	See Operating system	Operating system
Output devices	Devices that project information E.g. printers, speakers, monitors, a Braille embosser.	
Parent portal	Gives parents access to a part of the school network, typically so they can see their child's work, grades, blogs, e-portfolios etc. The degree of access will vary from school to school.	Blog, e-portfolio, Network
Passive	When applied to learning this is learning where the student is fed information. Teaching is didactic. Students are being instructed and do not have to work things out for themselves.	Didactic
Pedagogy	The principles, practice and art of teaching.	
Peer assessment	When peers assess each others' work. This is a skill that has to be taught, including how to give and receive high quality feedback.	
Personalised learning	Instruction that is tailored to the specific needs and interests of each student. In a personalised learning environment, the learning objectives and content, as well as the method and pace may all vary (so personalisation encompasses differentiation and individualisation.) Typically students know and understand how they learn and make choices about what and how they learn. This is negotiated with the teacher and will be set within a framework to meet clear learning objectives.	Differentiated learning, Individualised learning

Word	Definition	Related terms
Platform	The computing framework on which computer applications are designed to run, obeying its constraints, and making use of its facilities. Mac OS X and Windows 2000 are examples of platforms.	Software
Podcast	A program available in a digital format, (it could be a video, or an audio recording of a radio programme) that can be downloaded over the internet so other people can see and hear it. Students might make their own podcast as a part of their learning.	Download, Internet
Pond	A central hub, set up by N4L, for digital discovery and participation, where educational resources can be accessed and shared. The resources placed in the Pond are not checked by anybody for their content quality.	N4L, Digital
Post	To place a message in a public message forum.	
Power of 3	Using at least 2 others to evolve ideas and build understanding before going to the 'expert'.	C3B4Me
Problem-based learning	Working over a period of time to explore open-ended challenges. They may not have a 'right answer'. Sometimes referred to as wicked problems.	Wicked problems
Project-based learning	Learning through working over a period of time to investigate a complex question, problem or challenge. Often these will have a solution.	
Purposeful learning	Learning that is focused on stretching the student's knowledge, skills and adaptability to the next level of development. The student understands the reason why they are learning what they are learning.	

Word	Definition	Related terms
QR (Quick Response) code	A two-dimensional barcode, which a camera phone, equipped with the correct reader software, can scan to provide information for the user. Often this is a link to a website which has the information.	Barcode, Reader software
Reader software	Software designed especially to read barcodes and QR codes. Reader software allows the scanner in a supermarket to make sense of the data stored in the barcode on whatever you are buying.	Barcode, Software
Reciprocal learning	Partnership of learning E.g tuakana-teina, student to teacher, teacher to student. Both people in the partnerships learn from each other.	Ako, Tuakana-teina
Reciprocal teaching	An approach to teaching that helps students to understand what they are reading. Teachers specifically coach students to develop their skills in clarifying, questioning, summarising and predicting. Students then take turns to lead the group they are working in to understand the text they are reading together. It is an approach that can be used for all ages of students.	
Relational trust	The trust built into relationships that is based on respect, personal regard, competence, and personal integrity. It is about the quality of relationships between all members of a school community. Each person in these relationships has a clear understanding of their obligations to others.	Manaakitanga
Resilience	Important ability to keep working at a problem, to learn from mistakes, and not lose heart, or give up until the job is done.	
Responsive curriculum	A curriculum that teachers constantly refine in reaction to the interests, strengths and needs of students. This is necessary to ensure that a student's journey through school 'connects well with the individual and lays a foundation for living and for further learning'.	

Word	Definition	Related terms
Review	To come back to, to think or talk about something again in order to make changes or to decide what to do next. A review is often descriptive.	
Rich learning	A collection of learning activities designed to provide engaging contexts.	Engaging contexts, Learning activities
Rich tasks	Tasks that create powerful learning opportunities by connecting different curriculum areas, and by using a variety of teaching and learning strategies. They are designed to improve understanding, knowledge and skills, while showing progress. Rich tasks spark interest, relate to real issues and help students develop useful skills.	
Rigorous learning	Learning that occurs in when each student has high, challenging but attainable achievement goals. Each student is engaged and supported to achieve their goals.	
RSS (Rich Site Summary or Really Simple Syndication)	An RSS feed (the way a stream of data is delivered to a device) keeps track of updates on a website selected, so that the information you get is always the most recent update.	Device
Rubric	An evaluation tool or set of guidelines used to promote consistent judgements of achievement against clearly stated expectations or criteria. Commonly in a table format. Used to judge the progress a student has made against learning outcomes, or how a school improvement programme is progressing. A well-designed rubric enables a teacher/leader to see what stage the student/school is at and what needs to happen next to improve their performance.	
SAMR (Substitution Augmentation, Modification, Redefinition) model	A model used to see how well digital technology is being used to improve learning. The least impact is when devices are used just as a substitute for exercise books. The most impact is when the devices are used to redefine or transform learning.	Device, Digital technology

Word	Definition	Related terms
Scaffolding	The support given during the learning process. It is tailored to the needs of the student to help them achieve their learning goals. It is done by building, step by step, on previous learning.	
School network	A group of two or more computer systems linked together within a school. A school network is usually protected with a firewall and needs a password to get onto it.	Network, Firewall
Search engine	A software system that searches for information on the World Wide Web.	World wide web, www, Software
Self efficacy	The extent or strength of belief in one's own ability to complete tasks and reach goals.	
Self-regulated	A student who can manage themselves, make choices that are appropriate about their learning and behaviour.	
Sense making	Working to dig deeply into the story behind data, to find out why things are as they are.	Data
Server	A computer program that provides services such as sharing data or software resources to other computer programs. These programs can be in the same computer or in other computers in a network. Files are often stored on the server of a network.	
Service learning	A method of teaching that combines classroom instruction with meaningful community service. It emphasises critical thinking and personal reflection while encouraging a heightened sense of community, civic engagement, and personal responsibility.	
Simplicity	When complex things have been made simple.	
Skype	A free service which allows people to communicate via messaging, voice or video calls. A free application that needs to be downloaded.	Application, Download



Word	Definition	Related terms
SMS (Short message Service)	A message such as a text message sent over the internet. See also student management system.	Student management system
SMS (Student management system)	See student management system.	Student management system
SNUP (School Network Upgrade Project)	Subsidises and manages ICT network upgrades to the gates of state and state-integrated schools in New Zealand. This upgrade enables use of the Government's ultra-fast broadband (UFB) initiative when it becomes available. Schools connect to the network via fibre.	UFB, ICT
Social capital	Shared values and understandings in society that enable individuals and groups to trust each other and so work together.	
Social networking	Using software to build online communities of people who share interests and activities or who are interested in exploring the interests and activities of others. This can be done through chat, messaging, email, video, file sharing, blogging, and discussion groups.	Blogging, File sharing, Software
Socially-constructed learning	Learning that has been constructed as a result of sharing with other people.	
Social constructivism	A process for building learning through interactions. It is structured and mediated by the teacher to ensure that the process achieves planned learning outcomes.	Constructivism
Social intelligence	Ability to recognise and respond appropriately to social cues.	
Socially-located learning	Learning that is related to the local, social environment.	
Socially-responsible learning	Learning that takes into account ethical thinking.	

Word	Definition	Related terms
Soft structures	The guidance given to students to transition between spaces and tasks appropriately. E.g. The arrangement for students to move from one classroom to another.	
Software	The detailed coding that instructs programmes or systems to perform specific functions. Systems software includes the operating system and all the utilities that enable the computer to work. Applications software includes programs that do real work for users E.g. Word, Excel.	Operating system, Applications
Spam	Unwanted electronic messages.	
Storyboarding	A design technique for showing the proposed sequence of visual and audio production as individual scenes. The sequence of elements which may look like a little like a cartoon strip.	
Strengths-based teaching	Teaching that builds on the strengths of students, that can help to develop proficiency/skills in other areas. New learning that builds on past success.	
Student agency	The knowledge and capacity: <ul style="list-style-type: none"> -to act and make a difference -to have choices and the ability to act on those choices -to direct learning and take responsibility for themselves -to empower self learning and peer learning -to contribute to the learning community -to grasp the processes of how to learn and how to unlearn 	
Student-initiated learning	Students come up with what learning they will do. This is then negotiated with the teacher to determine its appropriateness in developing the student's capacity as a learner. Students have access to any information possible, so there is no need to 'spoon-feed' them knowledge or teach 'one-size fits all' content.	

Word	Definition	Related terms
Student voice	<p>Is premised on the following convictions:</p> <ul style="list-style-type: none"> - young people have unique perspectives on learning, teaching, and schooling - their insights warrant not only the attention but also the responses of adults - they should be afforded opportunities to actively shape their education. <p>This is much more than just surveying students.</p>	
Student-centred learning	Learning focused on the student as an individual learner with their own particular strengths, interests and needs. The curriculum is tailored to meet these.	
Student management system (SMS)	Software schools use to record information about the school and students. Its uses include registration, enrolment, ministry returns, attendance tracking, health and pastoral, incidents and events, calendar, extra-curricular, awards and achievements, recording marks, management and parent reporting, parent portal, staff details, and NCEA entries and returns. Data can be sorted to identify achievement and engagement trends and patterns, and to evaluate effectiveness of programmes.	Software, Parent portal
Student Learning Maps project	The project ran from February-June 2015. This was a project run jointly by the University of Auckland and the Ministry. The intent was to help students to take control of their learning.	
Summative assessment	Summative assessment measures educational outcomes at the end of an activity or course. Summative assessment is often used as part of external accountability and contributes to the data used by teachers, school leaders and boards of trustees to determine the effectiveness of programmes of learning. It is contrasted to formative assessment which is ongoing and used to tailor the curriculum as students are learning.	Formative assessment

Word	Definition	Related terms
Sustainability	Refers to keeping our systems and processes, at all levels, going and productive. An important aspect of 21st century learning, defined in the New Zealand Curriculum, is encouraging students to consider significant future-focused issues such as sustainability. The future-focus theme of sustainability is evident throughout The New Zealand Curriculum. It is integral to the vision, principles, values, and key competencies, and provides relevant and authentic contexts across the eight learning areas.	Authentic contexts, Future focused, Key competencies
Sustainability in educational learning	Sustainability in educational change consists of five key and interrelated characteristics: Improvement that: 1. fosters learning 2. endures over time 3. can be supported by available or obtainable resources 4. does not affect negatively the surrounding environment of other schools and systems; and 5. promotes ecological diversity and capacity throughout the educational and community environment.	
Synchronous learning	A student-centred approach for online classes where everyone is together, maybe online, at the same time, participating in discussions and other class activities.	Online
Systemness	Within the local school context, 'systemness' means each teacher isn't just responsible for the learning of their own students, but for each and every student in their syndicate / department / school. At the system level, 'systemness' means all schools work to improve the learning of each and every student across the system and so on.	
Tablets	A small portable computer. It has a touchscreen that is used to input data E.g and iPad.	Touchpad

Word	Definition	Related terms
Teacher as change agent	The teacher is the agent of that change, assisting students to become independent, confident self learners. The teacher believes they can make a difference, that their fundamental role is to extend students' horizons and support all students to be successful.	Growth mindset, Mindset
Teaching as inquiry	The NZ Curriculum outlines a cycle of inquiry that teachers use to learn from their practice and build greater knowledge about effective pedagogy (p35). The purpose of Teaching as Inquiry is to develop a cycle of improvement in teaching. This translates into improved learning outcomes for all students. The teacher uses all available information to reflect on the effectiveness of their teaching, both day-to-day and after a unit of work is completed. They examine how well students are learning and make adjustments to the planning as necessary to maximise that learning.	Pedagogy, Inquiry
Team teaching	Team teaching involves a group of educators working purposefully, regularly, and collaboratively to help a group of students to learn. Teachers together set goals for a course, design a syllabus, prepare individual lesson plans, teach students, and evaluate the results. They share insights, debate with one another about what works and why, and what to do next. They have a collective responsibility to extend all students' learning.	Collaboratively
Technology literacy	Technological literacy is the ability of an individual, working independently and with others, to responsibly, appropriately and effectively use technology tools to access, manage, integrate, evaluate, create and communicate information. Used alongside and often interchangeably with 'digital literacy'.	Digital literacy

Word	Definition	Related terms
Technologically fluent	Being technologically fluent involves not only knowing how to use technological tools, but also knowing how to construct things of significance with those tools.	
TED (Technology, Entertainment and Design) talks	A not-for-profit organisation dedicated to the sharing of ideas to develop a deeper understanding of the world. TED talks cover a wide range of topics and are usually about 15 minutes long. Teachers use these to spark interest and discussion among students. (TEDx are talks run independently by communities. E.g. Wellington has held TEDx talks)	
The learning pit	See learning pit	Learning pit
The web (World Wide Web)	An open source information space where documents and other web resources are identified by URLs, interconnected, and can be accessed via the Internet.	Identifiers, Open source, URL
Touchpad	A surface on a digital device that senses movement and translates that into instructions, as in a mouse, to the device.	Mouse
Transformative pedagogy	Teaching practice that changes the way students are educated and their approach to learning. The pedagogy is focused on the principles of work (making useful products or providing useful services), co-operation and enquiry. Transformative education is democratic and involves students and teachers in dialogue, listening, acting and reflecting on the outcomes of their actions. Students are actively engaged, asking critical questions, and searching for additional information.	Pedagogy
Transparent learning	Learning that is understood, shared and visible in the classroom.	

Word	Definition	Related terms
Tuakana teina	A supportive relationship between two people, often they will both learn from each other. It is a concept from Māori context where it is far more than peer support. Usually the tuakana is an older or wiser person and the teina, a younger or less experienced person. This is often used in the context of teaching and learning, or pastoral support relationship between students. Sometimes the roles of tuakana and teina are reversed in the relationship as the contexts change.	
Tweak to transform	The title of a handbook for schools to achieve sustainable achievement - small actions in order to make a difference. The focus of Tweak to Transform is what head teachers and school leaders can do to manage the change process and improve the quality of teaching in a school.	Sustainability
Twitter	An online social networking service that enables users to send and read short 140 character messages called 'tweets' or to share someone else's 'tweet' by 'retweeting'.	
Ubiquitous learning	Learning that can happen anywhere, any time.	Anywhere / anytime learning
UDL	See Universal Design for Learning	Universal Design for Learning
UFB (Ultra-fast broadband)	Broadband that uses fibre to deliver much faster speeds of communication and transfer of data (in excess of 25 Mbps) than possible with wireless connections.	Broadband, Data
Ultranet	A global network in cyberspace. In NZ the Ultranet is one of the main Learning Management Systems in schools, providing virtual classrooms, parent portal, dynamic e-portfolios, safe social networking and interoperability with Student Management Systems.	LMS, Cyberspace, Virtual classrooms, Parent portal, e-portfolios, Social networking, Student Management Systems

Word	Definition	Related terms
Uncapped data	Means you can use as much data as you want, with no 'cap' or restriction on how much you use.	Data
Unlearn	To revise your knowledge in the light of new information. It is more than just adding information to what you already know. Unlearning means that some of what a learner previously 'knew' was wrong and they need to let go of it, which is sometimes hard to do.	
Universal Design for Learning (UDL)	The design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialised design. Planning which is flexible enough to meet the needs of all students. Students are then able to tailor their learning experience from the choices already available in the planning. UDL of a space would include a ramp for wheelchair access even if not immediately necessary, rather than suddenly sorting one out when it was needed.	
URL (Uniform Resource Locator)	The unique address of a page on the Internet.	
Use of technologies	Using digital devices as tools in teaching and learning.	Digital
Virtual classroom	A classroom that is not real, but exists online. Students can access it and there are often interactive aspects to the classroom.	Interactive
Virtual world	A computer-based, simulated environment intended for its users to inhabit and interact with via avatars.	Avatar
VLN	See Virtual Learning Network	Virtual Learning Network

Word	Definition	Related terms
Virtual Learning network (VLN) He kōtuinga ako ā-ipurangi	An online network that provides a range of services to support learning opportunities that might not otherwise be available to students in their school. E.g. A teacher in one school runs a course by VLN and students from other schools can participate in it remotely. They use a video system that allows them to all be linked, seeing and talking with each other at the same time. Not unlike Skype or Facetime. The VLN is provided by the Ministry of Education through a contract with CORE.	Skype, Facetime
Virus	Is a program that, once it enters your computer, takes over and can do serious damage to your files hard disk, erasing files etc. It can be spread through emails, SMS etc.	Files, Hard disk, SMS
Watering hole	A place, either physical or digital, to gather for peer learning and sharing.	Digital
Web	See www	
Web 2.0	The second stage of development of the Internet, characterised especially by the change from web pages that were fixed, to ones that could be changed, updated and the growth of social media.	Social media
Webcam	A video camera on a computer. The video it takes goes, via the computer to the computer network. E.g. Skype and Facetime use webcams to allow the people online to see each other in real time, as they are talking.	Skype, Facetime
WebQuest	A lesson format in which most or all the information that learners work with comes from the Internet. The learners have to source the information from the Internet for themselves.	

Word	Definition	Related terms
Website	A collection of pages on the web put together by an organisation or person so that other people can access their information. Websites are accessed via the internet and using the identifier, URL address specific to that website.	Identifier, URL
Web server	A computer system that transfers files, requested by a user, from websites to their computer.	Server
Whānau	A group linked and connected either through blood and/or spirit.	
Whānaungatanga	In the learning context, this is a focus on the quality of teaching-learning relationships and interactions and the agency of the teacher in establishing a whānau-like context that supports engagement and learning.	
Wicked problems	A problem that is difficult or impossible to solve because of incomplete, contradictory, and changing requirements that are often difficult to recognise. The use of term 'wicked' here has come to denote resistance to resolution, rather than evil. Wicked problems allow the learners to develop critical thinking skills, to become comfortable with ambiguity and lack of resolution, and to value the learning process, rather than necessarily a tidy solution.	
Wi-fi	A means to connect, without wires, to the internet. All laptops, tablets, smart phones have wi-fi allowing connection to the internet and other wi-fi capable devices, such as some printers.	Internet
Wiki	A simplified website available for free use. These are quick and easy to set up and customise. Multiple users (with permission) can access and contribute to the wiki and many schools use these for things such as class blogs, project work and presentations.	Blog

Word	Definition	Related terms
World Wide Web (www)	World Wide Web (the web) is an open source information space where documents and other web resources are identified by URLs, interconnected, and can be accessed via the Internet.	Open source, Identifiers, URL
Workshop	As a verb, this means a group of people engaged in intensive discussion or activity which is focused on a particular subject or project.	
www	World Wide Web (the web) is an open source information space where documents and other web resources are identified by URLs, interconnected, and can be accessed via the Internet.	Internet, Open source, URL
YouTube	A website for sharing videos. Anyone can put a video on YouTube. There is an incredible variety and quality of material on YouTube. Some teachers may select YouTube videos as resource material in their classroom, and sometimes students may make their own YouTube videos as part of their course work.	Website



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