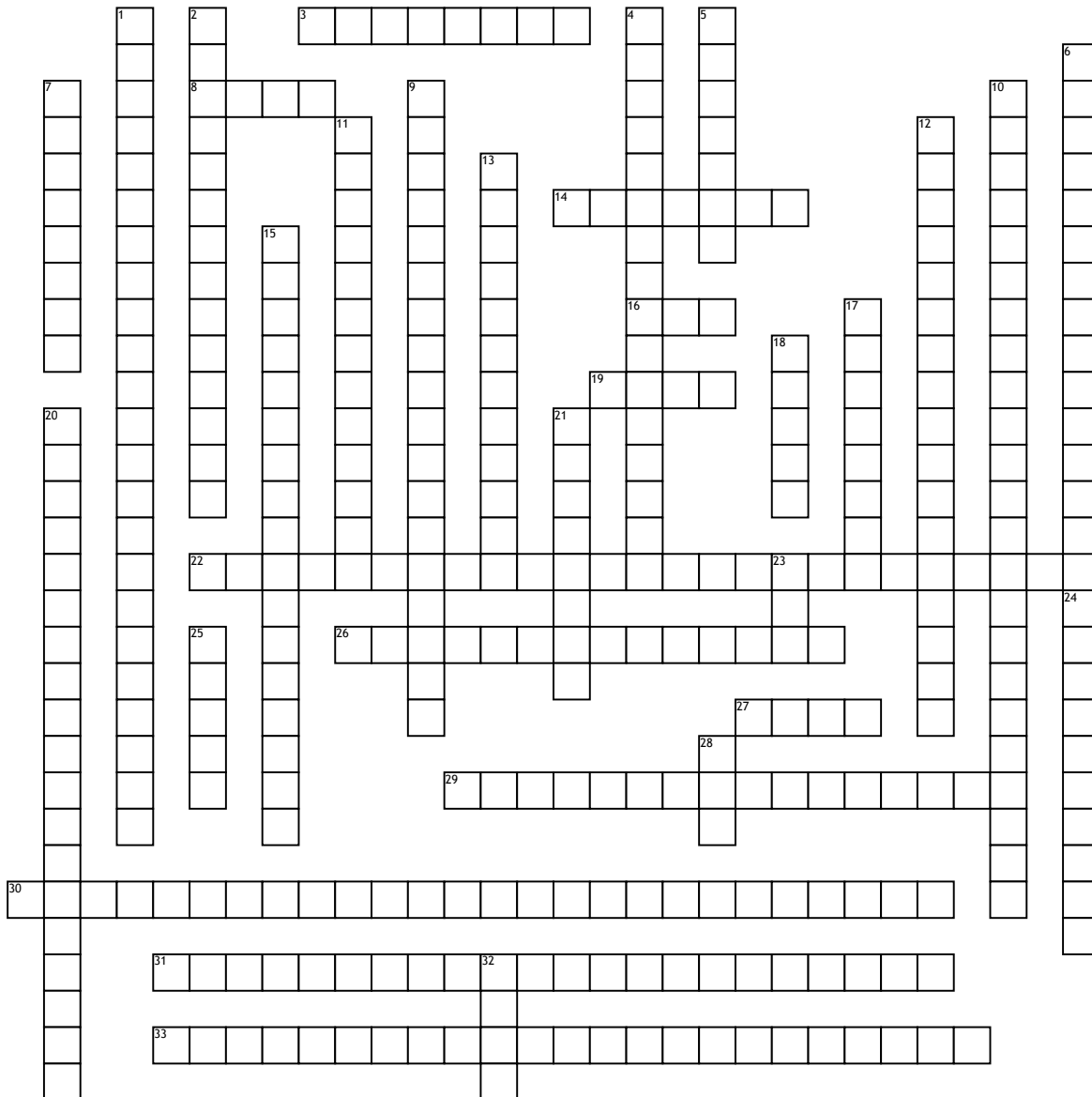


Technology and Learning - Wildcard



Across

3. Anyone who formally teaches a learner.
 8. This is an initiative where students bring their own mobile devices into the classroom for class purposes (acronym)
 14. Any individual who is receiving an education. Can be taught by an educator or self-taught.
 16. A piece of software that manages, analyzes, and runs educational courses and training programs. Also included are student registration, curriculum management, skill & competency management, and reporting features (acronym)
 19. A non-profit organization that serves educators interested in the use of technology in education. It is most known for its annual conference held in the US (acronym)
 22. A piece of software that manages student data. This includes grades, attendance, background information, discipline records, health records, etc.
 26. Any conceptual framework rooted in psychological principles and used for administering education.
 27. An online course that includes video lectures, reading materials, problem sets, and a student community (acronym)
 29. A form of blended learning, this is the practice of students watching lecture material (usually in video form) at home, then practicing their learnings in an interactive environment in the classroom.
 30. A comprehensive and personalized plan that helps a child with disabilities achieve a specific set of education goals.
 31. Synonymous with Clickers

33. An informal network of people that is professional in nature and meant to aid an educator in furthering his/her pedagogical craft.

Down

1. A subset of education technology, this practice focuses more on the use of technology for instructional purposes, though the terms are sometimes used interchangeably.
 2. Synonymous with Blended Learning
 4. A classroom that mostly or entirely relies on electronic devices and software instead of paper and pens.
 5. An attitude where learning can happen on your own, without any formal structure. Often described as "do-it-yourself (DIY) education."
 6. Another generic term that refers to the computer hardware and software that powers the cloud.
 7. The science and art of education and learning theory.
 9. Any piece of software that is freely available and openly licensed.
 10. A generic term for the growth of one's career-oriented competencies.
 11. An individual born during or after the common use of digital technologies, such as the Internet, mobile devices, apps, etc.
 12. An item that can be used to measure a student's competency in a particular topic.
 13. The practice of applying game mechanics into an activity.
 15. An object that can be moved around as an aid for understanding a mathematical concept.
 17. A device or mobile app that allows students to answer a multiple-choice question.
 18. A generic term used to represent the concept of distributed computing - where a set of networked computers allow for shared services. Also used synonymously with the Internet.
 20. Any kind of technology that is used for educational purposes by an educator or educational institution.
 21. Program where a school provides one device (e.g. laptop, tablet, etc) per student.
 23. Any online educational material that is freely accessible and openly licensed for public consumption. (acronym)
 24. The attentiveness and interest of a student to the lesson at hand.
 25. A model for how pedagogy, technology, and content can interact and work together. (acronym)
 28. A US initiative to provide a national set of learning standards. Has not yet been adopted by all fifty states. (acronym)
 32. An acronym for subjects that are often grouped together because of a national movement to promote these subjects in the US.