



Opportunity Assessment Glossary of Terms

This glossary of terms provides a definitional listing of many of the terms employed in the Digital Teaching and Learning Assessment. While this listing is intended to be comprehensive, it is not exhaustive. If you have questions related to a term that is not included below, please feel free to contact the Office of Digital Teaching and Learning at ODTL@azed.gov.

1. **1:1 Device Allocation** – the provision of devices for student use at a rate of one device per student or per household.
2. **Arizona Computer Science Standards** – standards “intended to support the following seven practices for students. The practices describe the behaviors and ways of thinking that computationally literate students use to fully engage in a data-rich and interconnected world.” (<https://www.azed.gov/technology/digital-teaching-learning>).
3. **Arizona Education Technology Standards** – the standards approved by the Arizona State Board of Education intended to “guide efforts to enhance student learning through the introduction of technology and academics.” (access through <https://www.azed.gov/technology/digital-teaching-learning>).
4. **Assessments** - the ways in which the district evaluates students' performance, and the learning modalities.
5. **Assistive Technology** - assistive technology device is any item, piece of equipment or product system, whether acquired commercially off the shelf, modified, or customized, that is used to increase, maintain, or improve functional capabilities of a child with a disability.
6. **Assistive Technology Service** - any service that directly assists a child with a disability in the selection, acquisition, or use of an assistive technology device.
7. **Bandwidth** - The capacity of a network connection to handle the flow of information, often measured in kilobits or megabits per second, which represents the speed data travels over the network.
8. **Broadband Access** – high-speed internet provision. For the purposes of this assessment the use of smartphones or hotspots are not considered broadband access.
9. **Digital Citizenship** - Formerly referred to as limited English proficient (LEP), this term refers to students receiving services of language assistance with English as a second language.
10. **Digital Connectivity** – the degree and quality of the conduit which digital content can be provided to students and derived from teachers and instructional staff.
11. **Digital Instructional Content** - the curation of content to adapt it to digital learning and any other online resources being used in the classroom.
12. **Digital Teaching and Learning** – the use of digital materials and content to provide for the instruction, delivery, and as a conduit for delivery of curriculum to students.
13. **Digital Strategies** – any planning related to the introduction or ongoing use of digital devices, software, or content for instructional purposes both for online remote use and within the physical classroom.
14. **Doc-cams** – a device used to scan a document in use and provide the image to a projector or to an online audience.
15. **English learners** - Formerly referred to as limited English proficient (LEP), this term refers to students receiving services of language assistance with English as a second language.
16. **Evaluation** – any process employed to determine the effectiveness of teaching and learning, while reintegrating those lessons into future teaching and learning efforts.



Office of Digital Teaching & Learning

17. **Extended Reality (XR)** - refers to all real-and-virtual combined learning environments, it includes Augmented Reality (VR) and Virtual Reality (VR).
18. **Filtering** – software designed to restrict websites or digital materials from being visited or downloaded onto a digital device.
19. **High-quality digital content** - Content that 1) aligns to standards; 2) is current and relevant to students' lives; 3) is engaging, hands-on, and interactive enough to allow students to participate fully and think critically throughout the learning process 4) represents multiple perspectives on sensitive issues and is inclusive of diverse populations.
20. **Hotspot** – a cellular device used to provide internet service as Wi-Fi to teachers, instructional staff, and students.
21. **Hybrid Learning** – the conduct and presentation of curriculum part of the time at a physical classroom and part of the time through digital presentation at the learning location of the student.
22. **In-Person learning** – the conduct and presentation of curriculum at a district provided location.
23. **Instructional staff** – a term intended to be an inclusive term use describe teachers, teaching aides, assistants, and personnel directly involved in the provision of curriculum to students
24. **IT Helpdesk** – A dedicated IT individual or service providing technical assistance to teachers, instructional staff, and students for the resolution of technological related problems.
25. **Learning Management Systems** - a software application for the administration, documentation, tracking, reporting, automation, and delivery of educational courses, training programs, or learning and development programs.
26. **Learning modalities** – the typology used to delineate students by their mode of receiving instruction (e.g., online, hybrid, in-person).
27. **Manufacturer support** – technical support, potentially including security updates, provided on an ongoing basis by the manufacturer to maintain operability of digital devices
28. **Mobile device** – a small digital device with touchscreen and/or keyboard, that can run software applications (apps). Examples: Smartphones, iPod Touch, tablets, etc.
29. **Online learning** – the conduct and presentation of curriculum solely through digital means at the learning location of the student.
30. **Policy** – a plan developed and approved by the district, and implemented with clearly delineated rules
31. **Refresh plan** – a plan which the district proactively budgets for the purchase of technology in a way that frequently replaces the technology with newer technology.
32. **Remote assessment** - the ways in which the district evaluates students' performance for online learners while learners remain at home.
33. **Simulation** – a computer driven model that provides a visual example of an activity or process
34. **Smartboards** – an interactive device that acts as a screen or projector displaying content in a classroom setting.
35. **Special Education** – education programs for students with disabilities
36. **Synchronous (asynchronous)** – synchronous transmission technique that requires a common clock (occurs at the same time). Asynchronous transmissions do NOT occur at the same time, but in sequence
37. **Teacher support** – the training, skills, and support available for teachers (or instructional staff) to carry out digital learning.
38. **Vendor** – any entity outside the direct purview of the district contracted with, or used to purchase materials, content, or services.
39. **Virtual Classroom** – an online experience intended to replicate in part the amenities of the in-person classroom with all students and teachers connected online synchronously.
40. **Wi-Fi** – Wireless LANs, device to device connectivity (such as peer-to-peer), and a range of technologies that support other connections.