

Glossary of Tools and Terms

This appendix includes a list of terms and resources we introduced and used throughout the book. Apps, programs, and websites are listed, as well as digital and academic terms that will aid you in lesson planning both NOW and in the future.

1:1 or one to one: Describes the number of technology devices (iPads, laptops, Chromebooks) given to each student in an academic setting; a 1:1 school has one device per each student

1:2 or one to two: Describes the number of technology devices (iPads, laptops, Chromebooks) given to each student in an academic setting; a 1:2 school means that one technology device is available for every two students in an academic setting; two classes may share one class set, or students may partner up to use devices

Adobe Spark (<https://spark.adobe.com>): A free website for designing graphics, images, videos, and webpages, with templates that make it easy for teachers and students to create projects

Animoto (<https://animoto.com>): A video-creation website and app with limited free features and options for educator accounts (see <https://animoto.com/education/classroom>)

app smashing: The process of using multiple apps to create projects or complete tasks

Asana (<https://asana.com>): A platform for managing and tracking large group projects

augmented reality: Technology that uses the real world as a backdrop to computer-generated images; for example, Pokémon Go

Aurasma (www.aurasma.com): An augmented reality iOS and Android app that allows users to turn images or everyday objects into interactive experiences

AutoRap (www.smule.com/apps): An iOS and Android app for mixing audio tracks to create a rap; the free version allows you to choose from two beats to make a song and the paid version allows you to choose from a large selection of beats, including new and popular songs

backchannel: A place where groups of students can digitally comment to one another while observing a specific event

Bing (www.bing.com): A Microsoft-developed search engine

Blackboard (www.blackboard.com): A learning management system that is fee based and often used at the higher education level

Blogger (www.blogger.com): Google's free, easy-to-use online blogging platform, packed with features, including the ability to leave comments for a blog's author

Bloglovin (www.bloglovin.com): An app that consolidates many different blogs in one place; students can follow specific blogs and discover new ones

Book Creator (<https://bookcreator.com>): A tool available on the web or as an app for creating ebooks on iPads, Android tablets, and Windows tablets

Boolean operators: Simple words (AND, OR, NOT, or AND NOT) used to combine or exclude search terms in order to make a web search narrower or broader (see <https://library.alliant.edu/screens/boolean.pdf>)

Botlogic.us (<http://botlogic.us>): A web-based puzzle that teaches coding concepts

Britannica (www.britannica.com): A free online encyclopedia

Britannica School (www.school.eb.com): A paid subscription database that contains credible, searchable information in the form of web pages, journal articles, videos, and images

Canva (www.canva.com): A website with free and premium features to create stunning graphics and visual content

Canvas (www.canvaslms.com/k-12): An LMS software tool for organizing students' digital work and managing, tracking, and reporting educational data and courses

ccMixer (<http://ccmixter.org>): A platform where people can take original music or voice samples and remix them into new songs

chatzy (www.chatzy.com): A platform for creating and joining private chat rooms

Citation Machine (www.citationmachine.net): A free online resource used to cite sources, step-by-step, in MLA, APA, and Chicago style formats

Classkick (www.classkick.com): An app that allows teachers to see what students are working on in real time on individual, Internet-connected devices

cloud computing: The practice of using a network of remote, Internet-hosted servers to store, manage, and process data

Codecademy (www.codecademy.com): A free website that helps anyone learn how to code; starting with the basics, students can learn a variety of programming languages

Code.org (<https://code.org>): A website for learning coding and programming on iPads, Chromebooks, and Android devices

Common Sense (www.commonsense.org): A collection of articles, videos, and resources to use for teaching digital citizenship; connects with offshoots Common Sense Media (www.common.sensmedia.org) and Common Sense Education (www.commonsense.org/education)

Creative Commons (<https://creativecommons.org>): An organization that offers various types of flexible copyrights that allow people to more easily share, use, and remix photo, video, and other creative content; each content item lists its usage rights, including whether it can be freely shared or modified and if attribution needs to be given when used

D2L (www.d2l.com): A learning management system from Brightspace, short for Desire2Learn

- Daqri apps (<https://daqri.com>):** An app series for iOS and Android devices students can use to view augmented reality content and complete activities on a variety of topics as well as play games and interact with works of art; apps in the suite include Elements 4D (<http://elements4d.daqri.com/>), Anatomy 4D (<http://anatomy4d.daqri.com/>), Enchantium, Crayola Color Alive (www.crayola.com/splash/products/ColorAlive), and Crayola Easy Animation (www.crayola.com/easyanimationstudio)
- Dash and Dot (www.makewonder.com):** Programmable robots with an app that utilizes block programming to help teach students how to code
- Dashlane (www.dashlane.com):** A program that generates passwords and stores them in one place; there are free and paid versions
- DevArt (<https://devart.withgoogle.com>):** Art made with code; students can view art and feel inspired to create their own
- Diigo (www.diigo.com):** A social bookmarking tool for Chrome, iOS, and Android devices that lets users save, annotate, highlight, and share websites
- Do Ink (www.doink.com):** An iPad- and iPhone-only app for creating green-screen videos that has free features as well as premium features
- Dropbox (www.dropbox.com):** A free service for storing and sharing files
- DuckDuckGo (<https://duckduckgo.com>):** A search engine that does not track its users and prioritizes privacy
- Easel.ly (www.easel.ly):** A template-based website with free and premium features for easily creating stunning infographics
- EasyBib (www.easybib.com):** A website and app for easily creating citations, with free options as well as premium features
- Edge (www.microsoft.com/en-us/windows/microsoft-edge):** A web browser developed by Microsoft that has replaced Internet Explorer
- Edmodo (www.edmodo.com):** One of the many learning management systems available
- EDPuzzle (<https://edpuzzle.com>):** A free website that allows teachers to choose various educational videos and insert comments and questions to gauge student understanding; after students complete lessons, teachers can review results
- Educreations (www.educreations.com):** An interactive screencast whiteboard with free and premium options that students can use to record their learning
- ePals (www.epals.com):** An online global community in which you can connect with classrooms around the world and establish pen pal relationships or participate in global challenges
- EPUB (<http://idpf.org/epub>):** A format for publishing and reading electronic books
- Evernote (<https://evernote.com>):** A web- and app-based note-taking and organization tool in which users can sync notes between devices and share and edit notes with others

Explain Everything (<https://explaineverything.com>): A paid collaborative and interactive whiteboard website and app for Android and Apple devices as well as a Google Chrome extension

Facebook (www.facebook.com): A social media network to connect with others using text and pictures, either for professional or personal use, for those age thirteen or older

FaceTime (<https://itunes.apple.com/us/app/facetime/id414307850?mt=12>): A video telephone and video chat service for conducting one-on-one video calls among Apple devices

Feedly (<https://feedly.com>): A platform that integrates and personalizes online content; users can read, share, organize, and search for new content to follow

Flickr (www.flickr.com): A free website for searching for images that includes Explore functions and a Creative Commons category with images in the public domain

flipped learning: A learning model where the traditional classroom work-homework model is flipped—students watch video lectures at home and work on exercises, projects, and discussions in class

GarageBand (www.apple.com/mac/garageband): Apple-only software and an iPad and iPhone app for making music, recording narrations, and creating new audio projects

Global Classroom Project, the (<https://theglobalclassroomproject.org>): Offers a place for both teachers and students to partake in collaborating globally; student work, resources, and information are shared in a wiki and a blog

Global Education Conference (www.globaleducationconference.com): An online, free, and global virtual conference that occurs over several days once a year; attendees include teachers, students, and educational leaders

Global Math Task Twitter Challenge (<http://gmttc.blogspot.com>): An effort to bring together mathematics students around the world to solve mathematics challenges and share their answers on Twitter using the hashtag #gmttc

Global Read Aloud (<https://theglobalreadaloud.com>): A reading program that connects classrooms through common read alouds

Gmail (mail.google.com): Google's email platform

Goo.gl (<https://goo.gl>): A tool to shorten an online web addresses (URLs) that is useful for sharing and inputting long URLs

Google (www.google.com): A search engine developed by Google

Google Advanced Search (www.google.com/advanced_search): A search tool within Google that allows you to focus your search terms for better results

Google Chrome (www.google.com/chrome): A Google-developed web browser that you can use on any device and that has additional features such as extensions and the ability to sync bookmarks across all devices

- Google Chrome Web Store (<https://chrome.google.com/webstore/category/apps>):** A place to discover apps, games, extensions, and themes for Google Chrome
- Google Classroom (<https://classroom.google.com>):** A file management system with some features of an LMS that allows classrooms to share announcements and documents and conduct discussions
- Google CS First (www.cs-first.com/en/home):** A free coding site where teachers sign up for a course and receive all the necessary materials to run a club or class that guides students through tutorials to learn Scratch coding
- Google Docs (<https://docs.google.com>):** A word processing tool in Google Drive, a part of the G Suite for Education, for creating and editing documents independently or in collaborative groups; available to all teachers and students who are members of the Google domain through their school, often called a “Google School”
- Google Drawings (<https://drawings.google.com>):** A drawing app within G Suite for Education
- Google Drive (www.google.com/drive):** A cloud-based storage platform that can store and sync files across multiple devices using a single login
- Google Expeditions (<https://edu.google.com/expeditions>):** A virtual reality app that allows students to immerse themselves in experiences from around the world and beyond
- Google Forms (www.google.com/intl/en_us/forms/about):** A survey and form-making app within G Suite for Education
- Google Hangouts (<https://hangouts.google.com>):** A unified communications service that allows members to initiate and participate in text, voice, and video chats either one on one or in a group and that is built into Google+ and Gmail and is available as an app for Apple and Android devices
- Google Images (<https://images.google.com>):** An image search engine from Google
- Google Keep (<https://keep.google.com/>):** A cloud-based tool for gathering and organizing notes, lists, and ideas and sharing them for online collaboration
- Google Play (<https://play.google.com>):** An entertainment platform for Google; it includes an app store for Android apps, music, books, movies and TV, and a newsstand
- Google Sheets (<https://docs.google.com/spreadsheets>):** A spreadsheet app within in G Suite for Education that supports common spreadsheet functions such as data entry, sorting, number calculation, and chart creation
- Google Slides (www.google.com/slides/about):** A web-based presentation creator available in G Suite for Education that allows users to insert images, text, charts, and videos, as well as modify transitions, layouts, and backgrounds
- Google Tango (<https://get.google.com/tango>):** An augmented reality app from Google that superimposes images on top of reality

Google+ (<https://plus.google.com>): A social networking site where users can connect over a variety of interests; many educators post ideas, questions, and requests to connect with other classrooms through Skype, Google Hangouts, and blogging

Google+ Connected Classrooms Workshop (<https://plus.google.com/communities/100662407427957932931>): A Google+ community focused on bringing together educators from around the world to share ideas, collaborate, and discuss how to best use technology in the classroom

GoSoapBox (www.gosoapbox.com): A website that allows students to use digital clickers to respond to teacher-created questions

Green Screen (www.doink.com): An iOS app from Do Ink that makes it easy to use green screen effects to create movies

Hour of Code (<https://code.org/learn>): An international event to encourage students of all ages to try coding; schools, public libraries, and community organizations hold programs where participants can try their hand at website-building, game creation, graphic design, and more

iBooks Author (www.apple.com/ibooks): An Apple iOS and MacOS tool for creating an interactive book that is publishable in the iBooks Store; teachers need a teacher or district account to publish

iMovie (www.apple.com/imovie): An Apple video-creation app only available on an iPhone, an iPad, or a Mac computer

iTunes (www.apple.com/itunes): Apple's media management program available on macOS and Windows personal computers that users can use to download or publish their own music, videos, books, podcasts, and more

Kahoot! (<https://getkahoot.com>): A free website for creating quizzes and answering the questions from any digital device

Keynote (www.apple.com/keynote): An Apple presentation tool

Khan Academy (www.khanacademy.org): A screencast tutorial website for students to watch videos and check their understanding of concepts

Kidblog (<https://kidblog.org>): A website where students can publish and share their learning in a secure environment

Kodable (www.kodable.com): a free and paid website with a programming curriculum

LastPass (www.lastpass.com): A secure password-creation and management tool with free and paid versions

learning management system (LMS): Software used to manage, track, and report educational data and courses

Lego Mindstorms (www.lego.com/en-us/mindstorms): Lego kits with pieces that students can assemble into programmable robots

Listenwise (<https://listenwise.com>): A website that features news and academic stories that students can listen to

LogMeOnce (www.logmeonce.com): A website that allows users to create one secure password to access other websites where users have password-protected accounts

Make Art (<https://art.kano.me/challenges>): A coding website with tutorials to teach the user how to code and create artwork

Marqueed: A platform that allows users to annotate, collaborate on, and discuss online images

Medium (<https://medium.com>): A platform where users can write, follow, and comment on blog posts written by writers from around the world

Microsoft Educator Community (<https://education.microsoft.com/>): A Microsoft-run centralized website that pulls together lesson plans, technology integration ideas, opportunities for educators to collaborate, and much more

Microsoft Excel (<https://products.office.com/en-us/excel>): A spreadsheet program that you can use on both Apple and Windows devices and that makes up part of the Microsoft Office suite

Microsoft Office (<https://products.office.com/en-US>): A suite of software that contains Word, PowerPoint, Excel, and other Microsoft programs

Microsoft OneDrive (<https://onedrive.live.com>): A cloud-based data-storage platform where users can access their files from anywhere in the world

Microsoft OneNote (www.onenote.com): A digital notebook platform

Microsoft PowerPoint (<https://products.office.com/en-us/powerpoint>): A presentation creation tool in Microsoft Office used to create slideshows incorporating images, text, video and audio

Microsoft Word (<https://products.office.com/en-us/word>): A word processing app that is part of the Microsoft Office suite

Moodle (<https://moodle.org>): A free, open-source learning management system

Mozilla Firefox (www.mozilla.org/en-US/firefox/new): A web browser the global nonprofit company Mozilla created

Mystery Skype (<https://education.microsoft.com/skype-in-the-classroom/mystery-skype>): A service offered on the Skype website to help teachers connect and collaborate with another unknown classroom

National Geographic (www.nationalgeographic.com): Houses a collection of information about geography, cartography, and exploration

Nearpod (<https://nearpod.com>): A free and paid interactive presentation and lesson tool designed for teachers to embed questions, polls, and activities into presentations; teachers can access previously uploaded presentations through the website

NoodleTools (www.noodletools.com): An online research-management platform that promotes critical thinking and authentic research, helps students stay organized as they evaluate information and prepare to write, and allows librarians and teachers to provide feedback, monitor individual contributions to group work, and view statistics about source use

NOW Classrooms Project, the (<http://nowclassrooms.com>): A website about the entire NOW Classroom Project, including the *NOW Classrooms* blog and details about the book series

NSTeens (www.nsteens.org): A version of NetSmartz built specifically for teen users

Otus (<http://otus.com>): A classroom LMS that integrates data from third parties to get a more comprehensive snapshot about student growth

Ozobot (<http://ozobot.com>): Small coding robots that help teach students how to code

Padlet (<https://padlet.com>): A digital bulletin board for student collaborative projects that students join through a code the teacher provides

Pear Deck (www.peardeck.com): An interactive presentation platform where teachers can give various types of questions and get real-time feedback from students; Pear Deck presentations can be made from scratch on the website or uploaded from PowerPoint or a PDF

Photos for Class (www.photosforclass.com): A collection of safe, attributed photos that creators license under Creative Commons for public use

Piktochart (<https://piktochart.com>): A template-driven website with free and premium features for easily creating stunning infographics

Pixel Press (www.projectpixelpress.com): A tool used to learn coding and programming

Planet Nutshell (<http://planetnutshell.com>): A company whose primary focus is creating videos for businesses and free videos for teachers with resources on cyberbullying and Internet safety

PlayPosit (www.playposit.com): A free interactive website that allows teachers to post instructional videos while embedding questions throughout to receive feedback and give immediate feedback to their students on a lesson

Pocket (<https://getpocket.com>): A platform where users can save media they encounter online for later viewing

Podbean (www.podbean.com): A podcasting platform with both free and paid features

podcast: A digital audio recording that creators usually publish as a series of episodes

Pokémon Go (www.pokemongo.com/): An augmented-reality app that encourages users to search for and collect virtual Pokémon in the real world

Poll Everywhere (www.polleverywhere.com): A survey platform where users can conduct various types of polls in real time, making the tool ideal for lessons, presentations, and real-time feedback; participants respond using any mobile phone that has texting capabilities

PowerSchool Learning (<https://my.haikulearning.com>): A learning management system with limited free access as well as premium features

QR code: A scannable code that links to online information

QuickTime (<https://support.apple.com/quicktime>): A multimedia video player for mobile devices and personal computers that also allows for movie, screen, and audio recording

QuickVoice (www.nfinityinc.com/quickvoiceip.html): A voice recorder for iOS devices

random password generator: Website or app for creating and storing strong user passwords; random password generators are a great way to introduce students to the idea of using safe passwords

Raspberry Pi (www.raspberrypi.org): A small, affordable computer that users can program in a variety of ways

RoboBlockly (<http://roboblockly.ucdavis.edu>): A digital, programmable robot focused on teaching coding and mathematics skills to elementary and middle school students

Safari (www.apple.com/safari): A web browser Apple developed that can only be used on Mac operating systems

SAMR model: A model that helps teachers to determine ways to increase effective use of technology in lessons; SAMR stands for *substitution, argumentation, modification, and redefinition*

sandbox time: A time period, usually ten to fifteen minutes, that teachers designate for students to try out a new technology platform or for teachers to receive training on new technology

Schoology (www.schoology.com): A learning management system with free and paid features, such as discussion boards, assignment-creation tools, and digital quizzes

SchoolTube (www.schooltube.com): A source of videos specifically compiled for teachers and students

Scratch (<https://scratch.mit.edu>): A free coding language and online community developed by MIT that acts as the basis for Google CS First courses and tutorials

ScratchJr (www.scratchjr.org): A tool for learning a programming language

screencast: A recording of a digital screen with audio added to explain a concept

Screencastify (www.screencastify.com): An extension of the Chrome browser, or an application that users can install and run through the Chrome browser, used to create screencast movies

Screencast-O-Matic (<https://screencast-o-matic.com>): A free website with an inexpensive pro upgrade, used by teachers and students to create screencasts

screenshot: An image of the display on a computer screen

Scribble (www.scribble.com): A web-based tool for users to annotate PDFs, websites, and documents, including highlighting, adding electronic sticky notes, and underlining

Seesaw (<http://web.seesaw.me>): A site and app for creating student-driven digital portfolios, with free basic features, premium advanced features, and school versions

- Showbie (www.showbie.com):** An app used to give and receive assignments while allowing for feedback
- Skitch (<https://evernote.com/products/skitch>):** An application that allows users to edit and annotate images
- Skype (www.skype.com):** A video and instant messaging app that you can install on any type of device to collaborate with other classes and all types of experts
- Skype in the Classroom (<https://education.microsoft.com/skype-in-the-classroom/overview>):**
An online community where teachers can find resources to use Skype in their classrooms, including information on guest speakers, Mystery Skype, virtual field trips, and lesson plans
- Snopes (www.snopes.com):** A fact-checking website
- SoundCloud (<https://soundcloud.com>):** A streaming site that provides access to music and allows users to upload their own
- Soundtrap (www.soundtrap.com):** A platform where users can digitally collaborate, create, store, and share music and podcasts
- Sphero (www.sphero.com):** A programmable rolling robot that users can drive and control using the Sphero app
- Spreaker (www.spreaker.com):** A platform for creating podcasts
- Storybird (www.storybird.com):** A free story-creation website and app where users can choose art from professional artists to include as visual enhancements to their writing; users can publish, share, or purchase as a bound book finished stories on the site
- SurveyMonkey (www.surveymonkey.com):** A website with free and premium features for creating and circulating surveys
- Swift Playgrounds (<https://developer.apple.com/swift/playgrounds>):** An iPad-only app for learning the Swift programming language in a fun, interactive way to help students understand app creation
- Tackk (<https://tackk.com>):** A free basic and easy-to-use electronic publishing site that lets users insert images, text, and videos and share their final product
- TED-Ed lessons (<https://ed.ted.com>):** A series of short animated videos accompanied by review questions, additional resources, and discussion questions created by animators at TED-Ed, an affiliate of TED
- Tellagami (<https://tellagami.com>):** An Apple-only app where students create an avatar, record a sound clip, and have a character play back the recording with added gestures
- Tes Teach with Blendspace (www.tes.com/lessons):** A tool that allows teachers to create a series of activities (like videos, quizzes, files, websites, and so on) that students can move through in order to learn about a variety of topics
- ThingLink (www.thinglink.com):** A website with free and premium features for annotating images to demonstrate learning

- TodaysMeet (<https://todaysmeet.com>):** A tool that provides a backchannel for participants to comment and provide input without disrupting a presentation
- TouchCast (www.touchcast.com):** A smart video-production website and app for both Apple and Android devices that allows students to create and share interactive videos
- Trello (<https://trello.com>):** A free website and app that allows students to create and organize lists within online boards; users can share Trello boards with each other, making task assignment and voting easy for group projects
- Tumblr (www.tumblr.com):** A platform where users can post, share, search for, and comment on a variety of media
- Twitter (<https://twitter.com>):** A popular social media site for communicating short messages through text and multimedia; we encourage the use of a teacher or classroom account
- Tynker (www.tynker.com):** A tool used to learn coding, which includes free and premium features
- UJAM (www.ujam.com):** An online audio mixer that allows users to record their voices and combine them with various music styles to create unique songs
- Vimeo (<https://vimeo.com>):** A website where users over age thirteen can watch, upload, and share videos
- virtual reality:** A computer-generated version of reality that users can interact with using special equipment with built-in sensors, such as headsets or gloves
- VoiceThread (<https://voicethread.com>):** A paid subscription website where teachers can set up an online collaborative space for students to create video, voice, and text commenting
- Voxer (www.voxer.com):** A website and iOS and Android app that allows individuals age thirteen and older to communicate with live audio feeds, voice recordings, written messages, or pictures
- Weebly (www.weebly.com):** A free website creation tool that allows users to easily make visually appealing websites with feature text, videos, images, and web links
- WeVideo (www.wevideo.com):** A video-creation and video-sharing tool that uses cloud-based video-editing software and includes free and premium features
- Wikimedia Commons (www.wikimedia.org):** A collection of free-to-use media content; users may also upload and license their own works on Wikimedia Commons
- Wikipedia (www.wikipedia.org):** A free online encyclopedia that is open to users to add information (causing some to question its credibility as a primary research source) that is useful for finding additional sources of information
- WordPress (<https://wordpress.com>):** A platform to create professional-looking blogs, websites, or portfolios that creators can maintain throughout their lives; WordPress software is free to use and it offers free site hosting at www.wordpress.com
- YouTube (www.youtube.com):** A video platform for publishing and viewing video content
- Zoom (<https://zoom.us>):** A webconferencing and videoconferencing platform