

Teaching and learning that includes **digital methods and digital tools** providing some element of control over time, place, path, and/or pace.

Interaction



The ways teachers and students interact with digital content and each other:

asynchronous

Teachers and students are engaged in teaching and learning at **different times** and different locations (anytime, anywhere) through educational and instructional technology.

synchronous

Teachers and students are engaged in teaching and learning at the **same time** through educational and instructional technology.

Delivery



The digital approach teachers and students use to engage with the content and each other:

virtual (online) remote (distance)

Teachers and students are not in the same place. Instruction and learning may take place asynchronously and/or synchronously.

blended (hybrid)

Students learn at least in part through virtual (online) learning, with some element of student control over time, place, path, and/or pace; **and** at least in part in a supervised, brick-and-mortar location away from home (school or learning center).

Platforms



The software used to communicate and deliver content and instruction for digital learning:

learning management system

A software application that helps the online teacher deliver content to students, administer and analyze assessments, track student progress, and manage records.

video communication software

Online software for facilitating live synchronous conferences between two or more participants at different sites to transmit audio, video, and text data.

content management system

A simple computer framework application for managing content from a central location.

