GLOSSARY OF TERMS

Accessibility, making digital content easily available to a range of users, including those who use assistive technologies

Blended Learning, combining classroom and online learning

CAST, Center for Applied Special Technology, created the notions of UD and UDL

Creative Commons, a series of licences that can be used by the creator of content to describe how that want their content to be used

DART, Directed Activities for Reading Text, activities involving highlighting, cutting-and-pasting and moving around enlarged text

Differentiated Instruction, this involves customising the teaching content to suit the needs of the individual learners

e-Learning, any form of electronic learning

e-Moderation, the role of the educator to promote communication and sharing of ideas

Infographic, poster-like visual representation of information and data

Learning outcomes, statements that describe the knowledge or skills of the learner

Lesson Plans, description of the teaching approach and content of a course

LSCWC, Look, Say, Cover, Write, Check, a reading and writing technique

Module, a set of learning content about a specific topic

Multimedia, using more than one medium of expression or communication, e.g. audio, and text

Multiple Means of Engagement, different learners are motivated to learn for different reasons, so the more ways we present the content, the more likely everyone is to engage with it.

Multiple Means of Expression, different learners are better at expressing what they have learned I different ways, so the more ways

we allow them to express what they know, the more likely everyone is to engage with it.

Multiple Means of Representation, different learners take in information in different ways, so the more ways we present the content, the more likely everyone is to understand it.

Persona, fictional characters created with a set of specific characteristics to help people create better designs

Podcasting, audio recording in the style of a radio programme

Programme, a collection of modules

Storyboards, a graphic organization of images for visualizing media content

Syllabus, the subjects in a course of study or teaching

UD, see *Universal Design*

UDL, see *Universal Design for Learning*

Universal Design, the design of products and services to make them as accessible to all people

Universal Design for Learning, the design of teaching content to make them as accessible to all people

Usability, the ease of use and learnability of a system

Virtual Learning Environment, a Web-based platform for storing teaching content

VLE, see *Virtual Learning Environment*

World-wide Web, online space that provides access documents and multimedia content

WWW, see *World-wide Web*