# 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*