

# **Technology Terms to Know**

## **1. Instructional Devices:**

- a. LCD/Data Projector:
  - i. A projection device used to connect to a video source, normally a computer, to display presentations, video, and websites.
- b. Smartboard or Interactive Whiteboard:
  - i. Used as a projection screen in conjunction with LCD/Data projector. The interactive whiteboard allows the teacher or student to control the computer from the board with their finger or smartboard pens. You can tap the board like clicking a mouse, or you can create projects with Smart notebook and have students manipulate images and websites with the Smart software.
- c. Document Camera/ELMO:
  - i. This is the overhead projector of the 21<sup>st</sup> century. This allows you to view documents and transparencies with excellent clarity on a projection screen. You can also see objects in greater detail for science and other courses.
- d. Digital Video Camera and Still Camera:
  - i. The digital video camera or still camera allows you to capture images and video to the camera by tape or built in memory and transfer it to a computer for editing.

## **2. Hardware:**

- a. USB Cable:
  - i. Common computer connection for cameras, and external devices such as printers, flash drives, cellphones, etc.
- b. Flash/Thumb Drive:
  - i. A portable storage device that plugs into a usb port on your computer.
- c. Hard Drive:
  - i. The storage for all files on your computer. This is where your data, files, and operating system exist on your computer. Think of it like a big filing cabinet. The cabinet is the hard drive and in it are all of your folders and files.
- d. Operating System:
  - i. This is system software that manages computer hardware and software resources and provides common services for computer programs (Ex. Windows 7, 8, 10, or Macintosh OS X etc.). It is what you see when you work on your computer. The operating system is the brain of the computer; without it the computer will not function.
- e. RAM:
  - i. Stands for random access memory. It is the place in a computer where the operating system, application programs, and data in current use are kept so that they can be quickly reached by the computer's processor.
- f. Network Cable:

- i. The cable that connects to a wall jack in your classroom and connects your computer to the network and internet.
- g. Wireless Card:
  - i. Provides access to the school network without the need for a cable. Most are built into the computer.

### **3. Technology Resources:**

- a. E-mail:
  - i. The Electronic Mailbox used to communicate over the internet. We use it in the world for nearly instant communication. You can also attach files to send to others to increase efficiency.
- b. Class Page
  - i. A way for teachers to communicate class assignments and information with parents and the community. A simple website building tool is weebly.com.
- c. Online Assessment Software:
  - i. This web based software is used to create and deliver online assessment for quick and efficient data disaggregation for instructional decision making. The product we currently use is called interactive achievement and can be located at [interactiveachievement.com](http://interactiveachievement.com).
  - ii. For more information ask your technology lead teacher, or instructional technology specialist.

### **4. Commonly Used Educational Technology Terms:**

- a. Data Disaggregation:
  - i. To divide data based on performance and identify trends, to create instructional strategies.
- b. Wiki:
  - i. A wiki is a website that enables documents to be modified by other users collaboratively.
- c. Blog:
  - i. An online journal. Viewers can leave comments for others to see.
- d. Podcast:
  - i. Web-based audio broadcast.