

Blended Learning Essentials: Getting Started

Definitions of major categories of digital technology tools used in student education

Digital technology	Description
In class mobile voting	Use of mobile devices to allow students to answer questions (e.g. Multiple choice questions) during teaching session, with collated responses viewable by teacher and learner
Collaborative writing	Use of a tool such as a wiki for learners to write collaboratively online, with a record of edits, changes etc.
Video recording of learner activity	Recordings of student presentations, performances, sports training, workshop activities, work-place activities, provided to learner for reflection and feedback
Online formative assessments	Quizzes and tests provided online for automated marking and immediate feedback; formative 'for learning'
Discussion forum	Online tool for discussion; can be organised a groups of conversations (threads); allows users to post questions and answers.
Reflective log (blog)	Online tool for writing diary entries – often appear in reverse chronological order; can be private or public; can include text, images, video, links and can allow comments from others
Audio and video resources	Audio and video files available on the Internet e.g. Soundcloud (audio), YouTube (Video)
Social media	Online sites for building communities, posting comments and sharing materials (e.g. Facebook, Twitter)
Video conferencing	Tools to allow synchronous (real time) video, audio and chat conversations via the Internet (e.g. Skype)
Open Educational Resources	Individual assets (e.g. document, audio, video etc.) licenced using Creative Commons to allow re-use, sharing and re-purposing