Index

21st century learners 1011, 1547
21st century skills 595, 947, 1402
4-H Robotics 477

A
Academic Management System (AMS) 1194
acculturation 732
Acer-European Schoolnet Educational Netbook Pilot Project (AESENPP) 1525
active learning 387
Active Worlds Educational Universe (AWEDU) 118
Activity Theory 166
actualizing citizen 900
Adaptation and Evaluation Module (AEM) 583, 586
Adaptation Sub-Module (ASM) 586
administrative rights 1239
advanced placement 327, 1173, 1418, 1617, 1622, 1720
AEIOU 467
affinity groups 1385
affinity spaces 1671
age appropriate perceptions 1656
age appropriate ranking 1657
age appropriate technology
   conflicting views 1651
   recommendations 1664
Algebra Balance Scale 999
Algebra Balance Scale Negatives 999
American Association for the Advancement of
   Science (AAAS) 315
American Statistical Association (ASA) 1256
analysis of covariance 374
Analysis of Covariance (ANCOVA) 642, 1052
Animal Assisted Activities (AAA) 824
Animal Assisted Interventions (AAI) 825
Animal Assisted Therapy (AAT) 825, 827
Apex Learning Common Core Courses and Tutorials 386
Apple Classrooms of Tomorrow (ACOT) 1695
Applied Behavior Analysis (ABA) 101
Applied Natural Language Processing (ANLP) 780
AP United States history (APUSH) 1176
Architectural Jury 1378, 1387
Argumentative and Alternative Communication (AAC) 101
artistic expression 1226
Assessing Scientific Inquiry and Leadership Skills (ASSILS) Project 1621
Assistive Technology (AT) 58, 63-64, 70, 82, 85, 562, 702, 709
   math 61, 84
   reading 60, 78
   science/social studies 61
   writing 59
Assistive Technology Collaboration (ATC) 63
Assistive Technology Services (ATS) 63-64
Association of Mathematics Teacher Educators (AMTE) 506
Attention Deficit Hyperactivity Disorder (ADHD) 93, 369, 379, 564, 567
Augmentative and Alternative Communication (AAC) 103, 545, 1470
Augmented Reality for Interactive Storytelling (ARIS) 275
Augmented Reality Games (ARG) 269
Australian Association of Mathematics Teachers (AAMT) 249
Autism Spectrum Disorders (ASD) 101
Automatic Speech Recognition (ASR) 726, 739

B
Bakhtin, Mikhail
   theoretical framework of dialogues 210
   theories of double-voiced discourse 215, 218
Basic Interpersonal Conversation Skills (BICS) 731
BeeBot 1074

behavioral indicators 1119
behavioral therapy 568
Behavior Intervention Plan (BIP) 546
bilingual education 1424-1425
blended learning 384, 1325
Blio 706
Bloom’s Digital Taxonomy 232
Breadboard Microcontroller Starter Kit 446
Build IT - See WaterBotics™.
buoyancy 1052

C
Camtasia 623
Capstone Project 1376
Career and Technical Education (CTE) 1365
CEENBoT 469
Center for the Assessment and Evaluation of Student Learning (CAESL) 475
Central Limit Theorem (CLT) 1261
Centre for Distance Learning and Innovation (CDLI) 1418
citizenship education 881, 893
civics course 886
classroom assessment 1616, 1620
cohere 1620
equity 1621
use 1620
classroom management 1243
classroom norms 655
classroom practice
  science assessment 1615-1616, 1621, 1633
cloud learning 113
Cl@ssi2.0 project 3
Cognitive Academic Language Proficiency (CALP) 731
Cognitive Apprenticeship Model (CAM) 1504, 1506, 1508, 1518
cognitive domain 1445
cognitive load 341
Cognitive Load Theory 1326
  Multimedia Learning 1325, 1327
cognitive overload 1326
Coh-Metrix 786
collaborative learning 340, 1638
Collaborative Learning Platform Using Game-like Enhancements (COLLAGE) 1697
Collaborative Learning Technologies (CLT) 122
collaborative writing 17
Commercial Off-The-Shelf (COTS) 166, 615
Common Core State Standards (CCSS) 702
  for Mathematics (CCSSM) 489-490, 997
  in Mathematics of high school Probability and Statistics (CCSSM-PS) 1254
Common Sense Media 1207
Community of Inquiry (CoI) 949
Community Walk 1527
Competency-based Knowledge Space Theory (CbKST) 283, 285
Comprehensive Framework for Teacher Knowledge (CFTK) 943, 1508, 1518
Computer-Aided Design (CAD) 438
Computer Algebra System (CAS) 490
Computer-Assisted Instruction (CAI) 562
Computer-Assisted Language Learning (CALL) 724-725, 735, 739
Computer-Assisted Pronunciation Training (CAPT) 724-726, 739
computer technology 43-44
concept maps 392
cognitive learning 644, 998
constant comparison 1179
constructivism theory 338
content area writing 15
Content-Based Mathematics Professional Development (CBMPD) 1597
Content Management System (CMS) 1194
courseware 1194
context-awareness 1696
convergent thinking 1483
Core Math Tools (CMT) 491
Core-Plus Mathematics Project (CPMP) 490
Course Management System (CMS) 927, 939, 1309
cover story 1636
cultural catalysts 814
cultural studies 13
curriculum differentiation 966
curricula 1352
Curriculum Planning and Development Division (CPDD) 796, 807
cyberbullying 1244
cybercells 1417, 1419-1420
cyber charter schools 1719-1720
cyber learning 1722
legal challenges 1721
Cyberchase website 1562
cyclic modeling 405

D
data analysis 1357
Data Driven Instructional Systems (DDIS) 1679
Default Delivery Context (DDC) 1190
democratic classroom climate 902
Department of Education (DOE) 1366
design feedback loop 1371
design thinking 1022, 1035
Developmentally Appropriate Practice (DAP) 1650, 1653
Device Independent Authoring Language (DIAL) 1191
didactic cycle 1605, 1607, 1612
differentiated instruction 385, 543
Diffusion of Innovations Theory (DIT) 924
digital citizenship 1244
digital curriculum 385
digital e-book readers 742
Digital Educational Games (DEG) 281
digital games 1557
digital portfolios 1107
college classroom 1108
possibilities and pitfalls 1109
digital storytelling 980, 987, 1112
college classroom 1112
possibilities and pitfalls 1113
digital text 702, 704, 719
digital tools 11
Discipline-Based Art Education (DBAE) 225
distance education 210, 1399
Distance Education and Training Council (DETC) 768
distance learning 337
course framework 338
distributed cognition 1021
distributed leadership model 1673
District Technology Officer 1184
divergent thinking 1483
Document Type Definition (DTD) 1196
dominoes 251
Dragon Naturally Speaking 712
Dream It Do It (DIDI) 475
dutiful citizen 900
Dynamic Cognitive Tools (DCT) 648
dynamic representations 1139, 1141, 1153
Dynamic Technology Scaffolding (DTS) 652
educational games 615, 845
Cats & Dogs 251, 258
DOGeometry 1222
Dominó Belga 258
Dots & Boxes 251, 256
Rithmomachia 249
Syzygies 252, 259
Traffic Lights 251, 255
Wari 250, 255
educational technology 1488
Education for All Handicapped Children Act (EAHCA) of 1975 86-87, 89, 95, 102, 108-109
Education for Democratic Citizenship (EDC) 893
education informatics 155
Education Resources Information Center (ERIC) 312
effective learning 338
e-gaming 165
Eight Basic Competencies 1086
Electrical and Computer Engineering Department Heads Association (ECEDHA) 482
Electronic Learning (e-learning) 135, 1189, 1694-1695
Electronics and Computer Engineering (ECE) 482
electrostatic energy module 408
Elementary and Secondary Education Act (ESEA) 90
Elements of Game Design (EOGD) 269
embedded librarian 1541
Emotional and Behavioral Disorders (EBD) 58, 101
English Language Learner (ELL) 723
design quadrant 723-724, 730
ePortfolio 211
eTwinning 1527-1528
European Economic Community (EEC) 1474
European Qualifications Framework (EQF) 1088
European TERECoP project 1069
evaluation design 1343
evaluation methods 1346
comparison groups 1349
interview 1350
observation 1351
pre- and post-test 1346
questionnaire 1350
Evaluation Sub-Module (ESM) 586
evaluative modeling 405, 417
experimental modeling 405
explicit instruction 541, 544
exploratory modeling 405
expressive modeling 405

E

e-adventure 587
educational change 1558
educational environments 150, 174, 463, 674, 1416, 1431, 1650-1651, 1659-1660, 1662, 1664, 1666
Index

F
Family Educational Rights and Privacy Act (FERPA) 1361
FIRST LEGO League (FLL) 1085
Florida Virtual School (FLVS) 187, 1407
flow experience 846
Flow Theory 650
Free and Appropriate Public Education (FAPE) 88, 95-96, 109
Freire’s work 1424
Functional Behavior Assessment (FBA) 100, 545

G
Game-Based Learning (GBL) 581, 615
Game Environment Applying Real Skills (GEARS) 120
game mechanics 1670, 1681
Games, Learning, and Society (GLS) 280
game strategies 842
gamification 864, 1682
gaming objects 285
Gantt charts 440
General Data Model for Adaptation and Evaluation (GDMAE) 584
General Packed Radio Service (GPRS) 1192
generative tasks 1116
geocaching 862
history 863, 876
implications 862-863
instruction 870
Geographic Information Systems (GIS) 425, 432, 1141, 1149, 1159
Geometer’s Sketchpad 640, 1119
Global Positioning System (GPS) 469, 880, 1356, 1503
Goal-Based Scenarios (GBS) 1636
Goodman Research Group (GRG) 446
Graphical Programming Interface (GPI) 469
Graphical User Web Interface (GUI 1200
graphics card 1224
graphing calculator 1118

H
High School Assessment (HSA) 1578, 1603
human-centered design process 1225
hybrid classrooms 772
Hydrologic Unit Code (HUC) 425
hypermedia reading lessons 61

I
idiolect definition 813-815
dialogue approach 815
reading dialogue experiment 818
inappropriate uses of technology 1241
inclusive education 120, 544
Individualized Education Programs (IEP) 89-90, 92, 96-97, 100, 109, 1270, 1274-1276, 1280-1281
Individuals with Disabilities Education Act (IDEA) 86-88, 90-96, 102, 108-109, 1439, 1463, 1729
inductive reasoning 644
Innovation Diffusion Theory (IDT) 1517
Innovative Technology Experiences for Students and Teachers (ITEST) 424, 460
Input Interaction Output (IIO) Theory 739
Inquiry-Based Science Education (IBSE) 1068-1069
instructional design 159, 1335
instructional leadership 1674, 1683
instructional technology 62
Instructional Technology Administrator (ITA) 269, 274
instrumental genesis 650
integrated projects 1366, 1369
Intelligent Tutoring System (ITS) 780
interaction patterns 565
interactive learning experience 385, 388
Interactive Whiteboards (IWB) 526-527, 1503
software 511, 514
Intermountain Therapy Animals (ITA) 825, 827
International Association for Statistical Education (IASE) 1257
international distance education 337
International Education Association (IEA) 900
International Engineering Consortium (IEC) 482
International Society for Technology in Education (ISTE) 235, 270, 278, 672, 767, 943, 1285
Internet Community of Design Engineers (iCODE) 445-446
InventionDB 453
isometry 1132

K
knowledge broker 1515
Knowledge Management (KM) 1096
Knowledge Space Theory (KST) 283
Kolmogorov-Smirnov test 254
Krashen’s ideas 1424
Kurzweil3000 711
Index

L
Language Experience Approach (LEA) 727, 731, 734
Language-Related Episodes (LRE) 211
large group demonstrations 985
learning activities 163
learning by doing 894
learning disabilities 58, 82
Learning Management Systems (LMS) 112, 114, 181, 275, 301, 674, 939, 1188, 1194, 1336
learning objects 284, 291
learning philosophies 841
learning situations 287
learning theory 946
Least Restrictive Environment (LRE) 89-90, 95-96, 109
LetMeType 708
liberal individualism 893
Light Emitting Diodes (LED) 449
Likert scale 1356
Liquid Crystal Display (LCD) 449, 451
Local Education Authorities (LEA) 530
Lorde's commitment 1424
Lowest Common Denominator (LCD) 1190
ludic environments 248

M
Maryland High School Assessment (MHSA) 1580-1581
Massachusetts Comprehensive Assessment System (MCAS) 454
Mathematical Association of America (MAA) 1256
measurement methods - See evaluation methods.
mind tools 1492
mission context 1636
mission focus 1637
mission structure 1637
mobile learning device 980
Mobile Learning (mLearning/m-learning) 135, 350, 1189, 1693-1694, 1696, 1698
Engine (MLE) 1702
Mobile Moodle (MO MO) 1191
Model-Based Inquiry (MBI) 401, 405-407
Model My Watershed 423
model of delivery
asynchronous 1400
independent 1400
synchronous 1401
Moodle 453
More Knowledgeable Other (MKO) 1021
motivational psychology 1635
multicultural education 1424-1425
multimedia learning 1327, 1336
Multi-Player Online Role-Playing Games (MMORPG) 616
Multiple Intelligences theory 731, 868, 1442
Multiple-Literacies Theory 868
multiple target audiences 1358
Multi-User Virtual Environments (MUVE) 114, 293, 614
musical intelligence 1447
music composition 1478
music handwriting 1477
MyBlocks 1078
MyStudyBar 708
Narrative Game-Based Learning Objects (NGLOB) 281
narrative objects 284
narrative writing 796
National Assessment of Educational Progress (NAEP) 315, 767, 1617
National Council of Teachers of Mathematics (NCTM) 249, 489, 491, 508, 511, 639
National Educational Standards for Teachers (NETS•T) 223, 238
National Educational Technology Standards (NETS) 235, 270, 278, 943
National Education Technology Plan (NETP) 959
National Library of Virtual Manipulatives (NLVM) 998, 1259
National Network of Digital Schools (NNDS) 120
National Nutrition Survey (NNS) 853
National Physical Activity Survey 853
National Science Foundation (NSF) 423, 463, 466, 506, 511, 1260
nature-deficit disorder 869
needs assessment 728
Net Generation 42
Net Generation learners 898
Networked Readiness Index (NRI) 48
Network Resources and Training Sites (NRTS) 1578
New Millennium Learners (NML) 898
No Child Left Behind (NCLB) 87, 90-91, 102, 108-109, 137, 1595
NOOK Study 706
NQC Baby 1077
Index

O
one-to-one laptop 1235, 1283-1284, 1302-1303, 1305
online instruction 672
Online Interactive Learning Modules (OILM) 142, 152
online learning 187-188, 190-191, 195, 1399, 1669, 1674
Online Learning Communities (OLC) 1096
online support groups 1271
participation purposes 1273
online teaching 1402
Open Jury 1378
OpenSim 111
Optical Character Recognition (OCR) 705, 710
Organization for Economic Co-operation and Development (OECD) 1070

P
pair programming 1638-1639
parental communication 1270
participatory librarianship 1540
Participatory Action Research 427
Partnership for 21st Century Skills (P21) 1368
pattern identification 248
pattern recognition 254
Pedagogical Content Knowledge (PCK) 944, 946
peer communication 1278
peer feedback 211
Penn State Integrated Hydrologic Model (PIHM) 426
Personal Learning Environment (PLE) 113
Personal Learning Network (PLN) 113
pervasive computing 1714
phonemic awareness 548
physics 394
Picture Exchange Communication System (PECS) 545
place-based learning 869
playback-and-practice activities
  student controlled 984, 986
PoliCultura&Moodle 5
Pollen project 1073
praxeology 1071
Preparing to Teach Mathematics with Technology (PTMT) 1260
pre-service teachers 620
Problem-Based Learning (PBL) 300, 465, 1043, 1070, 1595
problem-solving tasks 1226
procedural knowledge 998
processing response 564
process writing 12
Productive Disciplinary Engagement (PDE) 652
Professional Development Schools (PDS) 1494
Program for International Student Assessment (PISA) 1577
Project-Based Learning (PBL) 475, 1588, 1590, 1603
Project Tomorrow 1284
provocative task 651
Public Test Realms (PTR) 1680

R
raiding guilds 1669-1670
RCSB Protein Data Bank 1209
readability formulas
  Flesch-Kincaid 1209
  Flesch Reading Ease 1209
  Fry 1209
Read and Write Gold 710
Reading Education Assistance Dogs (R.E.A.D.) 825, 827, 837-838
Regular Education Initiative (REI) 92
religious education 924
  Chinese 925
e-Learning 923
Remotely Operated Vehicle (ROV) 1045, 1065
Robot Sumo Tournament 451

S
sample size 1357
scenario operations 1637
science instruction 402-404, 416
science learning 402
Science, Mathematics, and Engineering (SME) 1585
Science Process Assessment for Middle School (SPAMS) 1580-1581
Science, Technology, Engineering, and Mathematics (STEM) 432, 463, 467, 1042, 1064, 1342, 1578
Scientific Method 436
scientific practices 1617
scientific skills 399
secondary education 744
Second Language Acquisition (SLA) 726, 740
Self-Determination Theory 649
self-directed learning 340, 1287
self-reflective e-dialogue 1426
semiotic mediation 1605-1606
serious games 566
service pedagogies 896
Shame Theory 650
situated cognition 1021
situated learning 113
small group demonstrations 984
SMART Board technology 62, 76, 512, 1494
Social and Educational Virtual World (VSEW) 120
social interaction 1278
social learning environment 1021
social media
  in the classroom 1172
social networking
  NING 671, 677, 684
Social Network Sites (SNS) 864
Socio-Cultural theory 731
software engineering 1634
software lifecycle models 1635, 1640
Speak Up National Research Project 1283, 1292
special education 365, 542, 544, 557
Specific Learning Disability (SLD) 91
Speech and Language Impairment (SLI) 99
Speech Recognition Software (SRS) 713
Standard Generalized Markup Language (SGML) 1196
statistical thinking 1255
storytelling situations 287
student-centered learning 734, 740, 898
student distractions 1241
student engagement 1285
student voice 892
Super Cricket 446
sustained intellectual press 652
Swiss Perfect software 253

T

tablet computers 1205-1206
teacher-centred methods 895
Teacher Education Goes Into Virtual Schools (TEGISVS) project 190, 674, 1406
teacher intervention 367, 375-376, 1120, 1123-1124
Teacher Professional Development (TPD) 995
teaching-learning ecology 967
technical education 269, 274
technical law 1071
technocentric strategies 1559
Technological Content Knowledge (TCK) 944, 946
Technological, Pedagogical, and Content Knowledge (TPACK) 222, 311, 651, 943, 958, 1257, 1508, 1518, 1559, 1573
Technological Pedagogical Knowledge (TPK) 944, 946
technology-based learning 1492
Technology-Enhanced Learning (TEL) 963, 968-969, 1571
Technology Implementation Questionnaire (TIQ) 49
technology support staff 1238-1239
telecollaborative learning 1390
Text-to-Speech (TTS) synthesis 366
therapy dogs 823, 825
Toulmin, Stephen
  argument pattern 210-211, 213-215, 217
cognitive and practical argument pattern 215
transformational curricula theory 895
Trends in International Mathematics and Science Study (TIMSS) 313
triangle congruence 497, 499

U

ubiquitous learning 113
Undergraduate Computer Mathematics Academy (UCMA) 1582-1583
Universal Design for Learning (UDL) 83, 136, 142, 152, 541, 702, 719, 964-965
concept 138
Urban Higher Education Institutions (UHEI) 1576, 1603
User Agent PROFile (UAProf) 1190, 1203

V

Varignon Parallelogram 661-662
Virtual High School 199
Virtual Learning Environments (VLE) 578
  communication module 583, 585
virtual manipulatives 996, 998
  one-variable equations 1000
Virtual Singapura 615, 617
virtual student teaching 1407
virtual worlds
  scenario-based 617
visual arts 269
Visual Culture Art Education (VCAE) 225, 228
visual representations 1140
vocabulary instruction 702
Voice over Internet Protocol (VoIP) 120, 1671
Voluntary State Curriculum (VSC) 1595
Index

W
WaterBotics™ 1042-1043
waterfall model 1638
WebQuest 943-944
teacher preparation 949
WEDPI learning package 691-692
wikis 1110
college classroom 1111
for teacher education 178
in classroom 176, 180
possibilities and pitfalls 1111
WikiWatershed® 423
Wireless Abstraction Library New Generation (WNG) 1191
Wireless Application protocol (WAP) 1192
Wireless Coyote 1695
Wireless Universal Resource FiLe (WURFL) 1190, 1202
Women in Science and Engineering (WISE) 1577, 1603
word prediction tools 714
working memory 570
Writing-Pal (W-Pal) 780
modules 783-784
overview 781
Z
Zone of Proximal Development (ZPD) 1637