

# CGGS REMOTE LEARNING GLOSSARY

<b>REMOTE WORKING &amp; LEARNING</b>	Working and Learning that takes place away from the main school campus, usually in an online environment.
<b>SYNCHRONOUS</b>	Real time teaching and learning that aligns with the normal onsite timetable and has real time interactions occurring between teachers and students.
<b>ASYNCHRONOUS</b>	Teaching and learning that doesn't have real time interactions occurring between teachers and students. Learning is set up for students to access when it suits them or to engage with and access without direct teacher instruction.
<b>VIDEO CONFERENCING</b> Eg. ZOOM or WebEx or Microsoft Teams	Involves live video streaming and can be used on a variety of devices, including laptops, mobile phones and iPads, enabling people to physically move around and be in a variety of locations. A time when students and teachers interact via video when teaching and learning remotely.
<b>BREAK OUT ROOM</b>	A function of ZOOM where students can work in a small group that they are assigned to by the teacher in the lesson. The teacher, can move in and out of these rooms and students can share their screens with each other.
<b>BACK CHANNEL</b> Eg. ZOOM Chat Function	A function of online video conferencing programs, where participants can communicate with each other in real time alongside the discussion taking place.
<b>HYBRID MODEL</b>	The CGGS Remote Learning model is a hybrid or blend of synchronous and asynchronous teaching and learning for subjects.
<b>PEDAGOGY</b>	This refers to the practice and approach that we take to teaching. It includes an articulation of the purpose of the learning being undertaken, as well as the strategies that enable this to occur. For example, teaching whose purpose is to promote inquiry might utilise strategies related to questioning and research.
<b>REMOTE LEARNING CONVERSATIONS</b>	Many schools refer to these as parent teacher interviews but we think it's important that students are a part of these conversations. These are conducted using the platform ZOOM, enabling everyone to stay safe at home, without the need to come on site and be in large groups.
<b>REST &amp; REVIVE</b>	Intentional time built into the daily schedule for Years 7-10 students to hydrate, eat, get fresh air, exercise and most importantly, get off their devices. There are short and long periods of time built into the day for this to occur.
<b>WEBINAR</b>	A presentation that people can attend online, despite being in different locations. Typically, webinars involve a presentation and the opportunity for participants to put forward questions in a chat channel. Webinars may or may not allow participants to use their camera or audio.
<b>YAMMER</b>	A social networking tool that is part of the Microsoft Suite. At CGGS each Year Level has a Yammer page run by their Year Level Co-ordinator. All content on these pages can be curated and invited members can discuss, upload and communicate with each other in this online space. At Year 7 – 10 the content involves the sharing of weekly bulletins, the Daily, Birthdays, announcements and other activities.

<b>PADLET</b>	Like a bulletin board, Padlet, is an online tool where people can collaborate, reflect, share pictures, videos and other resources. We use this tool within subjects but also for whole school events that require the sharing of a variety of information types.
<b>FLIPGRID</b>	This online tool enables students to upload short videos to a community space that has been created by the teacher. Usually students respond to a prompt or question that has been set by the teacher.
<b>'RETURN TO PLAY'</b>	A strategy and plan being used by organisations such as Girls Sport Victoria and Community groups including the Outdoor Education Group (OEG) to develop policy and actions to ensure participants and staff meet standards for safe participation in set activities in accordance to advice from a range of government bodies.
<b>OPEROO</b>	Formerly known as Care Monkey. It is <i>an electronic health and safety system that automatically keeps an organisation's medical and emergency data up to date to help better manage duty of care. It helps organisations eliminate operational inefficiencies so they can focus on what matters most, delivery of learning outcomes.</i>
<b>ZOOM - CO-CURRICULAR</b>	Allocated time in which CGGS groups, such as House or Froggies will hold a ZOOM meeting. Details regarding the ZOOM meeting are communicated directly with students through the platform used by that group, such as Yammer.
<b>YAMMER - CO-CURRICULAR</b>	Activities related to CGGS groups will be posted to the relevant Yammer Pages which students can subscribe to using their school account. Posts will be made accessible to students at or before the time allocated on the co-curricular calendar.
<b>ASYNCHRONOUS- CO-CURRICULAR</b>	An activity or task related to the CGGS group which will be posted through a nominated platform which students can complete at any time. A task may be posted at a regular day and time, requiring students to complete these by a regular set time too. For example, House Activities will be posted by the House Captains on Yammer every Friday by 1:50pm. These activities can be completed over the course of one week or more and may require submissions by the following Friday if students wish to gain house points.