

Glossary of Terms

The following terminology is used to describe various elements of the blended learning approach at CCCU.

Blended Learning

A learning design that purposefully, thoughtfully and effectively integrates on-site face-to-face and online learning opportunities, informed and driven by student needs. ([CCCU Technology Enhanced Learning Strategy](#))

On-site face-to-face (F2F) activities

Those activities in which the learners gather in a physical space, usually on campus, as opposed to attending digitally.

Core Knowledge Acquisition

A learning activity in which the learner increases their knowledge through passive learning, such as reading text or watching a video.

Synchronous activities

Those activities in which a group of students engage in learning together (and often with tutors or other staff) at the same time. An example of this would be engagement within a physical teaching space or a virtual classroom (such as Blackboard Collaborate).

Asynchronous activities

Those activities in which each student engages in learning at a time and place of their choosing, although often within a specified time limit. An example of this would be taking part in a discussion forum activity, where students can post and respond at any time within a particular period of time (e.g. “any time in the next two weeks”).

Flipped learning

A blended approach where students gain asynchronous access to knowledge acquisition activities (often via reading, recorded lectures or other video content), and then attend synchronous activities to focus on knowledge consolidation and assimilation, such as problem-solving, discussion and debate.

Digital Capabilities

The skills and abilities which equip someone to live, learn and work in a digital society. These include, but are not limited to, ICT Proficiency (the ability to confidently use technology), Information Literacy (the ability to find, interpret and review digital information), Digital Communication (the ability to communicate effectively through the appropriate digital platforms), Digital Collaboration (the ability to collaborate effectively with others through appropriate digital platforms) and Digital Learning & Teaching.

More information about Digital Capabilities can be found on [the University’s Digital Capabilities website](#)