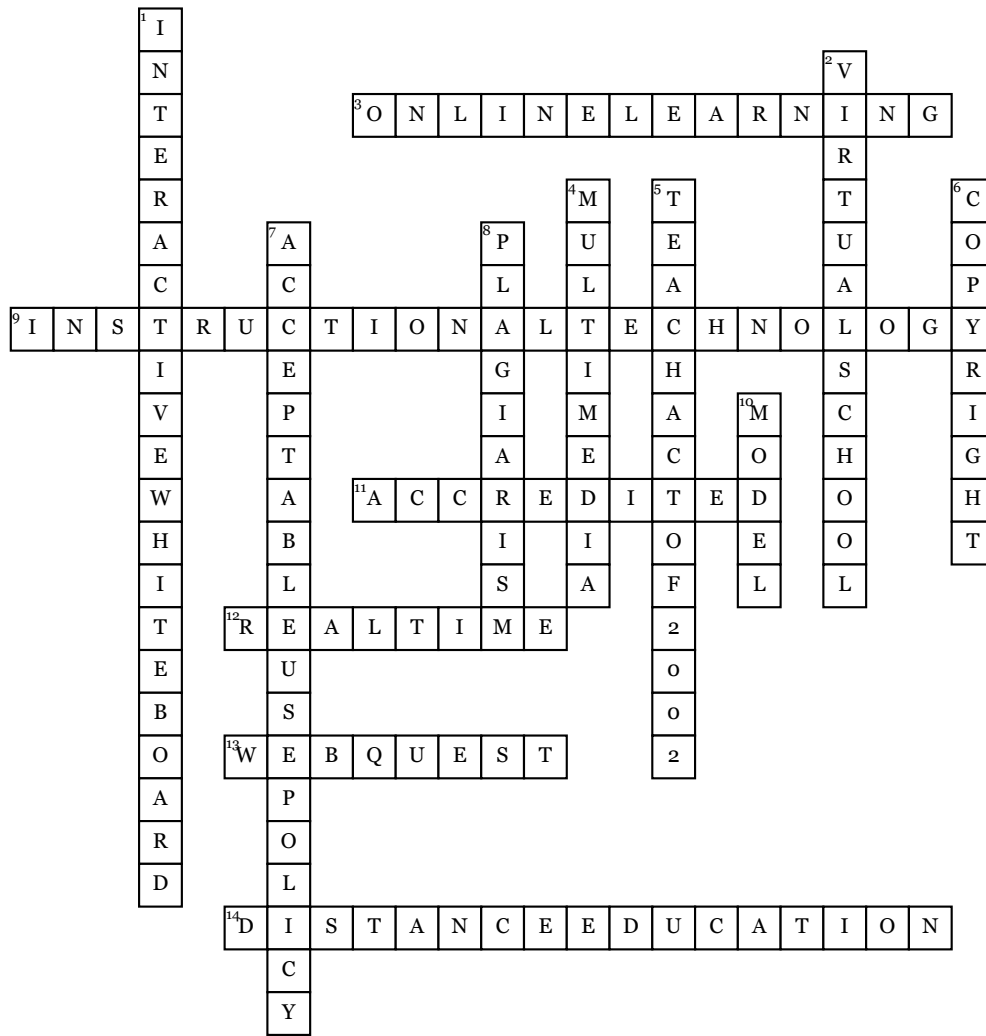


Chapter 13 Key Terms



Across

- 3.** Learning situation in which students complete assignments, participate in discussion boards, and may even take exams online.
- 9.** Describes the application of technology to enhance teaching, learning, and assessment.
- 11.** A school that has passed a quality assessment.
- 12.** All students are online for class at the same time.
- 13.** Inquiry-based learning projects utilizing information from pre-selected websites.

Word Bank

Multimedia
Plagiarism
Real Time
Copyright
Interactive Whiteboard

- 14.** A learning situation in which the teacher and student are not in the same location.

Down

- 1.** Teaching equipment that connects to a computer and a projector that allows the board to become an extended computer touch screen.
- 2.** School that exist only online.
- 4.** A technique for combining several forms for media to express an idea.
- 5.** Allows some use of copyrighted material for educational purposes.

- 6.** The body of exclusive rights granted by the laws of the United States to copyright owners for protection of their work.

- 7.** A "computer code of conduct"

- 8.** The use of someone else's original words or ideas without giving that person credit.

- 10.** A real example that shows the characteristics of excellence.

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Virtual School
Online Learning
Instructional Technology
Model