

Mobile Learning Models and Terms

Mobile Learning environments are varied and flexible. It is unlikely that a school follows a single model or format exclusively. More often a student in a mobile learning environment experiences several of the following during a school year.

1:1: A learning environment in which every student is provided with a device (typically a laptop or a tablet) on which the complete assignments and activities, access texts and resources, interact with teachers and each other, and any resource individuals outside the classroom.

Bring Your Own Device (BYOD): Similar to a 1:1 environment, every student has a device on which to engage with learning. BYOD differs in that students are expected to provide their own devices based on what is available to them. Learning can be limited in these environments because of inconsistencies in device capabilities and platform/operation system.

Asynchronous Online Learning: Learning driven by activities facilitated by web access over mobile devices that students complete outside the constraints of a physical classroom and structured class time. Examples of asynchronous activities include discussion forums, Wikis, or blogs.

Synchronous Online Learning: Real time online learning in which teachers and students interact together, at the same time, such as during a Webinar or scheduled chat.

elearning: "Traditional" web-based learning in which students and teachers interact online via formal online courses. Learning activities may be synchronous or asynchronous. Some elearning courses are self-paced and assessed automatically with little or no action by a teacher.

Blended Learning: Blended learning environments combine traditional face-to-face teaching and learning with courses and content delivered online.

Learning Management System/Course Management System: The central hub for online and mobile learning for educators and learners, management systems frequently house virtual classroom environments and assessment tools. Students and teachers use these systems to access online courses, electronic resources and materials, complete assignments and assessments, and interact. Learning Management Systems may also be known as a Content Management Systems. Sophisticated management systems also compile and report teacher and student data.

Flipped Classrooms: These learning environments leverage access to ubiquitous online resources to take better advantage of face-to-face time in the classroom. Learning is flipped in these environments; students use online resources away from the classroom to build knowledge and acquire skills, and then apply and expand this learning by engaging with their peers and teachers to complete activities together during class time. For teachers the extra work in creating or identifying appropriate online learning resources is paid off in extra time to interaction with individuals or groups during class.

Informal Learning: Student driven learning that occurs outside the constraints of a classroom, assignment, or teacher designed activity. Frequently informal learning is collaborative in nature and can be the result of students' personal interests that branch out from formal classroom learning. Traditionally, informal learning has meant learning during extracurricular activities such as classes at museums or after school youth club activities. But with new mobility, students can more easily integrate informal learning experiences to enrich formal learning.

Related Reference: [EdTechDigest EDTECH Cheat Sheet](#)*