

EduTalk: Terms for Education

Many terms are used in education, some of which may cause confusion due to their similarity to other terms. This glossary strives to provide a common definition for educational term use at MCW.

- *Assessment*
 - Assessment is a systematic approach to understanding the knowledge, skills, and attitudes of students. It is the process of designing, collecting, and analyzing data to understand student learning. Assessment does not assign judgement to the data collected. Rather, the data is used to inform continued educational strategies.
- *Asynchronous Learning*
 - Asynchronous learning does not happen at a specific designated time. Learning materials are made available during a specified timeframe and learners determine the specific time in which they will interact with the materials.
- *Backwards Design*
 - Backwards Design is a strategy that begins educational planning with the learning objectives, aligns the objectives with assessment methods, and then plans instructional strategies to prepare learners for the assessments. The term “backwards” refers to the process of starting with the end goal and working backwards to help students achieve that goal, instead of a traditional approach of starting with a list of content to be taught.
- *Blended Learning*
 - Blended learning is a style of education that combines traditional classroom experiences with learning from electronic and online media. In blended learning, regular classroom experiences are supplemented with electronic and online resources to reinforce concepts.
- *Co-Learning*
 - Co-learning is instruction of two (or more) varied groups of learners. Learners receive the same instruction and may or may not interact with one another as part of the learning process.
- *Collaborative Learning*
 - Collaborative learning is two or more groups of varied students who are interacting with the instructor and each other to meet learning objectives. Instructors may still instruct but the emphasis on collaborative learning is on the interaction between the groups to meet learning objectives.
- *Competencies*
 - Competencies are statements that describe desired knowledge, skills, and attitudes of a learner graduating from a course or program. They commonly define the knowledge and skills learners can apply to practice a given profession. Competencies are relevant, measurable, and transferable and can be applied throughout a learner’s career.
- *Evaluation*
 - Evaluation is the placing of judgement or value on the learning process to identify the degree to which something has been learned. Evaluation is used to determine what has or has not been learned or applied. It is used for grading and other judgement purposes.

- *Formative Assessment*
 - Formative assessment seeks to monitor student performance to provide ongoing feedback to the learner and instructor to guide the educational process. This information is used to improve both teaching and learning approaches. For learners, formative assessment identifies relative strengths and weaknesses to help them target areas for improvement.
- *Hybrid Learning*
 - Hybrid learning is an educational approach that seeks to balance traditional classroom experiences with learning from electronic and online media. Hybrid learning is less dependent on classroom experiences than blended learning, though it uses both traditional and online approaches to teach new content.
- *Interprofessional Education*
 - The World Health Organization defines interprofessional education as an environment in which learners from different disciplines learn from, with, and about one another to foster collaboration and improve patient care outcomes. The multidisciplinary nature and focus on improving patient care outcomes differentiates this approach from basic co-learning strategies.
- *Learning Objectives*
 - Learning objectives are brief statements describing what a learner should know or be able to do because of the instructional process. Learning objectives focus on relevant knowledge, skills, and attitudes that a student should be able to demonstrate at the end of a course of instruction. Objectives should mimic goals in that they should be specific, measurable, and action oriented.
- *Online Learning*
 - Online learning refers to the delivery and processing of learning materials through electronic media via the internet. Online learning allows learners to consume information remotely, without the need for traditional classroom experiences.
- *Podcast*
 - A podcast is a digital audio program users can subscribe to in order to receive updated content. Podcasts can be downloaded or streamed from the internet. While some podcasts also include video, most are in an audio-only format.
- *Remediation*
 - Remediation involves re-teaching information learners previously failed to learn. When assessment or evaluation identifies gaps in knowledge, skills, and/or attitudes, remediation is used to address below-expected levels of performance before advancing the learner to the next stage of learning.
- *Summative Assessment*
 - Summative assessment occurs at the end of a course or program and is designed to measure a learner's performance against a standard or benchmark. They are often high stakes and used as part of a grade calculation. Compared to formative assessment, this approach offers limited opportunity for feedback to the student.
- *Syllabus*
 - A syllabus is a document that outlines all essential information about a course. The syllabus provides an overview of the aims, objectives, learning activities, and assessment methods.

Essentially, a syllabus is a contract with your learners that describes what they can expect from the course and what is expected of them during the course.

- *Synchronous Learning*
 - Synchronous learning occurs at a specific designated time. Learners engage with material at the same time, providing the opportunity to interact with the instructor(s) and co-learners. This can occur virtually or in person.
- *Value-Added Medical Education*
 - Value-added medical education is an experiential learning process by which students meaningfully add capacity to patient care. This approach seeks to engage all members of the health care team at their maximum potential to address both educational and patient care needs.
- *Webcast*
 - A webcast is the streaming of a presentation or event for consumption by a larger online audience. Webcasts are “one-way” broadcasts, with little to no interaction between the presenter and learners. At MCW, we use the term webcast to describe livestreamed classroom events and pre-recorded lectures.