International Schools Services
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INTERNATIONAL
SCHOOLS SERVICES
Making a world of difference

COMMON TERMINOLOGY
RELATED TO INTERNATIONAL SCHOOLS

CREATIVITY, INNOVATION & TECHNOLOGY:

- **AUGMENTED AND VIRTUAL REALITY:** Virtual reality immerses users in a completely different world, while augmented reality layers virtual elements over a real-world view.

- **BRING YOUR OWN DEVICE (BYOD):** Refers to a program in which students are each responsible for bringing their own device to school (i.e., laptops, ChromeBook, iPads).

- **DESIGN THINKING:** The design thinking process, from Stanford University, involves five steps: empathize, define, ideate, prototype, and test.

- **FLEXIBLE SEATING:** The idea behind the trend is to create a space which allows for choice, where all students can find a place where they feel comfortable. Some examples of alternative seating include bean bag chairs, exercise balls, bar stools and high top tables, sofas, armchairs, floor cushions, plus traditional tables and chairs.

- **FLIPPED LEARNING:** A pedagogical approach in which direct instruction moves from the group learning space to the individual learning space, and the resulting group space is transformed into a dynamic, interactive learning environment where the educator guides students as they apply concepts and engage creatively in the subject matter.

- **LEARNING MANAGEMENT SYSTEM (LMS):** Software that is used by schools to track grades, deliver curriculum, offer or evaluate courses, etc.

- **MAKERSPACE:** A collaborative workspace that is sometimes high tech and sometimes not—coding, 3D modeling, robotics, woodworking, etc.

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