

# Glossary: The Language of Teaching and Learning

## Active Learning

Techniques that actively engage students in learning. These may include inquiry and problem-based learning activities. Examples:

- **Hypothesis Generation:** Ask students to generate a hypothesis.
- **Brainstorming:** Present an open-ended problem for the class to solve.
- **One Minute Question:** Ask students to describe a concept in the reading or lecture that was especially difficult or confusing.
- **Sequencing:** Ask students to order a series of events or developments.
- **Decision Making:** Have students identify critical junctures and the decisions that they would make at each juncture.
- **Concept Mapping:** Have students create a graphic representation of the relationships among concepts.
- **Problem Solving:** Present students with real life problems to which they must apply content knowledge and theory.
- **Make It Personal:** Ask students to identify a real world example of a particular concept or theory.

## Alignment

Ensuring that activities and assessment meet your learning goals.

## Assessment

Tools for measuring student progress toward and achievement of your learning goals.

## Backward Design

Designing instructional materials by first setting learning goals then determining what outcome would illustrate achieving those goals, and then designing classroom activities to help students meet those goals.

## Bloom's Taxonomy

A hierarchy of six levels of cognition—knowledge, comprehension, application, analysis, and evaluation.

## Constructivism

A theory developed by David Ausubel that people learn by constructing conceptual frameworks.



Columbia University  
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## To arrange a one-on-one consultation, contact:

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**Inquiry Based Learning**

Engaging students in the process of exploration.

**Learning Goals**

What students should know, understand, and be able to do.

**Learning Outcomes**

Specific, measurable learning goals.

**Metacognition**

The process through which students monitor and assess their own understanding.

**Prior Knowledge**

The skills and understandings and misunderstandings that students bring to class.

**Problem-Based Learning**

An approach to teaching driven by a question or problem, which uses a variety of methods of inquiry to research and address the question.

**Rubric**

The criteria by which a work will be evaluated.