



Glossary for FLeD patterns

Keyword (s)	Definition
Active learning	Approach to learning that involves engaging
	students in their own learning. It emphasizes what the
	student does with his/her experience, rather than
	passively receiving information. It's important for
	students to reflect on their experiences in order to
	give them meaning.
Behavioral Self-	The ability to manage and control one's behaviors,
Regulation	actions, and impulses in order to achieve desired
	goals.
Blended	Instructional approach that combines face-to-face
Learning	classroom teaching with online learning experiences.
Case-Based	An instructional method that uses real or
Learning	hypothetical cases to engage students in active
	learning and problem-solving.
Co-regulation	Process of positive reinforcement by which two or
	more students interact to regulate their emotions,
	behaviors, and/or thoughts in a mutually supportive
	and adaptive manner.
Cognitive	Refers to the specific techniques and mental
Strategies	processes that learners use to acquire, process, store,
	retrieve, and apply knowledge.
Collaborative	An instructional approach in which students work
Learning	together in groups or teams to achieve shared
	learning goals. It involves a process of negotiation
	and/or construction of knowledge towards a shared
	goal and with the aim of producing something
	together, either face-to-face or supported by a
	computer.
Digital	The knowledge, skills, and attitudes required to
Competence	effectively use digital technologies and tools to
	access, evaluate, create, communicate, and
	participate in the digital world.







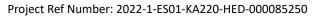
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Digital Tools	A wide range of electronic devices, software
	applications, and resources that facilitate or enhance
	teaching, learning, and information storing,
	transmitting and sharing.
Effective	Involves utilising the right knowledge, strategies,
teaching	processes, and behaviors to achieve positive student
	outcomes. Related strategies are: creating an
	engaging and supportive learning environment,
	delivering well-structured lessons, and employing a
	variety of instructional methods to meet the diverse
	needs of students.
Emotional Self-	The ability to manage and control one's own
Regulation	emotions, moods, and reactions in order to adapt to
	different situations and achieve desired outcomes.
Feedback	Sharing learning intentions, clarifying criteria for
	success, providing information that moves learners
	forward, and activating students as the owners of
	their learning are essential functions of feedback.
Feedback	Process of providing and receiving feedback
exchange	between students or between students and
	instructors. This can include feedback on
	assignments, presentations, and overall performance
	in a course. The goal of feedback exchange is to
	promote student learning and development by
	providing constructive criticism and identifying areas
	for improvement.
Flexible learning	Flexible learning refers to a teaching approach that
	offers learners the ability to overcome limitations of
	time, place, and pace by providing choices to meet
	their individual needs.
Gamification	The integration of game elements and mechanics
	into non-game contexts, such as education, to
	enhance engagement, motivation, and learning
	outcomes.







Hybrid Learning	Similar to blended learning, refers to an instructional
	approach that combines face-to-face classroom
	teaching with online learning components. Students
	attend either in-person or remotely.
Inclusive	Refers to an approach in education that aims to
Education	provide equal opportunities and access to education
	for all students, regardless of their backgrounds,
	abilities, or identities.
Learning	Personalised plan or route that a student takes to
pathway	achieve their academic goals. This plan may include
	specific courses, internships, research opportunities,
	or other experiences that align with the student's
	interests and career aspirations. The learning
	pathway is designed to help students stay on track
	and make progress towards their degree while also
	allowing them to customise their education based on
	their individual needs and goals.
Meta-Cognitive	The knowledge and awareness that individuals have
	about their own cognitive processes, learning
	strategies, and thinking abilities.
Mobile Learning	Also known as M-Learning, is the use of mobile
	devices such as smart phones and tablets to support
	learning and educational activities. This also involves
	mobility, learning everywhere and accessing
	resources at any time.
Motivation	The internal and external factors that drive, direct,
	and sustain behavior toward achieving a goal.
Online learning	Refers to an instructional approach in which
	instruction is delivery primarily over the Internet.
	Communication is synchronous.
Personalised	An instructional approach that tailors the learning
Learning	experience to meet the individual needs, interests,
	and abilities of each student.









Problem-Based	An instructional approach where a problem (based
Learning	on real life) that is relatable is proposed to the
	students to provide various solutions.
Project-Based	An instructional approach that focuses on students
Learning	engaging in an extended, in-depth project, or
	investigation. It involves complex learning and the
	interconnection of knowledge from different fields.
Self-Regulated	Self-regulated learning refers to learners taking
Learning	charge of their own learning process by actively
	managing and overseeing it. This involves utilizing
	various techniques such as cognitive, metacognitive,
	motivational, behavioral, and emotional strategies.
	The process starts with analyzing the task at hand,
	followed by actively monitoring progress, and
	evaluating performance.
Simulation	It is a computer program or model that imitates real-
	world processes or systems.
Virtual learning	Refers to an instructional approach in which teacher
	and students are separated by time or space and
	communicate through digital technologies, primarily
	in asynchronous form. It can take place in virtual or
	simulated environments. It provides learners with
	interactive and immersive experiences that mimic
	real-world scenarios.

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