

## LeHo Glossary of terms and words in use for HHE

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### Home and Hospital Education Glossary

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## Home and Hospital Education Glossary

An interactive version of this glossary is available now online on the LeHo project Hub  
<http://www.lehoproject.eu/en/glossary>

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## Intention

Due to the fact that the terms related to Home and Hospital Education vary a lot in different contexts and countries, and that in English too there are several different names to refer to similar practices (home tuition, domiciliary learning...) as a basis to ensure an effective communication among the partnership a common glossary is an important tool. Moreover, the glossary terms may explain special terms created in some countries because of a proprietary development.

This glossary has been developed within the project “**Learning at Home and in the Hospital**” (LeHo – [www.lehoproject.eu](http://www.lehoproject.eu), funded with support from the European Commission under the LLP programme), whose goal is to investigate and document ICT roles in providing a better communication and enabling access to education of children with a medical need.

The interactive online version of the HHE Glossary can be seen here:

<http://www.lehoproject.eu/en/glossary>

**This document has been revised by the LeHo Board of Experts** (<http://www.lehoproject.eu/en/board-of-experts>), and it's still **intended as an open work**, so feel free to contact the network (<http://www.lehoproject.eu/en/contact-us>) if you have **suggestions for further improvements** such as inclusion of new terms, translations, fine tuning of definitions or other issues.

Acronym	Term	Definition
<b>Education</b>		
	<b>Education</b>	In its general sense it is a form of learning in which the knowledge, skills, and habits of a group of people are transferred from one generation to the next through teaching, training, or research. Education frequently takes place under the guidance of others, but may also be autodidactic. Any experiences that have a formative effect on the way one thinks, feels, or acts may be considered educational. Education is commonly divided into stages such as preschool, primary school, secondary school and then college, university or apprenticeship.
	<b>Hospital Education</b>	A form of learning in terms of knowledge, skills, and habits through teaching, training, or research in hospital
	<b>Home Education</b>	A form of learning in terms of knowledge, skills, and habits through teaching, training, or research at home. In some countries this term includes all learning with children and students with medical conditions apart from learning in hospital and in the usual lessons of the mainstream school.
<i>HHE</i>	<b>Home and Hospital Education</b>	The acronym has been introduced by the project LeHo itself. As far as we know, it didn't exist before. With HHE we mean all the activities related to the wide word of the education for children or youngsters with medical needs, being it in hospital (with hospital sections or hospital schools) or at home (as home tuition). See also Hospital Education and Home Education.
	<b>Home Tuition</b> <b>Domiciliary Learning</b>	In the context of Hospital and Home Education (HHE) teaching pupils and students with medical conditions at home or another venue instead of hospital, e.g. during a home therapy or in a phase of aftercare, to allow him to carry on the studies. (See Home Education)

	<b>Mainstream Education</b>	A form of learning in terms of knowledge, skills, and habits through teaching, training, or research in mainstream schools for 'Special Education', offered for approximately 1% - 5% of the population, often realised through multi-disciplinary teaching, training or research, conducted in mainstream schools with or with not a specialist resource
	<b>Mainstreaming Education</b>	
	<b>Outreach</b>	Working with children and students in a place other than their mainstream school or in the hospital school. Could be at home or another venue.
	<b>Distance Education</b>	Teaching and planned Learning in which teaching normally occurs in a different place from learning, requiring communication through technologies as well as special institutional organization.
<i>TOAH</i>	<b>Temporary Home Schooling</b>	A right, regulated by Flemish law, for long term and chronic ill children between 5 and 18 years old to get 4 hours of home schooling per week, organised by their school of belonging.
	<b>Learning</b>	The act of acquiring new, or modifying and reinforcing, existing knowledge, behaviours, skills, values, or preferences and may involve synthesizing different types of information.
	<b>Formal Learning</b>	Normally delivered by trained teachers in a systematic intentional way within a school, academy/college/institute or university, is one of three forms of learning as defined by the OECD, the others being informal learning, which typically takes place naturally as part of some other activity, and non-formal learning, which includes everything else, such as sports instruction provided by non-trained educators without a formal curriculum.
	<b>Informal Learning</b>	Is not organized, has no set objective in terms of learning outcomes and is never intentional from the learner's standpoint. Often it is referred to as learning by experience or just as experience. For all learners this includes heuristic language building, socialization, inculturation, and play. Informal learning is a persistent and pervasive ongoing phenomena of learning via participation or learning via knowledge creation, in contrast with the traditional view of teacher-centred learning via knowledge acquisition.

	<b>Non-Formal Learning</b>	A loosely defined term covering various structured learning situations, such as swimming sessions for toddlers, community-based sports programs and conference style seminars, which do not either have the level of curriculum, syllabus, accreditation and certification associated with 'formal learning', but have more structure than that associated with 'informal learning', which typically take place naturally and spontaneously as part of other activities.
	<b>Training</b>	The acquisition of knowledge, skills, and competencies as a result of the teaching of vocational or practical skills and knowledge that relate to specific useful competencies.

## Institutions

	<b>Hospital School</b>	School caring for students and children in hospital who are unable to attend their mainstream school on a regular basis or not at all, due to medical conditions
	<b>Hospital Section</b>	A place/situation in a generic or paediatric hospital where pupils and students can study. As far as we know this exists only in countries where there are no Hospital Schools, like in Italy or (if we understood) Spain. Hospital teachers work in hospital sections.
	<b>Mainstream School</b> <b>School of belonging</b> <b>Home School</b>	Any state or private school who have the children or the students on their roll, meaning where the children or students are registered
	<b>Regular School</b>	A state or private school where children attend during the day and do not stay overnight, as they would in a secure unit or in a hospital
	<b>Virtual School</b>	An institution that teaches courses entirely or primarily through online methods. It's an online learning platform with many different models that range from fully independent self-paced courses to virtual synchronous teacher facilitated courses.

## Participants

	<b>Children and Students with Medical Needs</b>	Any children or students that face a physical, emotional or psychiatric challenge that has been diagnosed by a health professional and which precludes him/her from attending a mainstream school regularly
	<b>Children and Students with Medical Needs</b>	Any children or students that face a physical, emotional or psychiatric challenge that has been diagnosed by a health professional and which often precludes him/her from attending a mainstream school regularly
	<b>Children with special health care needs (SHCN)</b>	Children with special health care needs (SHCN) are those who 'have or are at increased risk for a chronic physical, develop- mental, behavioural or emotional condition and who also require health and related services of a type or amount beyond that required by children generally' (Newacheck et al. 1998)
	<b>School Roll</b>	The school's list of pupils enrolled in that school.
	<b>Hospital Teacher</b>	A teacher at a hospital school: Possible tasks: teaching according the abilities, need and curriculum of children and students with medical conditions, counselling, contacting the mainstream school, setting up compensation for the students disadvantages and school career, supporting reintegration or inclusion
	<b>Home Teacher for Children and Students with Medical Needs</b>	A teacher who teaches the child/student with medical condition at home. This can be the teacher of the school of belonging of the child or mainstream school, a voluntary teacher, or any other kind of teacher. This always happens in consultation with the mainstream school of the child/student.
	<b>Workers involved</b>	Staff involved with children or students with medical conditions in their learning e. g. nurses, volunteers, technicians and other
	<b>Synchronous Internet Education - Mentor</b>	A coach who facilitates SIE: providing information to all users, securing communication and consultation between schools and families, monitoring the education, pedagogical supporting of teachers, ... always out of best interest of the child with medical needs.

## Challenges

<i>PMLD</i>	<b>Profound and Multiple Learning Difficulties</b>	Commonly associated with pronounced Developmental Delay with significant physical and sensory impairments and Epilepsy
	<b>Medical Condition</b>	A disease, illness or injury; any physiologic, mental or psychological condition or disorder
	<b>Isolation / Distance due to Medical Conditions</b>	Involuntary lack or reduction of human communication due to a medical condition
	<b>Key Educational Factors</b>	Educational factors that include relationships, making sense and constructing knowledge, assuming roles in front of other, metacognition and individualities
	<b>Integration</b>	The movement of minority groups of a society into the mainstream of society
	<b>Inclusion</b>	Inclusion in education is an approach to educating students with special educational needs, spending most or all of their time with non-disabled students
	<b>Reintegration</b>	The process of enabling and assisting children and students who have been taught at home, in hospital or within a specialist school for pupils with medical needs, back to their 'school of belonging' or their mainstream school.
	<b>Policy for the Education of Children and Students with Medical Needs</b>	Each country has a set of guiding principles which guide and inform the practices of teachers and local education authorities in terms of the education of children and students with medical needs.

## ICT supported Education

<i>ICT</i>	<b>Information and Communication Technology</b>	Generic clause of any instrument of communication or communication application, including radio, television, mobile phones (cell phones), the hardware and software for computers and networks and associated services and applications
	<b>Learning Platform</b>	Software, or a combination of different types of software, that sits on, or is accessible from, an organisation's network, and that supports teaching and learning for practitioners and learners

<i>LMS</i>	<b>Learning Management System</b>	An online learning environment. The environment can be web-based and accessed through a portal or software-based and require a downloadable executable file; includes usually access control, learning content, communication tools, organisation of usergroups VLE may focus less on the features related to the management of learning
<i>VLE</i>	<b>Virtual Learning Environment</b> <b>Virtual Classroom</b>	
	<b>Virtual Classroom</b>	Teaching and learning via Internet for a group with participants from different places
	<b>Web-Seminar</b>	A seminar held online, via web (web-seminar). LeHo will organize several of them in the second half of the project.
<i>CBT</i>	<b>Computer-based Training</b>	Any course of instruction whose primary means of delivery is a computer. A CBT course (sometimes called courseware) may be delivered via a software product installed on a single computer, through a corporate or educational intranet, or over the Internet as Web-based Training
<i>WBT</i>	<b>Web-based Training</b>	See above, means of delivery is a website
	<b>Blended Learning</b>	A formal education program in which a student learns at least in part through online delivery of content and instruction with some element of student control over time, place, path or pace
<i>M-Learning</i>	<b>Mobile Learning</b>	Covering a range of use scenarios including e-learning, educational technology and distance education, that focuses on learning with mobile devices (Has different meanings for different communities)
	<b>Videoconferencing</b> <b>Videoconference</b> <b>Video Teleconference</b> <b>Visual Collaboration</b>	The conduct of a videoconference by a set of telecommunication technologies which allow two or more locations to communicate by simultaneous two-way video and audio transmissions
	<b>Video Conference System</b>	The hardware and/or software that is used for the videoconference

	<b>Social Media</b>	Websites and applications that enable users to create and share content or to participate in social networking
<i>BBS</i>	<b>Bulletin Board System</b>	A computer or an application dedicated to the sharing or exchange of messages or other files on a network
	<b>Discussion Board</b> <b>Discussion Group</b> <b>Discussion Forum</b> <b>Message Board</b> <b>Online Forum</b>	A general term for any online "bulletin board" where you can leave and expect to see responses to messages you have left
	<b>Online Chat</b>	Any kind of communication over the Internet that offers a real-time transmission of text messages from sender to receiver; in a less stringent definition may be primarily any direct text-based or video-based (webcams), one-on-one chat or one-to-many group chat (formally also known as synchronous conferencing), using tools such as instant messengers, Internet Relay Chat (IRC), talkers and possibly MUDs( a multiplayer real-time virtual world )
	<b>Wiki</b>	Usually a web application which allows people to add, modify, or delete content in collaboration with others
<i>D-Learning</i>	<b>Distance Education</b> <b>Distance Learning</b>	A mode of delivering education and instruction, often on an individual basis, to students who are not physically present; provides access to learning when the source of information and the learners are separated by time and distance, or both
<i>E-Learning</i>	<b>Electronic Learning</b> <b>Digital Learning</b>	A formalized teaching and learning system specifically designed to be carried out remotely by using electronic communication
<i>E-Collaboration</i>	<b>Electronic Collaboration</b>	Operationally defined here as collaboration using electronic technologies among different individuals to accomplish a common task
	<b>Digital Media</b>	Electronic media where data are stored in digital (as opposed to analogue) form
	<b>Synchronous Communication</b>	Participants communicate concurrently. Examples: phone, chat, videoconference. Participants can send or post messages at the same time

	<b>Asynchronous Communication</b>	Participants do not communicate concurrently. Examples: email and bulletin board systems, where participants send or post messages at different times
	<b>Flip Teaching</b> <b>Flipped Classroom</b> <b>Flipping the Classroom</b> <b>Backwards Classroom</b> <b>Reverse Instruction</b> <b>Reverse Teaching</b> <b>Thayer Method</b>	A form of blended learning in which students learn new content online by watching video lectures, usually at home, and what used to be homework (assigned problems) is now done in class with teachers offering more personalized guidance and interaction with students, instead of lecturing.
<i>SIL</i>	<b>Synchronous Internet Learning</b>	A new term Bednet invented to indicate live learning by a videoconference system
	<b>Online Hub</b>	An online website that has many functions: <ul style="list-style-type: none"> <li>- allow communication between the partnership;</li> <li>- show to the users/target group the specific project information;</li> <li>- disseminate the information on the project;</li> <li>- host the online communities of each country and for the whole network;</li> <li>- support the project activities with online facilities (webinars, forums, document repository etc...).</li> </ul>
	<b>Web 2.0</b>	<p>A term that refers to the second generation of the World Wide Web.</p> <p>A Web 2.0 site may allow users to interact and collaborate with each other in a social media dialogue as creators of user-generated content in a virtual community, in contrast to Web sites where people are limited to the passive viewing of content. Examples of Web 2.0 include social networking sites, blogs, wikis, folksonomies, video sharing sites, hosted services, Web applications, and mashups.</p> <p>Websites have become much more dynamic and interconnected, producing "online communities" and making it even easier to share information on the Web. Most Web 2.0 features are offered as free services.</p> <p>In education (then in e-learning, in our case) the use of web 2.0 tools is more and more diffused because many of</p>

		these web 2.0 tools allow the creation of virtual spaces that can be used to simulate the classroom or in general the interactions that occur in educational contexts.
	<b>Synchronous Learning</b>	occurs in real-time, with all participants interacting at the same time
	<b>Asynchronous Learning</b>	is self-paced and allows participants to engage in the exchange of ideas or information without the dependency of other participants involvement at the same time
	<b>Broadband</b>	The wide bandwidth characteristics of a transmission medium and its ability to transport multiple signals and traffic types simultaneously
	<b>Internet Access</b>	Connects individual computers to the internet, enabling users to access internet services
	<b>Helpdesk</b>	A resource intended to provide the customer with information and support. The purpose is to troubleshoot problems or provide guidance about products such as software, through various channels such as phone, website, instant messaging, email.
<i>LCMS</i>	<b>Learning Content Management System</b>	A multi-user environment where learning developers can create, store, reuse, manage, and deliver digital learning content from a central object repository.
	<b>Online Community</b>	A virtual community that exists online and whose members enable its existence through taking part in membership ritual. An online community can take the form of an information system where anyone can post content, such as a Bulletin board system or one where only a restricted number of people can initiate posts, such as Weblogs.
	<b>E-learning 2.0</b>	A type of computer-supported collaborative learning (CSCL) system that developed with the emergence of Web 2.0. It places increased emphasis on social learning and use of social software such as blogs, wikis, podcasts and virtual worlds. E-learning 2.0, in contrast to e-learning systems not based on CSCL, assumes that knowledge (as meaning and understanding) is socially constructed. Learning takes place through conversations about content and grounded interaction about problems and actions
	<b>Remote Desktop Software</b>	Refers to a software or operating system feature that allows a personal computer's desktop environment to be run remotely on one system (usually a PC, but the

		concept applies equally to a server), while being displayed on a separate client device
	<b>Desktop Sharing</b>	Desktop sharing is a common name for technologies and products that allow remote access and remote collaboration on a person's computer desktop
	<b>Screencast</b>	A screencast is a digital recording of computer screen output, also known as a video screen capture, often containing audio narration.