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schools online curriculum content initiative

STUDENT ACTIVITY VOCABULARY

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Introduction

This vocabulary describes the nature of the learning activity in which students will engage to help them develop particular skills, knowledge or values.

Student activity

Identifier	Definition
Abstraction	Activities which promote thinking which links abstract ideas to real or concrete objects, processes and experiences.
Analysis	Activities which promote higher order thinking through the interrogation of information and experiences. The skills of analysis focus especially on seeing patterns, organisation of information and objects, recognition of hidden meanings and identification of components.
Brainstorming	A group activity that stimulates creative and high level thinking. Students are given a topic and asked to come up with as many ideas related to that topic as possible. All ideas are accepted without criticism. Brainstorming is designed to generate creative ideas no right, no wrong answers.
Collaborative Internet project	A curriculum activity using the internet (particularly web and email technologies) whereby students are expected to share expertise and effort in the exploration of a concept or theme. These projects usually have a set duration and specific curriculum objectives
Communication activity	Activities which promote the development of communication skills enabling students to effectively convey a message or idea, listen and understand the responses of others, interpret non-verbal communication cues. Communication activities can involve oral communication including face-to-face exchanges and electronic means such as video conferencing as well as written communication through letters, email and web sites, posters
Comprehension activity	Activity designed to enable students to demonstrate understanding of ideas or information or visual material presented. This may involve summarising, describing, interpreting, contrasting, predicting, comparing, grouping and ordering.
Concept map	The Concept map is a method for assisting learning by representing the conceptual structure of a topic, issue, idea in a two dimensional form similar to a road map. It is also related to a spider chart, an organization chart or a flow diagram.
Critical thinking activity	Activity which promotes reasoned and reflective thinking. It involves acquiring information and evaluating it to reach a logical conclusion or answer.
Data manipulation and interpretation	Activities which require the manipulation and interpretation of data. These activities may be associated with statistical analysis, data logging processes, mathematical processes, qualitative analysis of words, ideas, patterns in text, tape recordings and video.
Estimation	Activities which promote the development of skills in determining an approximate amount, value or size of something. This is often associated with Mathematical thinking.
Experiment	Situation, trial or special context where a set of circumstances are established in order to prove or disprove, how or why something happens.
Games	Activities which promote learning and skill development through abstraction from the game to other learning situations. Games are often based on a contest played according to rules and decided by skill strength or luck. They



Student activity vocabulary

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	facilitate decision making, problem solving, logic development and testing.
Interactives	Multimedia animated resources which allow students to explore ideas, input information and test processes.
Listening activity	Aural activity promoting the development of comprehension skills and understanding through reacting, assigning meaning, remembering, attending, analysing, and incorporating previous experience within the context of aurally presented information.
Mind mapping	A technique for taking notes and organizing thoughts, in order to absorb and convey information other than through traditional note taking.
Modelling	A strategy in which a task or process is demonstrated to a student with the expectation that the student will copy the model. Modelling often involves talking about how to work through a task or thinking aloud as well as practice.
Multiple choice questions	A series of questions giving students several choices of answers and requiring them to select the correct one.
Oral activity	Activities that include: debate, roleplay, recall, pronunciation, talk, oral presentation designed to demonstrate proficiency, develop skills in communication link theory with practice.
Portfolio	A strategy in which a student gathers and organizes a collection of their work throughout a course or class year. It is intended to demonstrate the student's knowledge and skills and often includes some form of self-reflection by the student.
Practical activity	Activity which incorporates the use of equipment, testing a hypothesis, undertaking an investigation, develop skills, following a set of instructions. It must have an aim or objective and may involve interaction with a real product or a set of observations and a conclusion.
Problem solving	Directed activity that gives students the opportunity to achieve a goal or find a solution when no solution method is obvious to those trying to solve the problem.
Project	A series of related activities/tasks that support students in the achievement of establish learning outcomes - knowledge, skills, and attitudes. Project briefs usually include a statement of the context and scope of the investigation, a description of what may be produced, an outline of the processes to be followed, a description of the learning outcomes and what will be assessed and a guide to resources.
Questioning techniques	Methods used for constructing and presenting questions in order to promote effective discussions and learning or to elicit information.(ERIC)
Research project	Extended work program involving an investigation that requires students to undertake all or some of the following activities- Define the area for investigation, plan the research process, locate relevant resources, gather and organise information, synthesis information gathered from a range of sources and present findings in a prescribed format.
Roleplay	Largely unstructured situations or scenarios in which students provide responses to suit their interpretation of the roles they have been assigned.