

Glossary

ACRONYMS AND TERMS

Accompagnato

Musical terminology meaning accompanied, with accompaniment.

Cadenza

Musical terminology meaning a virtuosic solo section used to display a performer's technique.

Cesura

Musical terminology meaning a break or stop.

Con bravura

Musical terminology meaning with boldness, boldly.

Gamification

The concept of applying game-design thinking and game elements (e.g., point scoring, competition with others, rules of play) to nongame applications.

Giocoso

Musical terminology meaning gaily, playfully.

Hemiola

A rhythmic alternation of two musical notes in the place of three, or of three notes in place of two.

Integrated Co-Teaching

Formerly called Collaborative Integrated Teaching, ICT provides students the opportunity to be educated alongside their nondisabled peers with the full or part-time support of a special education teacher to assist in adapting and modifying instruction.

Inquiry-based learning

Inquiry-based learning is a complex process where students formulate questions, investigate to find answers, build new understandings, meanings and knowledge, and then communicate their learnings to others.

Metacognition

The reflection on one's learning behaviors and processes.

MIDI

Musical Instrument Digital Interface is a technical standard that describes a protocol, digital interface and connectors and allows a wide variety of electronic musical instruments, computers and other related devices to connect and communicate with one another.

Mixed meter

Multiple meters or time signatures during one piece of music.

Multimodal learning

A learning environment which allows instructional elements to be presented in more than one sensory mode (visual, aural, written, etc.).

Newsela

Newsela delivers daily news articles at five reading levels from grades 3 through 12. The site allows an entire class to read the same content, but at a level that's just right for each student.

Sight-read

Performing a piece of music that the performer has not seen before.

Triarama

A three-dimensional paper craft display. Also known as a pyramid diorama.

Tutti

Musical terminology meaning all, together.

WISE

Web-based Inquiry Science Environment (WISE) is a free online science learning environment for students in grades 4-12

Resources

ADDITIONAL RESOURCES ON CRITICAL THINKING AND PROBLEM-SOLVING FOR THE 21ST CENTURY LEARNER

Union Resources

NYSUT's Common Core Anchor Lessons

<http://www.nysut.org/resources/special-resources-sites/common-core/lesson-plans>

These Common Core anchor lessons were produced under the direction of NYSUT's Subject Area Committee members. The lessons and accompanying video clips are intended to be used as templates for Common Core lessons and as a reference point for discussions concerning implementation of the Common Core Learning Standards. The videos capture key points of the development process including where the lesson creators began, the struggles they encountered, and the ultimate successes they enjoyed. They provide authentic feedback on what worked and what did not.

American Federation of Teachers

<http://www.sharemylesson.com/>

Provides member generated teaching resources and lesson plans free of charge. Resources span all subject areas and grade levels.

AFT also hosts resources on 21st century learning at: <http://www.sharemylesson.com/TaxonomySearchResults.aspx?area=resources&keywords=21st+century+learning>

National Education Association

<http://www.nea.org/home/37004.htm?q=critical%20thinking>

Provides educational resources for critical thinking and 21st century learning including: the four C's, inquiry-based learning, brain development, and rigorous and reflective thinking.

NEA also published, An Educator's Guide to the "Four Cs": Preparing 21st Century Students for a Global Society <http://www.nea.org/tools/52217.htm>

Organizations

Partnership for 21st Century Learning

<http://www.p21.org/>

The Partnership's (P21) mission is "to serve as a catalyst to position 21st century readiness at the center of US K12 education by building collaborative partnerships among education, business, community and government leaders." P21 developed frameworks and other resources on 21st Century learning for teachers, schools and school districts.

Coalition of Essential Schools

<http://www.essentialschools.org>

The Coalition of Essential Schools (CES) is a grassroots national network of public and private schools that promotes critical thinking and problem solving across the curriculum. Its resource page includes publications on classroom and organizational practice, including the Horace Journal for educators. CES resources support practices related to critical thinking including: habits of mind, performance assessment, essential questions, differentiated instruction and student-centered teaching and learning.

Project Zero Harvard University

<http://www.pz.gse.harvard.edu/index.php>

The project has conducted a large body of research and published many books related to teaching in the arts, critical thinking, the nature of intelligence, understanding, thinking, creativity, cross-disciplinary and cross-cultural thinking. Project Zero sponsors summer institutes for educators; see more info at: *http://www.pz.gse.harvard.edu/project_zero_summer_institutes.php*.

The Critical Thinking Community

<http://www.criticalthinking.org/pages/k-12-instruction/432>

The Center for Critical Thinking holds an annual conference, conducts research, and disseminates information about critical thinking. In addition you can find books and other useful publications on its website. The Community also sponsors the critical thinking fellows program.

Authentic Education

<http://www.authenticeducation.org>

Founded by Grant Wiggins, co-author of *Understanding by Design*, Authentic Education is an organization dedicated to promoting professional development for schools and workshops or online courses for individuals. Books and DVDs on authentic learning and assessment can be found for purchase on its website. Authentic Learning also posts an electronic e-journal under the heading "Big Ideas."

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NYSUT Education Learning Trust Courses

COLLABORATIVE INQUIRY FOR STUDENTS: PREPARING MINDS FOR THE FUTURE™

EDU 661108 Empire State College

This course provides educators with research-based strategies for designing and implementing collaborative inquiry for students. Participants will explore and experience the collaborative inquiry models of problem-based learning, hypothesis-based learning, project-based learning, Appreciative Inquiry, and performance-based learning. 3 graduate credits. Meets Teaching Standards I, II, III, VII

COOPERATIVE LEARNING FOR STUDENTS WITH SPECIALS NEEDS

SED 661 College of Saint Rose

This course focuses on promoting student achievement and development in a collaborative learning community. Communication skills for effective teaching in an inclusive or special education setting are described, modeled and then practiced by participants. 3 Graduate Credits. Meets Teaching Standards I, IV

THE 21ST CENTURY CLASSROOM: HOW PROBLEM-BASED LEARNING WITH TECHNOLOGY CAN TRANSFORM STUDENT LEARNING IN THE DIGITAL AGE

EDU 661109 SUNY Empire State College – Also Available Online

This practical course is designed to enable K-12 educators to synthesize newly framed requirements for highly effective teaching (APPR), the 21st Century Skills, the Common Core Standards, existing research on best instructional practices, technology use and assessment into a high performing classroom that can transform their students' learning and ready students for college and career success in a global, digital world. The course shows educators the practical "how-to" to create innovative but easy-to-implement, standards-aligned, project-based learning units that integrate intuitive digital tools into daily differentiated instruction. 3 graduate credits. Meets Teaching Standards I, III, IV

DEVELOPING INNOVATORS AND INNOVATION SKILLS

EDU 661113 SUNY Empire State College

This course focuses on developing innovation capabilities in students by exploring the discovery skills of associating, questioning, observing, networking, and experimenting. Participants learn how to create a culture of innovation and provide learning opportunities that promote perseverance, encourage curiosity, and ignite intrinsic motivation. Participants explore resources, strategies, and ideas for designing content-based lessons that incorporate discovery skills and foster the behaviors students need to be innovation-ready. 3 graduate credits. Meets Teaching Standards I, II, III, IV, V

CONSTRUCTIVIST TEACHING AND LEARNING

This seminar will address one of the priorities of the NYS Teaching Standards. Teachers must consider how each student learns. Understanding how to address this in the classroom means that teachers must implement a variety of instructional strategies. Participants will explore how students learn when they "build" the learning for themselves. When students are asked to classify, analyze, predict and create, they begin to think critically and ask questions in order to understand the complex material presented to them in school and in the world. Meets Teaching Standards II, III, IV, V