

A Spectrum of Digital Learning in K-12 Classrooms

Digital Resources in the Classroom

A student learns in a brick-and-mortar classroom with a teacher that incorporates digital resources as an enhancement to the face-to-face class instruction.

Also known as -
Educational Technology,
Instructional Technology

Tools - Wikis, blogs, videos, discussion boards, white board lessons, or video clips that target objective

Control -
Student has no control over time, place, path, or pace of learning.

Blended Learning

A student learns partially at a supervised brick-and-mortar classroom and partially through online delivery.

Also known as - Hybrid Learning, Digital Learning

Tools - online content personalized to students, F2F teacher, technology as a method of delivery, learning management system as platform for learning

Control -
Student has some element of control over time, place, path, and/or pace.

Online Learning

A student learns through instruction and content that are delivered primarily over the internet.

Also known as - Virtual Learning, Cyber Learning, E-Learning, Digital Learning

Tools - online content personalized to students, online teacher, learning management system as platform for learning

Control -
Student has control over time, place, path, and pace.

This spectrum outlines three generalized scenarios for digital learning. The two that meet Act 1280 requirements are blended and online learning. There are various scenarios within each area of the spectrum and others that are in between. Digital learning provides a great deal of flexibility for innovation and student-centered vision. There are many models of blended and online learning that have been successfully implemented across the nation and others that are emerging.

A true blended learning scenario provides the student some element of control over time, place, path, or pace of learning.