Terms for Texting/Chatting

- **AF - As F***.** - Used to emphasize a specific feeling or quality. For example, someone could be "Excited AF!"
- **bae** - Stands for Before Anyone Else. It is used across the Internet as a term of affection for a significant other or crush.
- **CU46** - See you for sex
- **"Netflix and chill"** - A term popularized by Twitter and Tumblr users that is a euphemism for sex.
- **dox** - When someone maliciously reveals someone else's personal information, such as address, phone number, or private social media username.
- **Hashtag** - A word, abbreviation, phrase or term preceded by "#." The hashtag connects the post with the broader online conversation about that particular topic; the hashtag serves as a label linking related content
- **IDGAF** - I don't give a f***.
- **ILY** - An abbreviation for "I love you." For example, ILY Hannah. She's my best friend.
- **FOMO** - An acronym for "Fear of Missing Out," used when someone feels anxious that he or she will miss (or is missing) an opportunity by not doing something or not participating in some social event, such as a party, concert, or vacation trip.
- **FTW** - An acronym of For the Win. For example, on a photograph of a friend wearing a purple jumpsuit, another teen may comment, "Purple jumpsuits FTW!"
- **lmao** - Stands for "Laughing My A-- Off" (even though the person behind this message probably isn't really laughing).
- **Meme** - An idea, activity, or image that gains popularity and is repeated in different forms and spread through the Internet.
- **On Fleek** - Don't worry if you don't know this term. It seems the world doesn't really understand it, either, yet people continue to use it. It's essentially a synonym for the phrase "on point"
- **PIR** - Parent in room
- **RT/retweet** - To repost another person's tweet. Retweeting allows you to share the tweet with your followers.
- **Selfie** - Taking a picture of yourself, most commonly with the front camera on a cellphone.
- **sexting** - The transmission of sexual images or texts via cell phone, the Internet
- **Smash** - A term for indicating that, "I would have sex with you."
- **YOLO** - An abbreviation for "you only live once." A motto or phrase associated with enjoying life, not taking things too seriously and living in the moment

Social Networks/Apps

- **4Chan** - A bulletin board-like platform where users can post content to various topic boards anonymously

- **ask.fm** - A social site that lets kids ask questions and answer those posted by other users with the option of staying anonymous.

- **Best Secret Folder** - The app disguises its private photo folder as "My Utilities" so that no one is the wiser. The app can also auto-capture photos of anyone that is trying to break into the password-protected folder.

- **Calculator%** - The app appears to be just a regular calculator app until you enter your secret code.

- **chat** - A real time conversation on a digital platform with another person or a group of other people; instant messaging.

- **chatroulette** - Online service that allows users to video chat and exchange messages with random users.

- **Facebook** - A popular social-networking site. Users connect with people of their choosing -- either privately or publicly -- with whom they then can communicate and who can see various aspects of what they post (status updates, pictures).

- **Grindr** - A popular dating app designed for the gay male community

- **Tinder** - A popular dating app, used primarily by young adults and older.

- **Instagram** - A platform that lets users snap, edit, and share photos and 15-second videos, either publicly or with a network of followers.

- **Kik Messenger** - An app-based alternative to standard texting that kids use for social networking.

- **Meerkat/Periscope** - An app that allows people to live-stream video events to their Twitter followers. Viewers can comment on live streams, sending a tweet to the videographer, which the videographer can respond to.

- **Pinterest** - An online site on which users can browse clothing, quotes, cooking recipes, funny pictures, and so on, either through the site or the wider Internet, finding images they then can "pin" to their "boards."

- **Reddit** - A forum-like platform on which registered users submit content that is then voted up or down by other users.

- **Snapchat** - A popular messaging app that allows teens to exchange user-generated photos, texts, and videos -- as well as use live video chat.

- **Vine** - A video-sharing app focusing on short-form content.

Terms for Academics/Educational Setting

- **adaptive learning** - Software that adapts it content and pacing to the current knowledge level and skill needs of the user.
- **app flow** - Mapping out a combination and sequence of apps that can help students meet lesson and learning objectives.
- **asynchronous learning** - A student-centered teaching method that uses online resources to facilitate learning without requiring students and instructors to be in the same place at the same time.
- **blended learning** - A pedagogical model that combines online and on-site learning and supports some element of student control over the time, place, path, and or/pace of their learning experience.
- **Checkout forms** - Documentation that indicates when and by whom a device is being used or "checked out" from a cart of devices.
- **course management system (CMS)** - A platform for organizing and managing all digital resources for class discussion, course assignments, homework submission, and course scheduling.
- **differentiated instruction** - Adjusting and adapting instructional methodology, programs, and materials to address individual students' learning styles and ability levels.
- **digital citizen** - Someone who navigates the possibilities and pitfalls of the digital world safely, responsibly, and respectfully.
- **digital citizenship** - The practice of navigating the digital world safely, responsibly, and ethically.
- **digital footprint** - A record of everything an individual does online, including the content he or she uploads. Online information can migrate, persist, and resurface years later.
- **digital literacy** - The skills for using technology competently, including interpreting and understanding digital content and assessing its credibility as well as creating, researching, and communicating with appropriate tools.
- **digital storytelling** - The practice of using web-based tools to create and tell stories; they usually contain some mixture of digital images, text, recorded audio narration, video clips and/or music.
- **digital workflow** - A method outlining and facilitating how classwork is assigned, distributed, accessed, worked upon, collected, and submitted in the digital space.
- **e-learning** - A web-based learning environment that allows instructors and students to interact through the computer without worrying about time or place; capitalizes on the current "anytime, anywhere" notion of learning.
- **flipped classroom** - A model in which students access the directed teaching (lectures) at home, usually through videos, and they then spend their valuable classroom time applying skills through inquiry-based learning in a collaborative space and with the facilitation of and feedback from an instructor.
- **individualized learning** - Personalized learning strategies and goals that target an individual's strengths and weaknesses, often thereby encouraging more learner ownership over the learning process/experience.
- **infographic** - A graphic, visual representation of information, data, or knowledge.
- **learning management system (LMS)** - A platform for the administration, documentation, delivery, tracking, and reporting of online learning activities.
- **live-blog/live-blogging** - Blogging about something as it is occurring (in contrast to blogging about something retroactively).
- **massive open online course (MOOC)** - A course in which materials and instruction are delivered over the Internet to users around the world; the course is designed to connect instructors with learners interested in a common topic and works best with a large user-base with open content.
- **virtual learning environment** - An online education system that mimics real-world education by using virtual concepts for exams, assignments, classes, and more.