The Underlying Metaphor
AS WE MAY THINK

a research center for augmenting human intellect

A Personal Computer for Children of All Ages

ON MAKING A THEOREM FOR A CHILD

TO POLY :ANGLE :STEP
1. FORWARD :STEP
2. RIGHT :ANGLE
3. POLY :ANGLE :STEP
END
The SAMR Model
Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Substitution
Tech acts as a direct tool substitute, with no functional change

Transformation

Podcasts on iTunes U: http://tinyurl.com/aswemayteach
Literacy and Vocabulary
Marzano: Six Steps to Effective Vocabulary Instruction

• Step 1: The Teacher Provides a Description, Explanation, or Example of the New Term

• Step 2: Students Restate the Explanation of the New Term in Their Own Words

• Step 3: Students Create a Nonlinguistic Representation of the Term

• Step 4: Students Periodically Do Activities That Help Them Add to Their Knowledge of Vocabulary Terms

• Step 5: Periodically Students Are Asked to Discuss the Terms with One Another

• Step 6: Periodically Students Are Involved in Games That Allow Them to Play with the Terms

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The TPCK Model
Welcome to GreatBuildings, presenting 1000 classics of world architecture, and hundreds of their great designers, in the leading general architecture reference site online.

For the latest coverage of contemporary architecture and design news, see ArchitectureWeek, our professional architecture magazine. For the broadest information on architecture everywhere, cataloging more than 100,000 special structures and tens of thousands of architects and firms, visit and contribute to Archiplanet, the all-buildings wiki collaboration.

This gateway to architecture around the world and across history documents a thousand buildings, and hundreds of leading architects, with photographic images and architectural drawings, integrated maps and timelines, 3D building models, commentaries, bibliographies, web links, and more, for famous designers and structures of all kinds. For up-to-the-moment coverage of the latest buildings, news, and ideas, GreatBuildings is indispensable.
Making Sense of Evidence
This section helps students and teachers make effective use of primary sources. "Making Sense of Documents" provide strategies for analyzing online primary materials, with interactive exercises and a guide to traditional and online sources. "Scholars in Action" segments show how scholars puzzle out the meaning of different kinds of primary sources, allowing you to try to make sense of a document yourself then providing audio clips in which leading scholars interpret the document and discuss strategies for overall analysis.

Making Sense of Documents
Making Sense of Oral History
Written by Linda Shipes, this guide presents an overview of oral history and ways historians use it, tips on what questions to ask when reading or... [more]

Making Sense of Films
Written by Tom Gunning, this guide offers an overview of early twentieth-century film and how historians use it, tips on what questions to ask when... [more]

Making Sense of Maps
This guide offers an overview of the history of maps and how historians use them, a breakdown of the elements of a map, tips on what questions to ask... [more]

Making Sense of Numbers
Written by David B. Kamnath, this guide offers an overview of

Scholars in Action
Analyzing an 1804 Inventory
In this interview Barbara Clark Smith discusses strategies for analyzing household possessions, specifically a 1804 inventory of the possessions of... [more]

Analyzing Political Cartoons
In this interview, Michael O'Malley discusses strategies for interpreting political cartoons, specifically an 1876 Thomas Nast cartoon. The cartoon... [more]

Analyzing Blues Songs
In this interview, Lawrence Levine discusses strategies for listening to and interpreting music, specifically two blues songs, "Two White Horses... [more]

Analyzing Photographs
In this interview, Frank Geosonde discusses strategies for...
Pedagogy
Content
Technology
PK CK
TK
PCK
TPK TCK
TPCK
Pedagogy
Content
Technology
PK
CK
TK
PCK
TPK
TCK
TPCK
Pathways
Transformation

- Social Computing
- Digital Storytelling
- Visualization and Simulation
- Educational Gaming

Terms: Social, Narrative, Visual, Play
Narrative sources; Narrative constraints

5-Card Nancy

Image Assembly

5-Card Nancy

Narrative transitions; Text/image integration

Sequential Art

Comic Life

CDS Seven Elements; Montage structures

Moving Image

Premiere

Narrative structures; Narrative flows

Interactive Media

Pachyderm

Ludic elements

Interactive Fiction

Inform 7

Infinite Canvas

Prezi

Pictorial vocabulary; Narrative transitions; Text/image integration

Narrative structures; Narrative flows

Narrative sources; Narrative constraints
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Image Assembly

Sequential Art

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CDS Seven Elements; Montage structures

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Infinite Canvas
Narrative sources; Narrative constraints

Image Assembly → Sequential Art → Moving Image → Interactive Media → Interactive Fiction

Pictorial vocabulary; Narrative transitions; Text/image integration

CDS Seven Elements; Montage structures

Narrative structures; Narrative flows

SOCIAL

Infinite Canvas

Place

Narrative sources; Narrative constraints

Pictorial vocabulary; Narrative transitions; Text/image integration

CDS Seven Elements; Montage structures

Narrative structures; Narrative flows

SOCIAL

Place

Narrative sources; Narrative constraints

Pictorial vocabulary; Narrative transitions; Text/image integration

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SOCIAL

Place
Resources

The Underlying Metaphor:

SAMR and TPCK:
• AACTE (Eds.) The Handbook of Technological Pedagogical Content Knowledge for Educators. New York: Routledge, 2008.

Digital Storytelling: