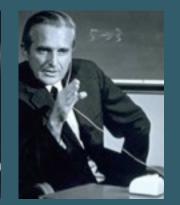
#### SAMR: Context and Examples

Ruben R. Puentedura, Ph.D.

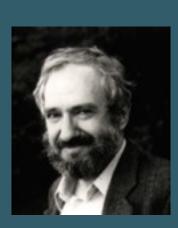
## Goals Focus Models

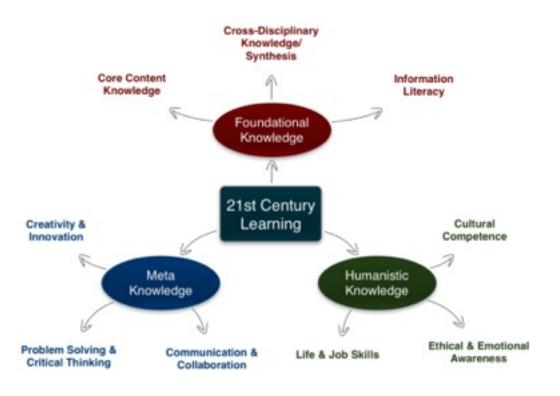


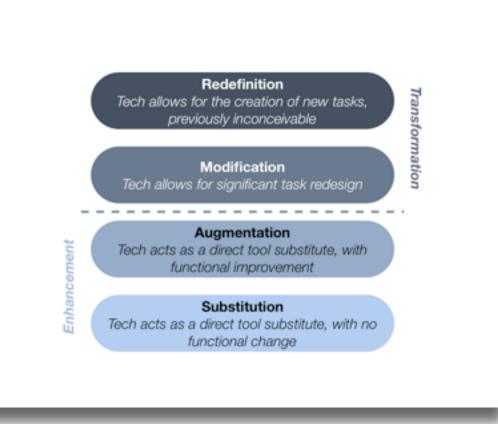


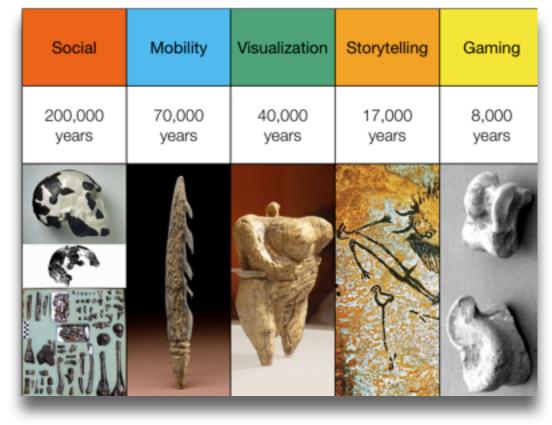
### Augmenting Human Intellect & Learning Capacity

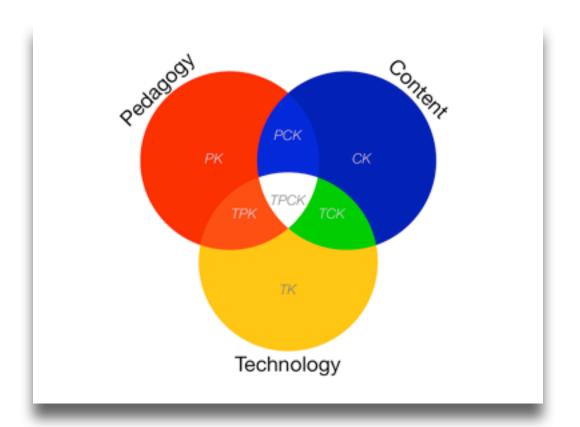




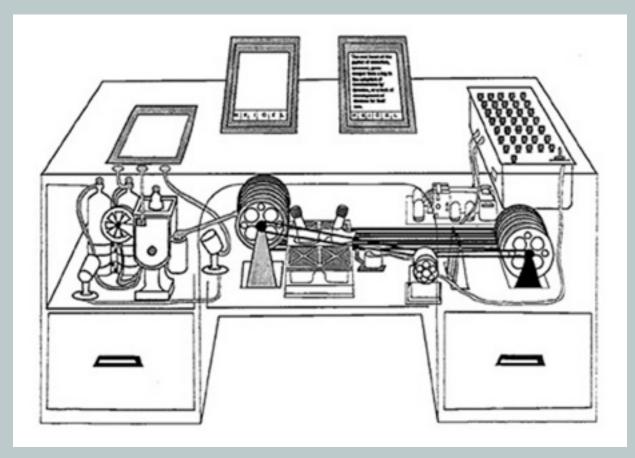




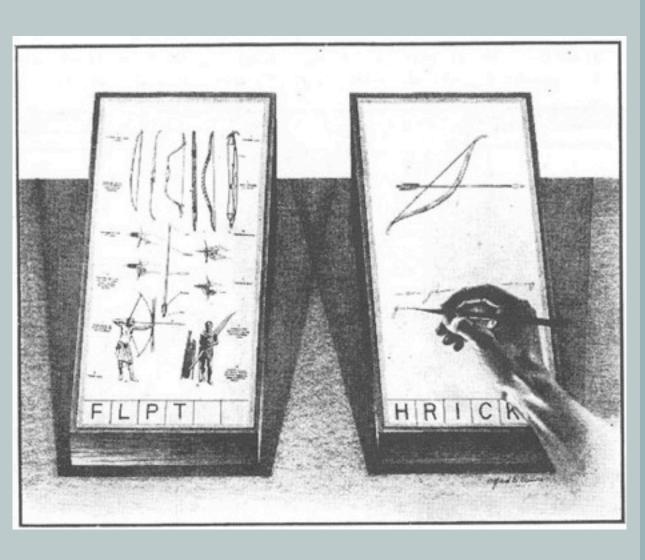






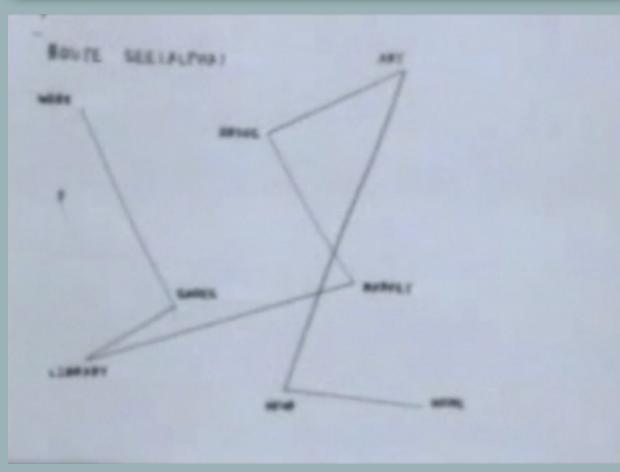


#### AS WE MAY THINK



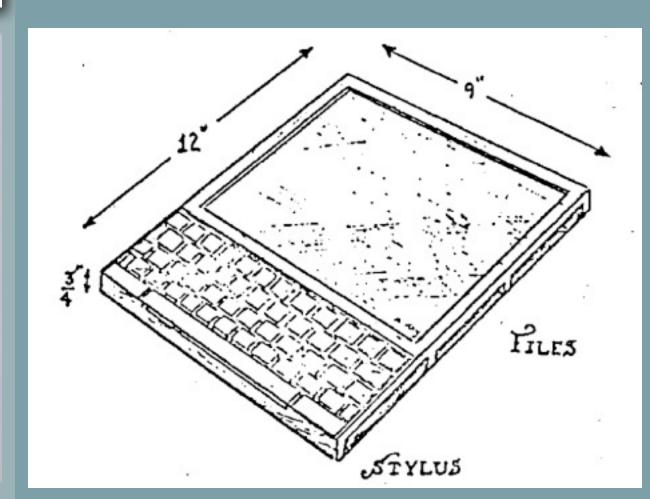


a research center for augmenting human intellect





A Personal Computer for Children of All Ages



TO POLY : ANGLE : STEP

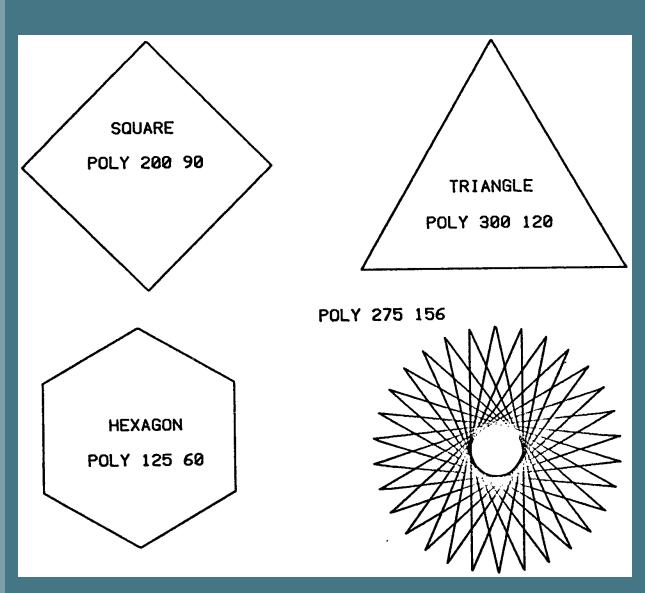
1. FORWARD : STEP

2. RIGHT : ANGLE

3. POLY: ANGLE : STEP

END

#### ON MAKING A THEOREM FOR A CHILD



# ransformation

#### Redefinition

Tech allows for the creation of new tasks, previously inconceivable

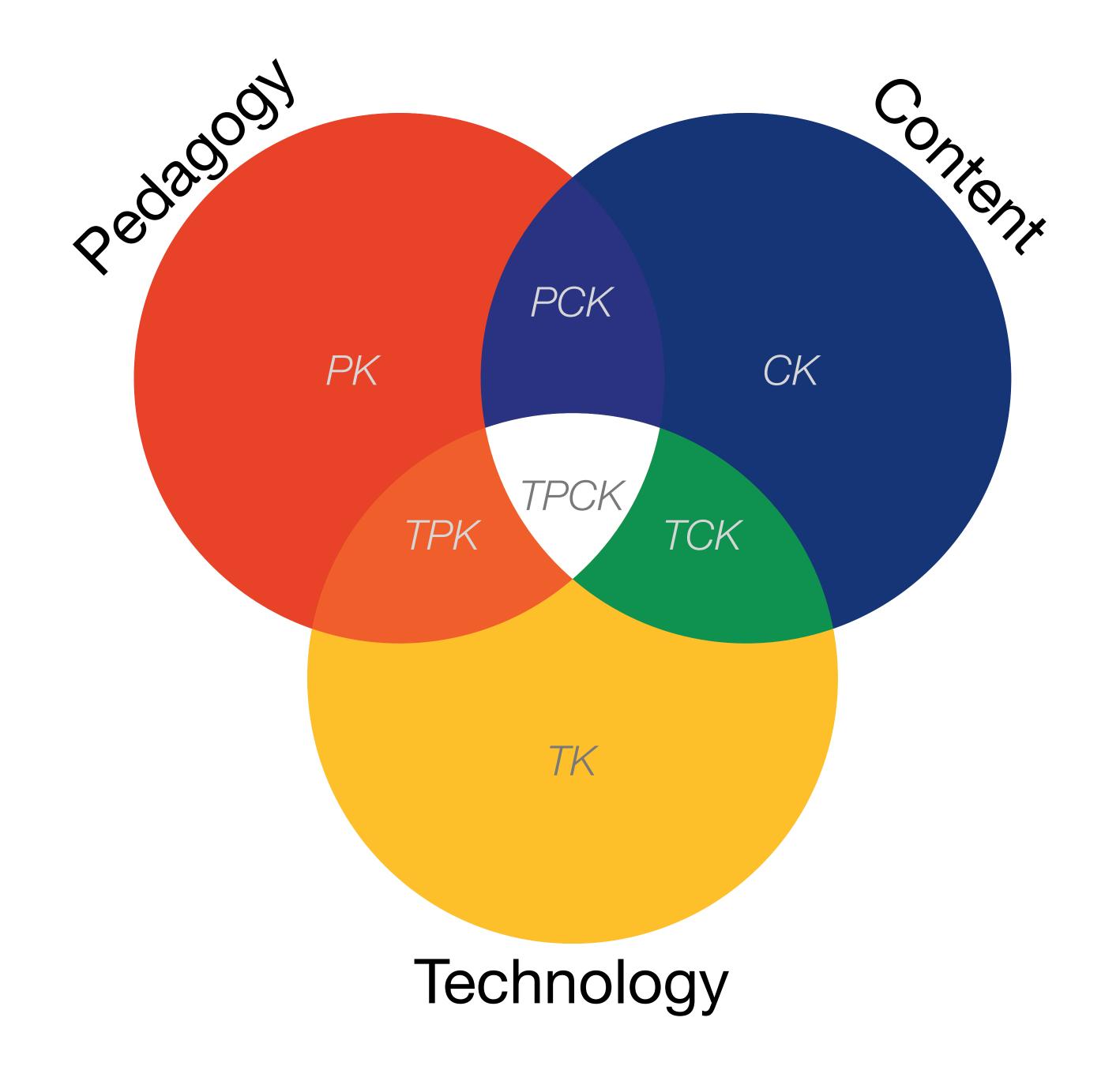
#### Modification

Tech allows for significant task redesign

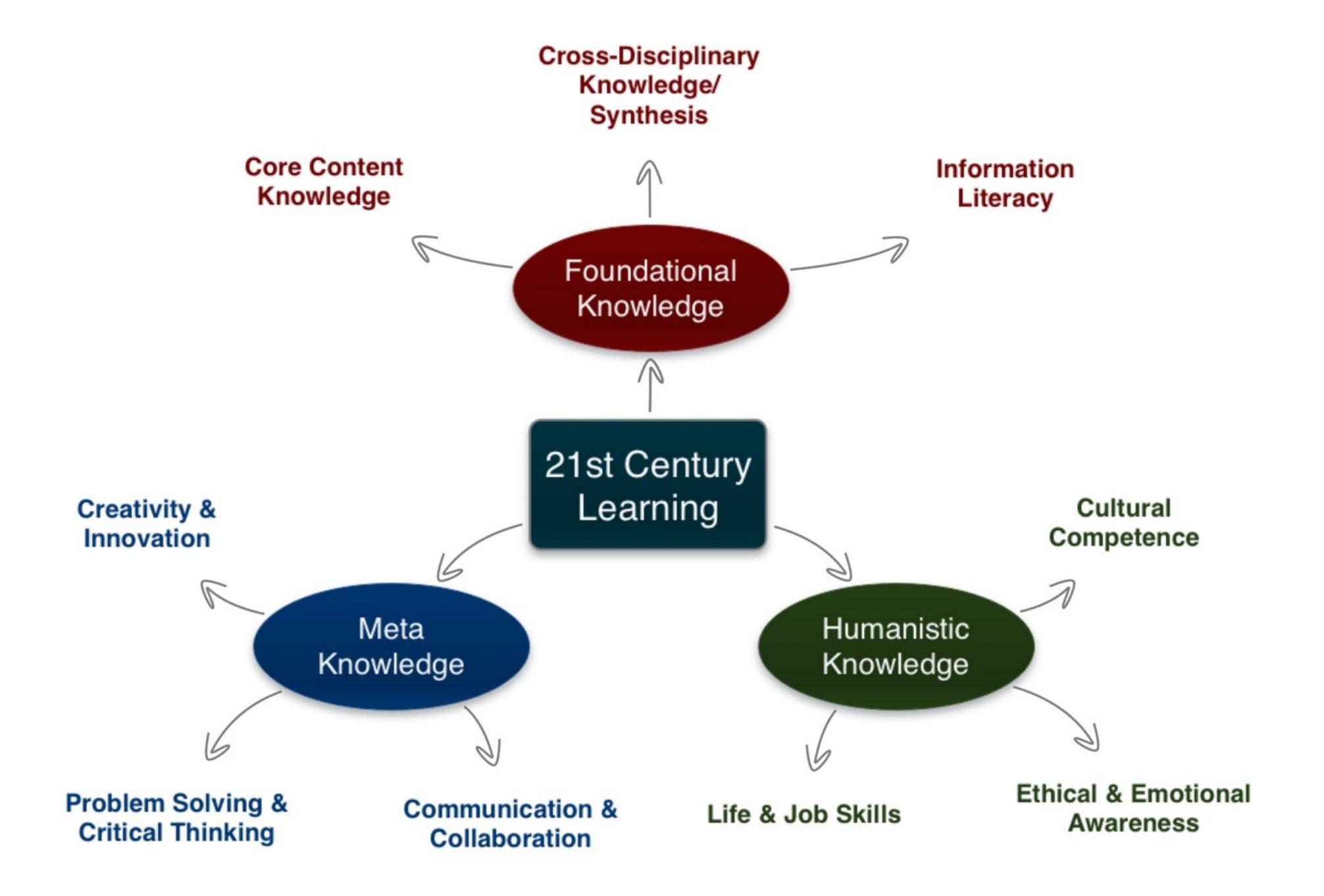
#### Augmentation

Tech acts as a direct tool substitute, with functional improvement

#### Substitution



Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years



#### Gersmehl: Teaching Geography – Four Cornerstones

- Location
  - Position in space
- Condition
  - Mix of natural & artificial features that give meaning to a location
- Links
  - Connections between places
- Region
  - Formal region: group of places with similar conditions
  - Functional region: group of places linked together by a flow

Tech allows for the creation of new tasks, previously inconceivable

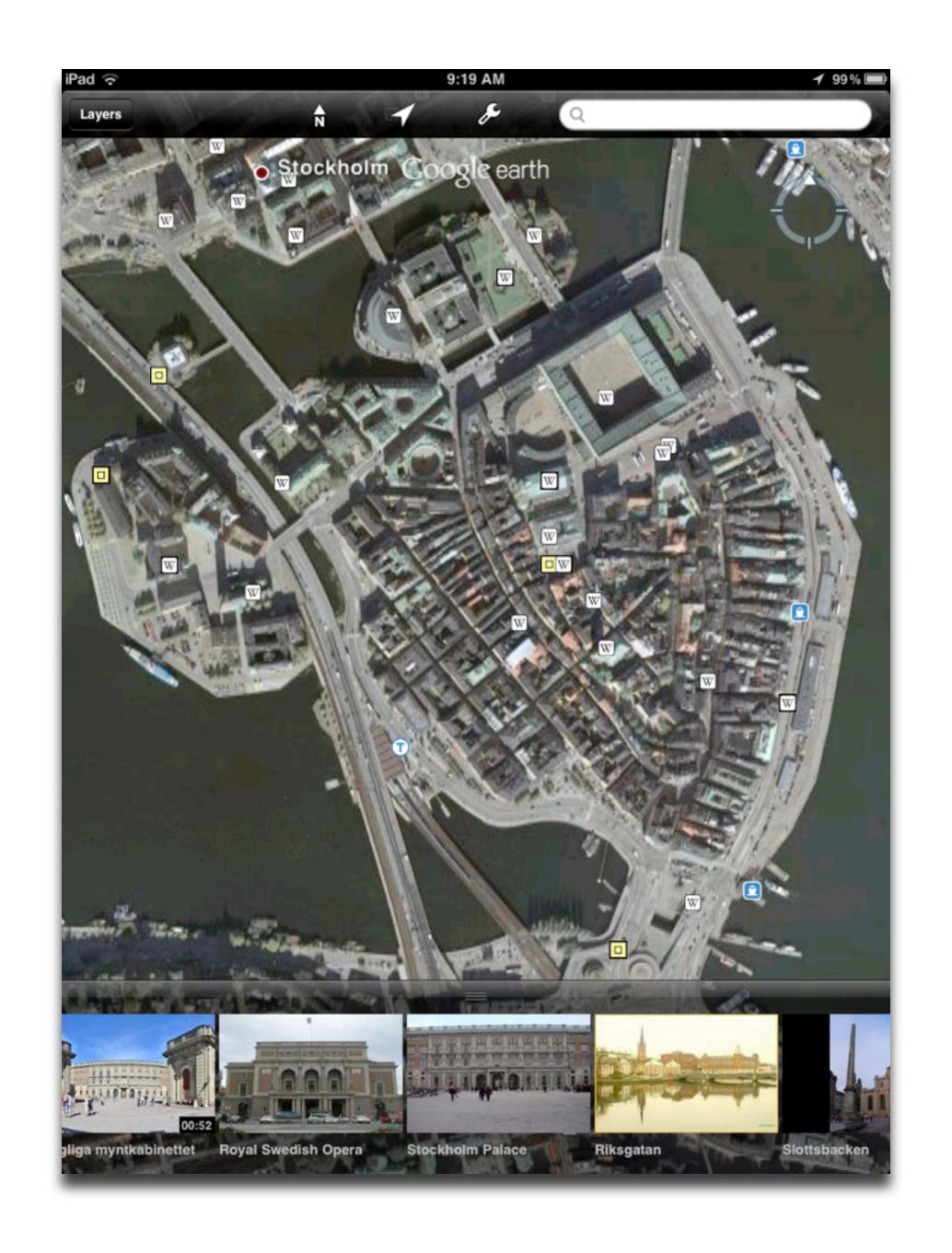
#### Modification

Tech allows for significant task redesign

#### Augmentation

Tech acts as a direct tool substitute, with functional improvement

#### **Substitution**



Tech allows for the creation of new tasks, previously inconceivable

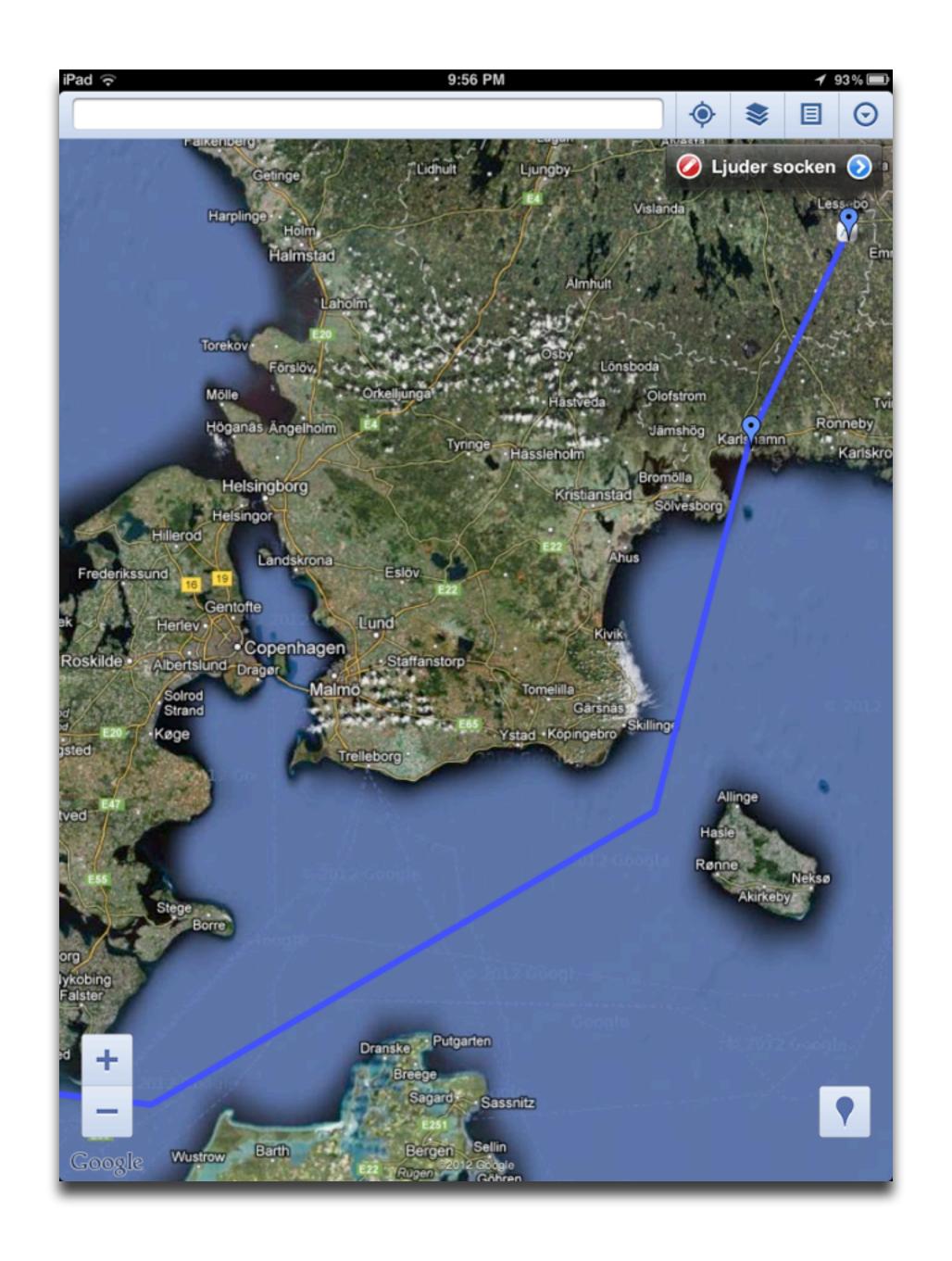
#### Modification

Tech allows for significant task redesign

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Tech allows for the creation of new tasks, previously inconceivable

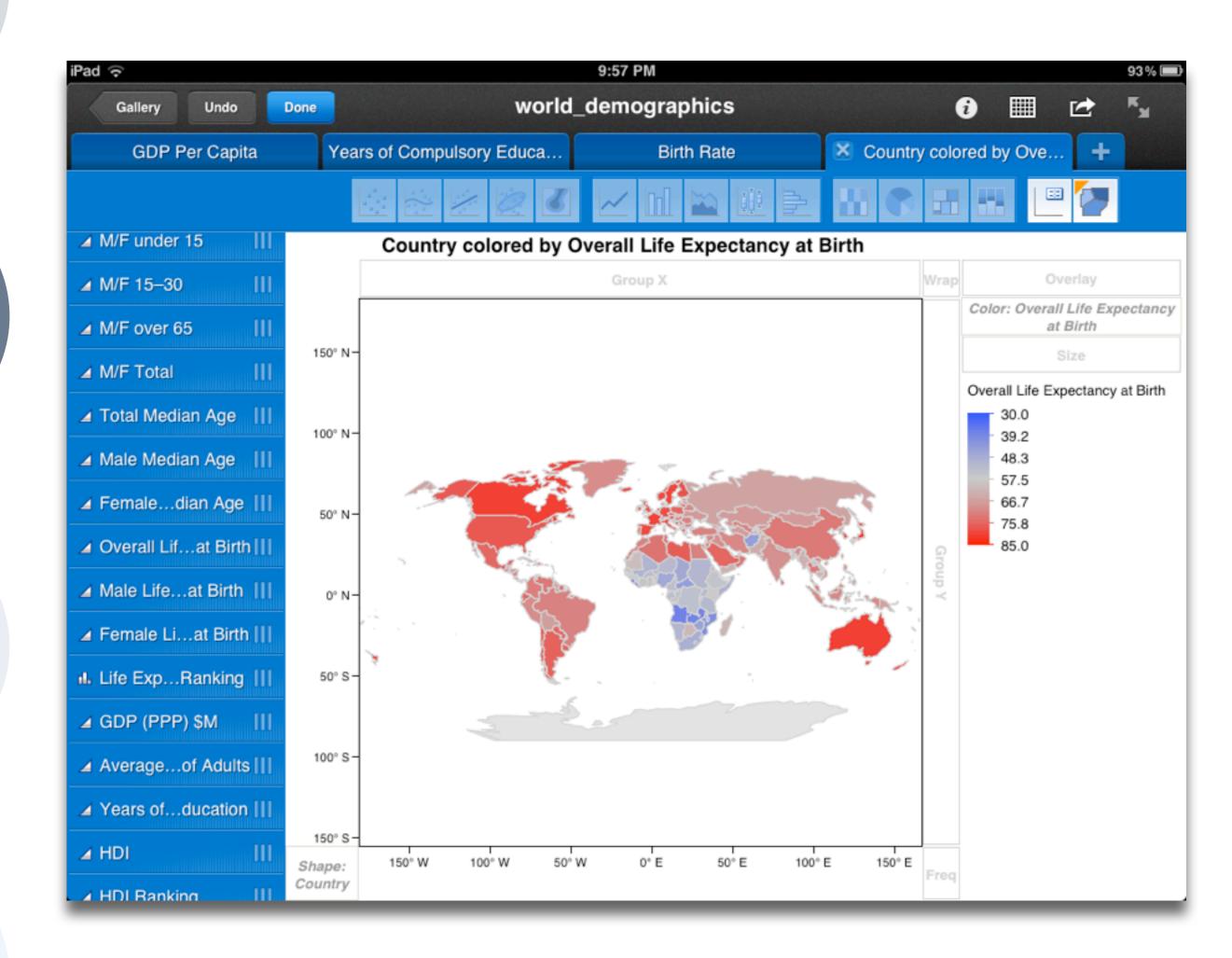
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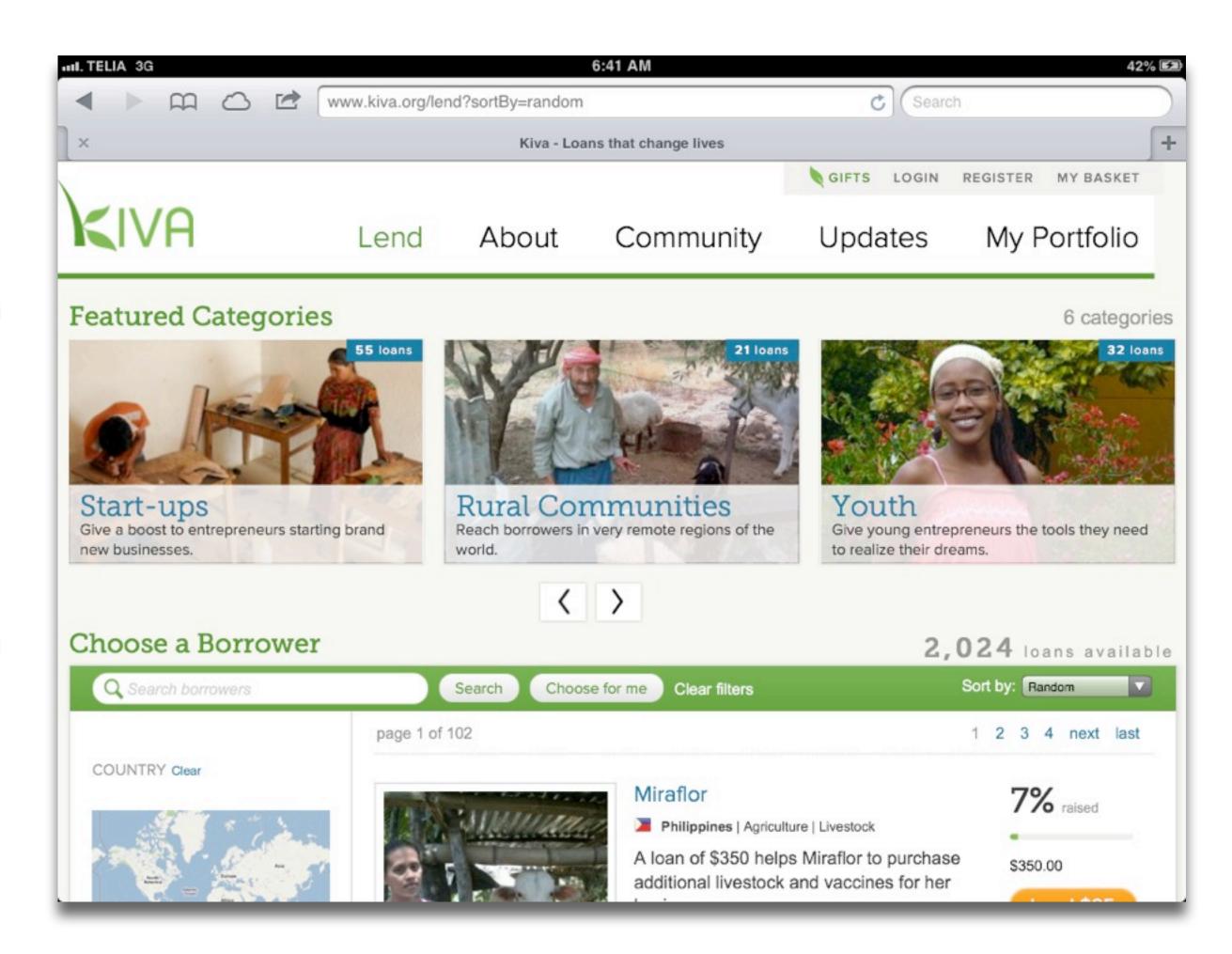
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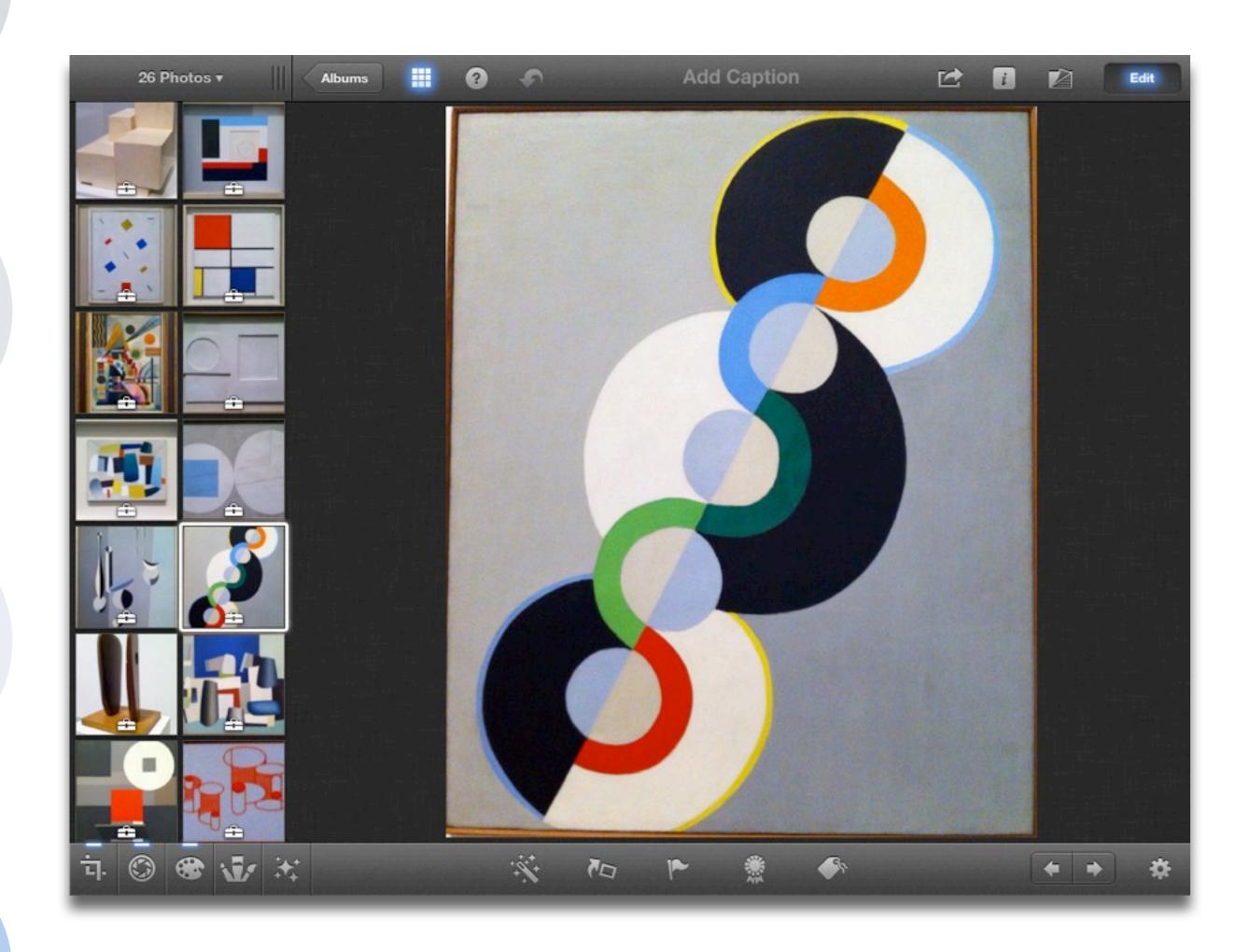
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#### **Substitution**



Tech allows for the creation of new tasks, previously inconceivable

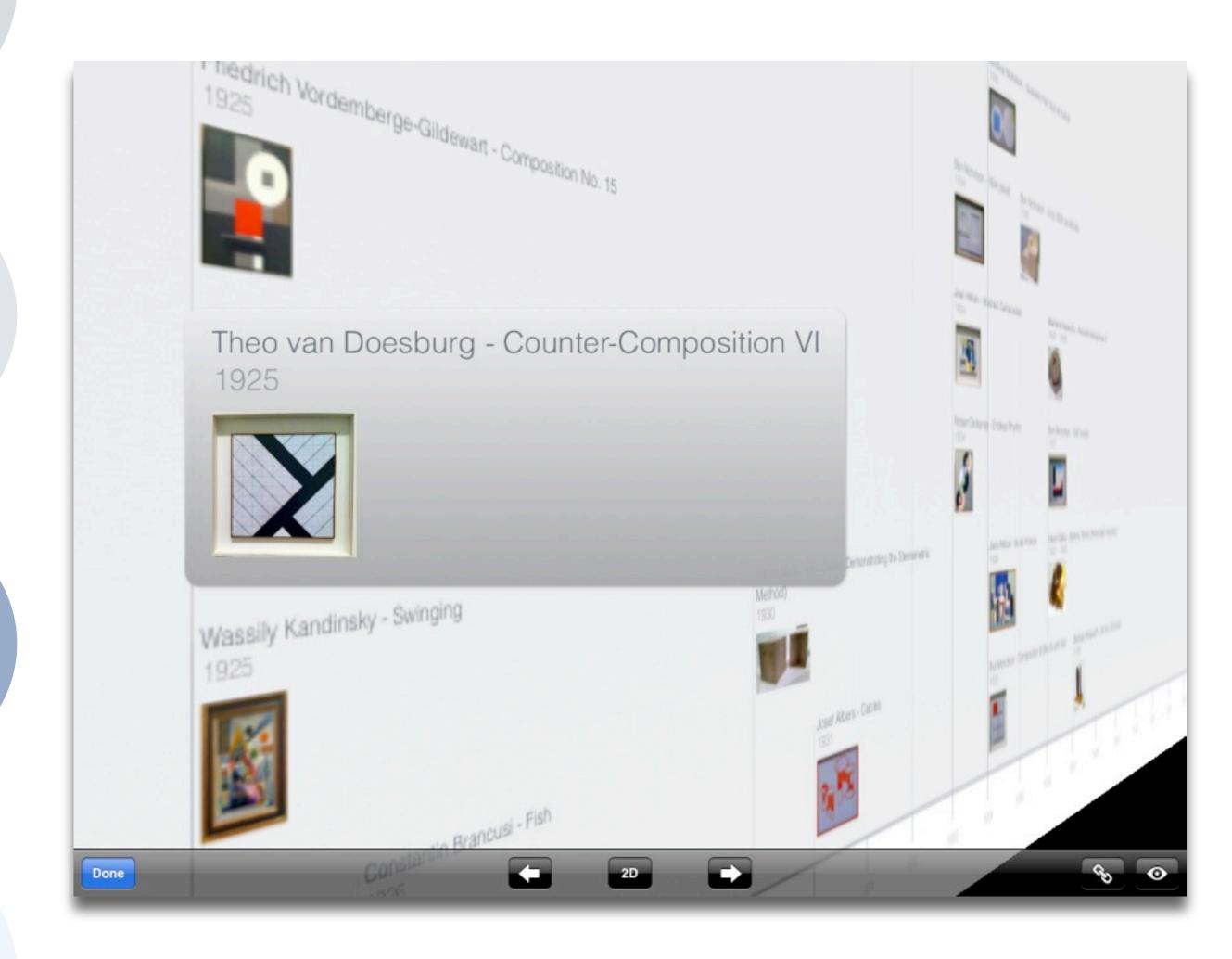
#### Modification

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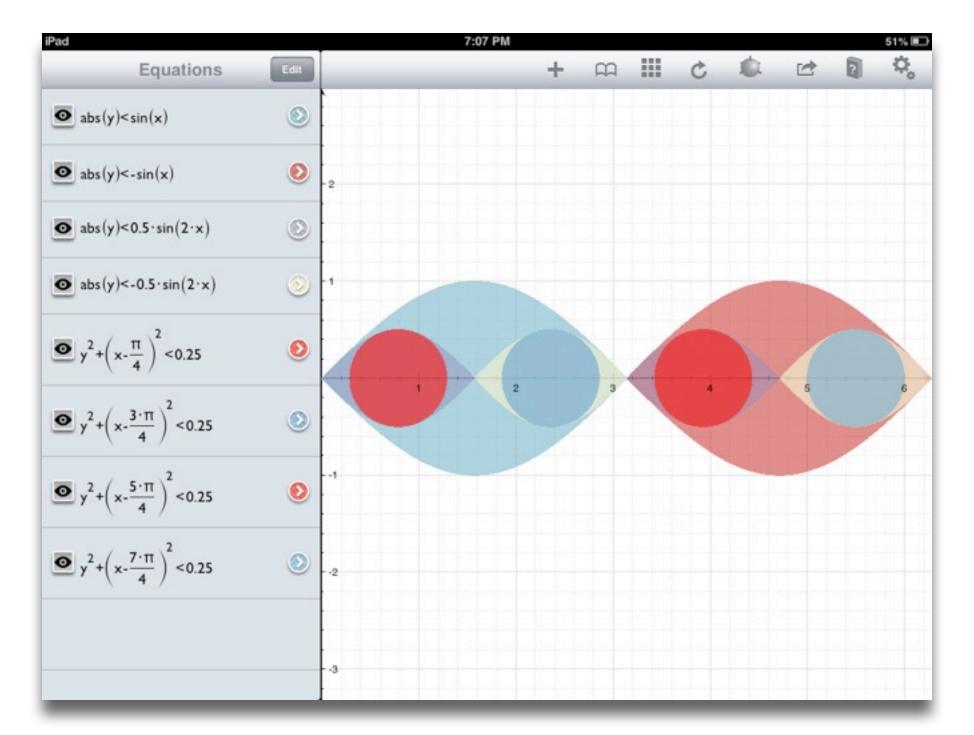
#### Modification

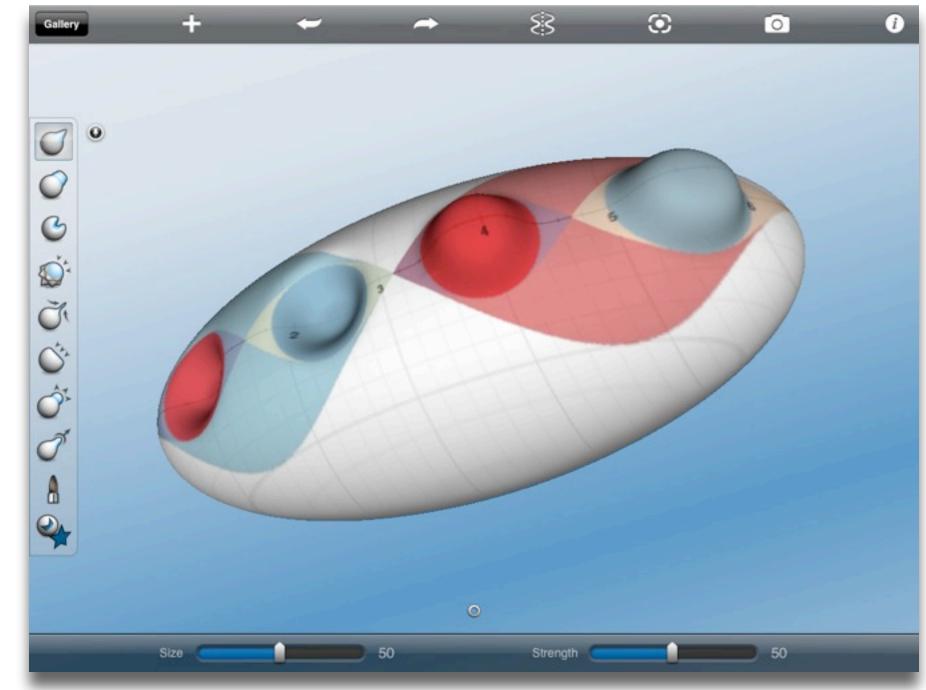
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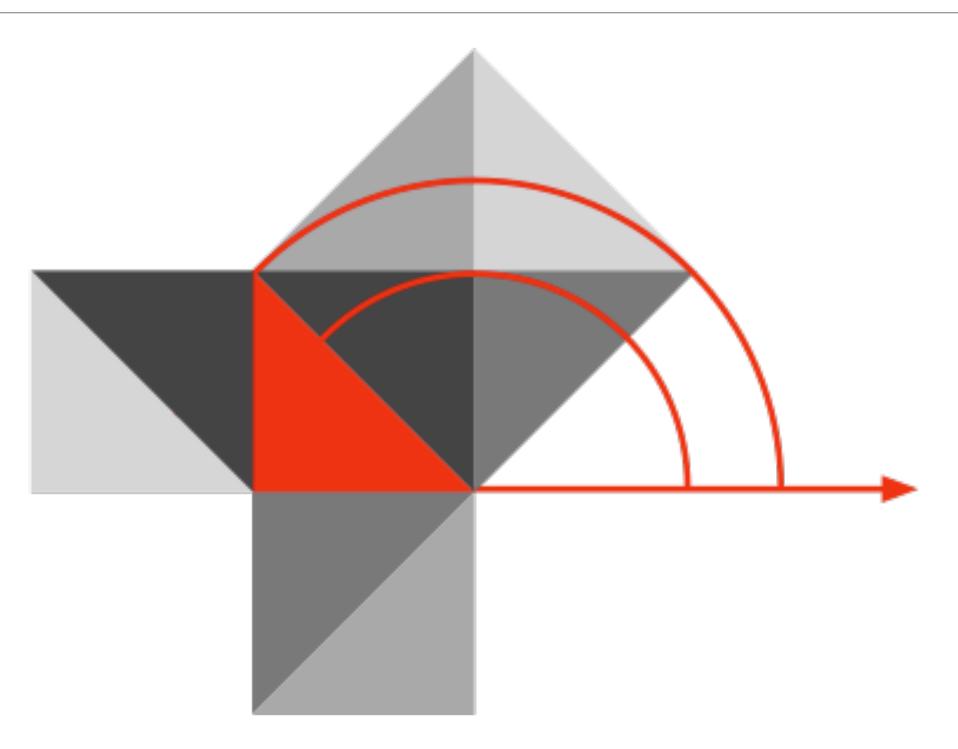
#### Substitution



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