Putting SAMR and the EdTech Quintet to Work

Ruben R. Puentedura, Ph.D.

Part 1 – The SAMR Model and the EdTech Quintet

Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Transformation

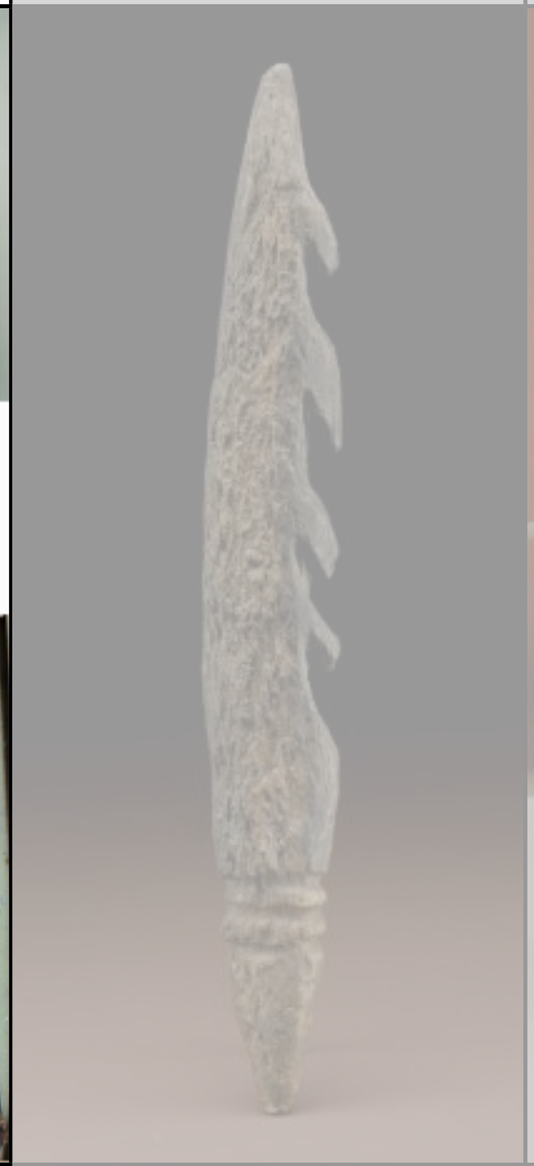
Augmentation
Tech acts as a direct tool substitute, with functional improvement

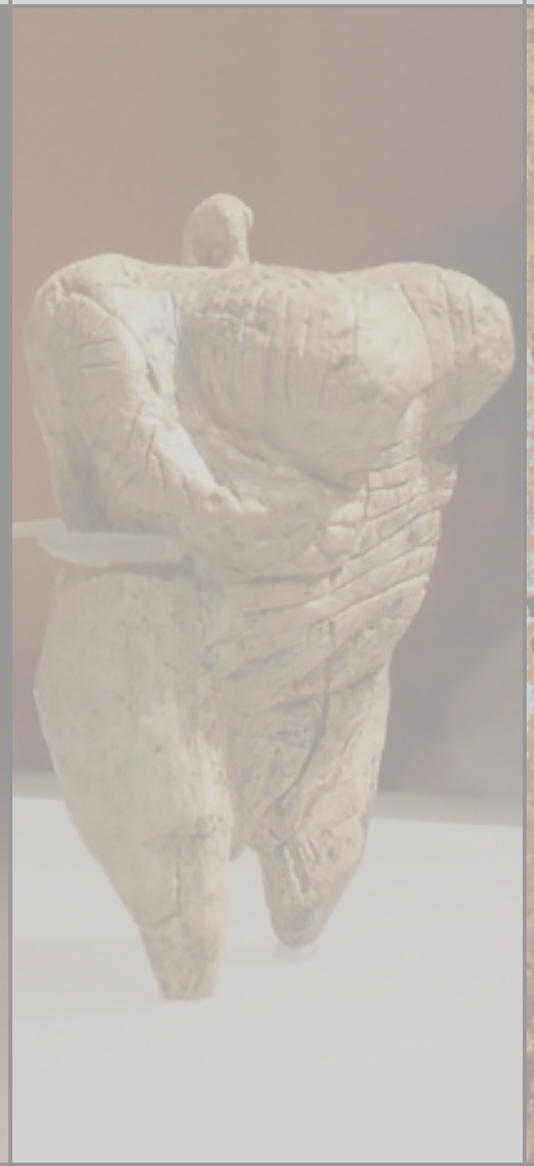
Substitution
Tech acts as a direct tool substitute, with no functional change

Enhancement

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

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





Bookmarks

RSS Feeds

Discussions

Microblogging

Blogging

Wikis

Telepresence

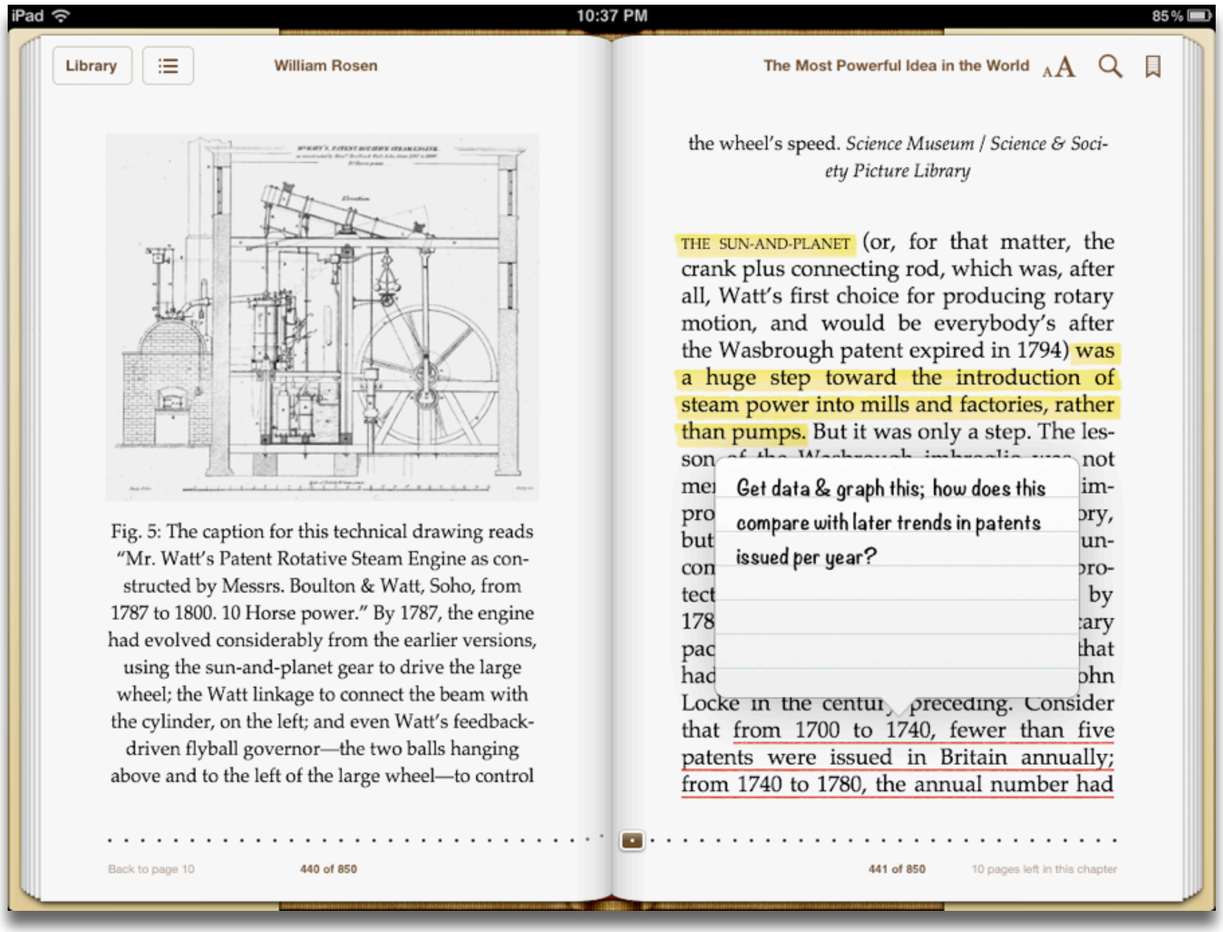
File Sharing

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



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

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

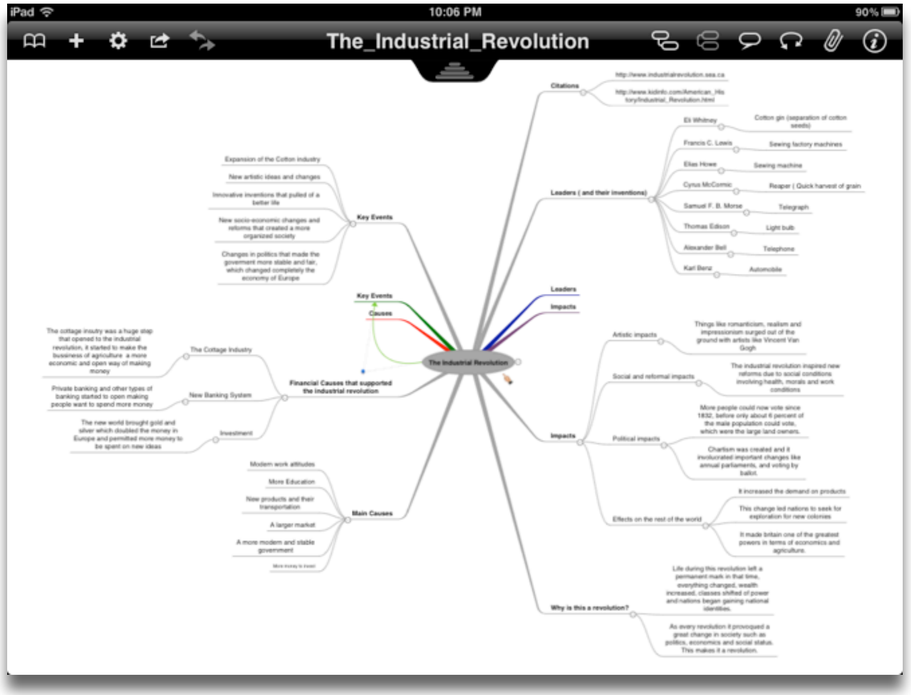
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

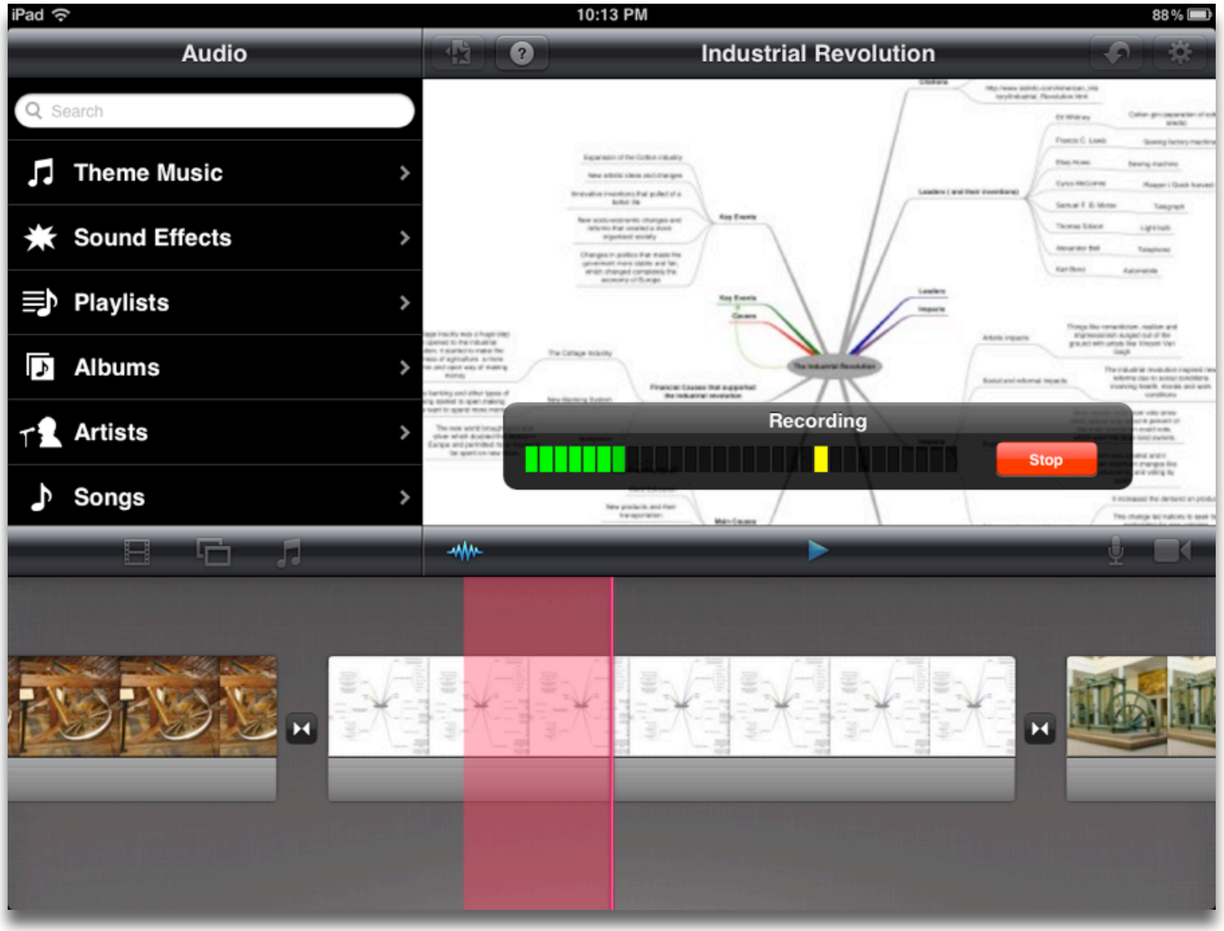
Tech allows for significant task redesign

Augmentation

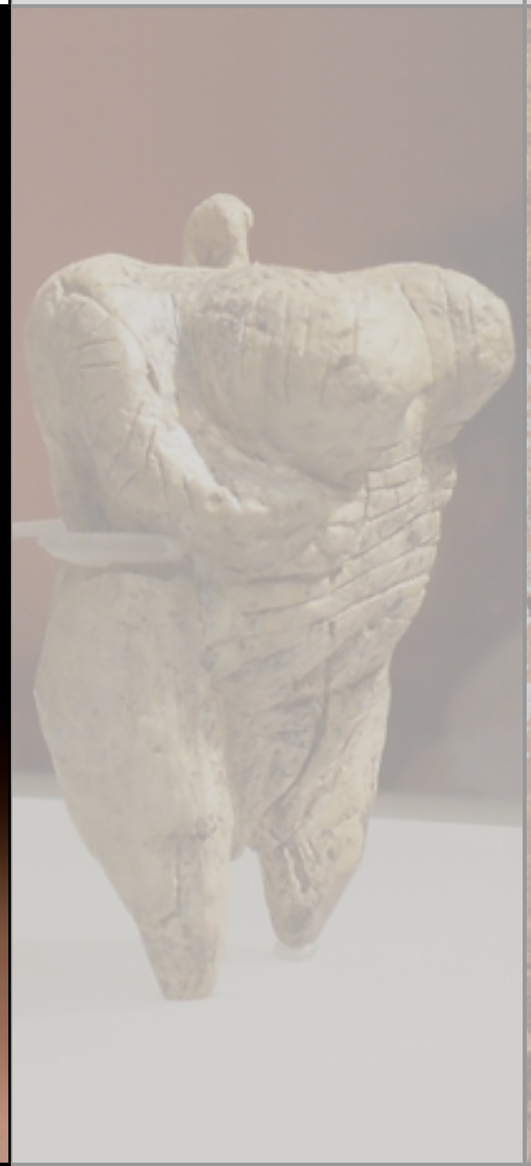
Tech acts as a direct tool substitute, with functional improvement

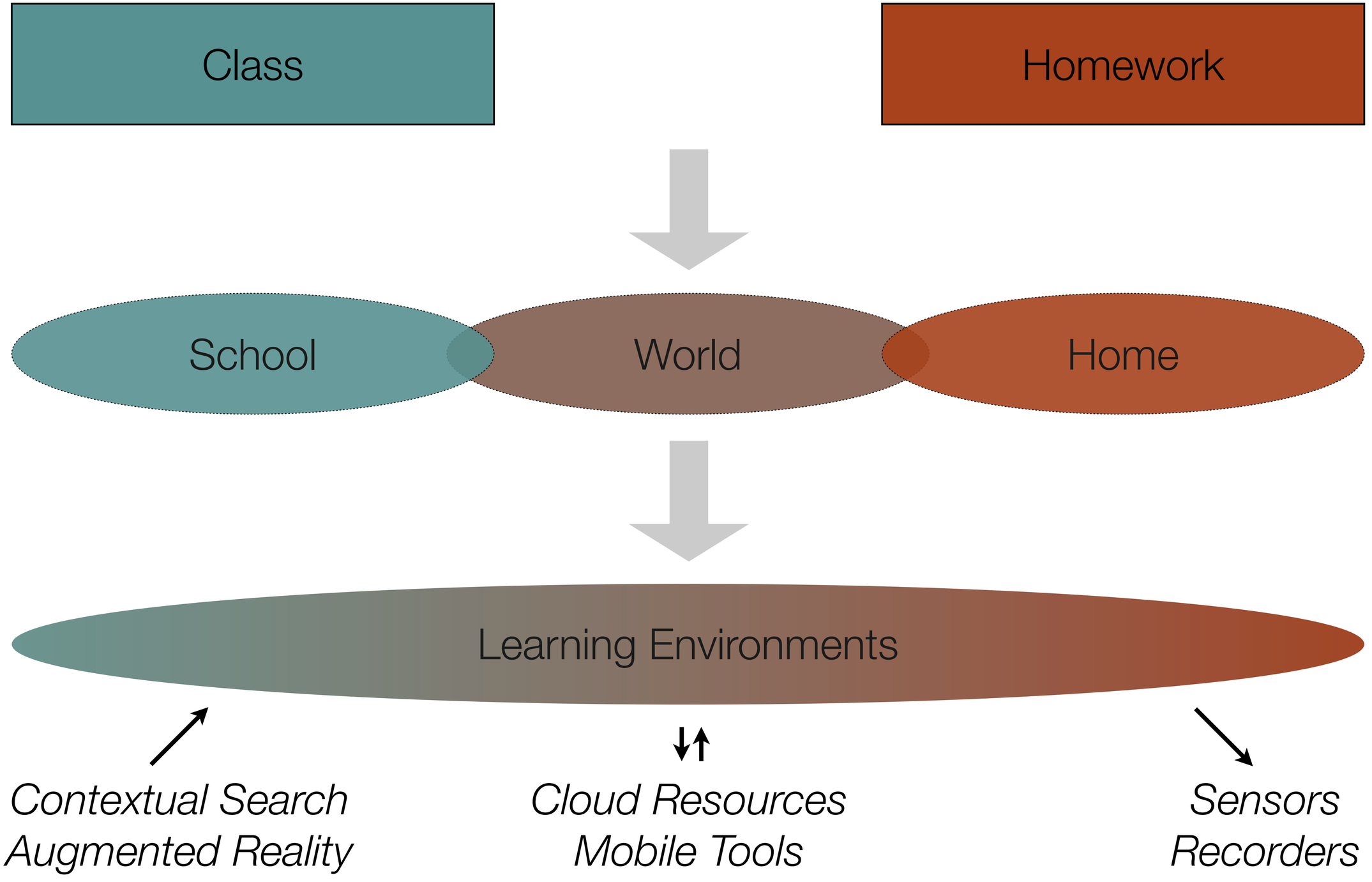
Substitution

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



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



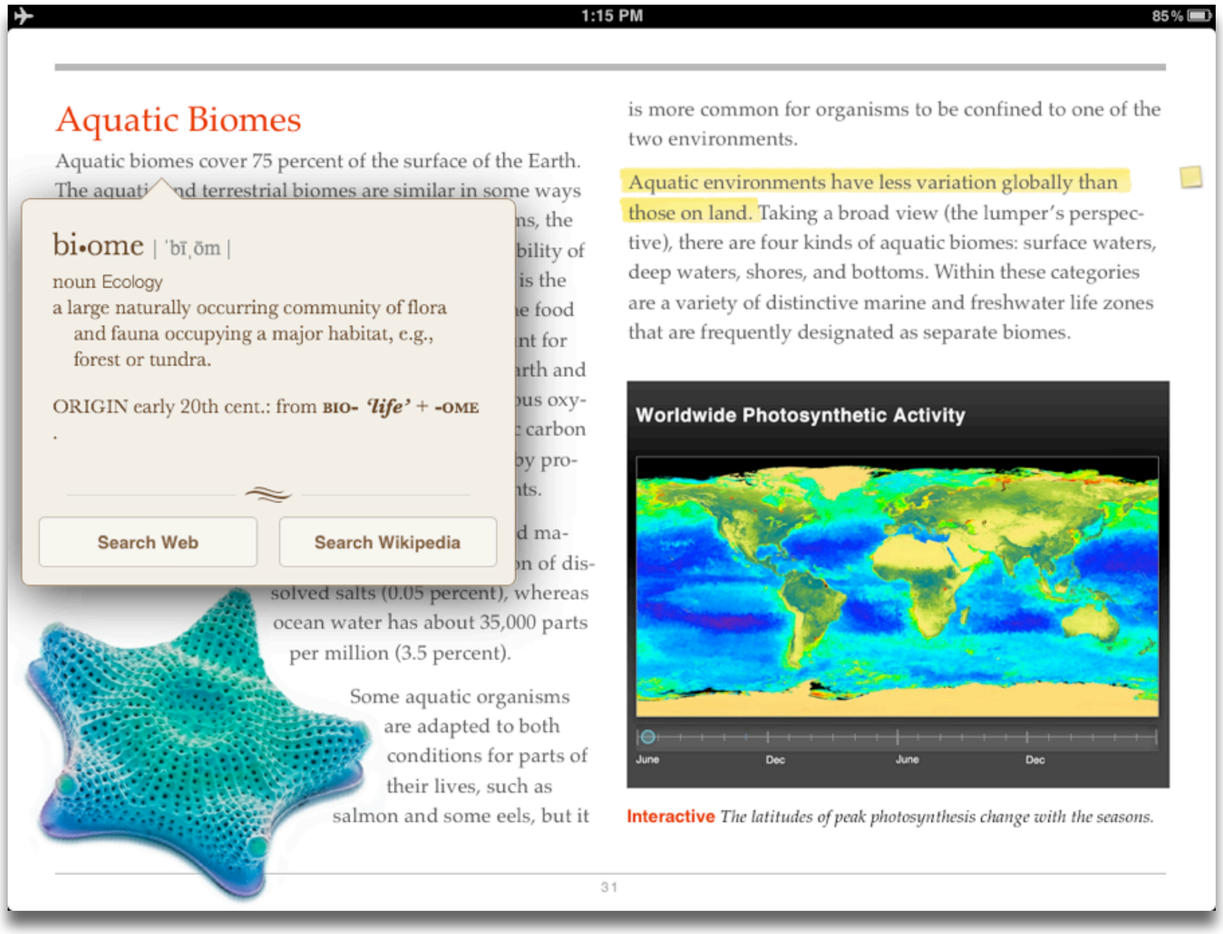

Class
Homework
School
World
Home
Learning Environments
Contextual Search
Augmented Reality
Cloud Resources
Mobile Tools
Sensors
Recorders

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

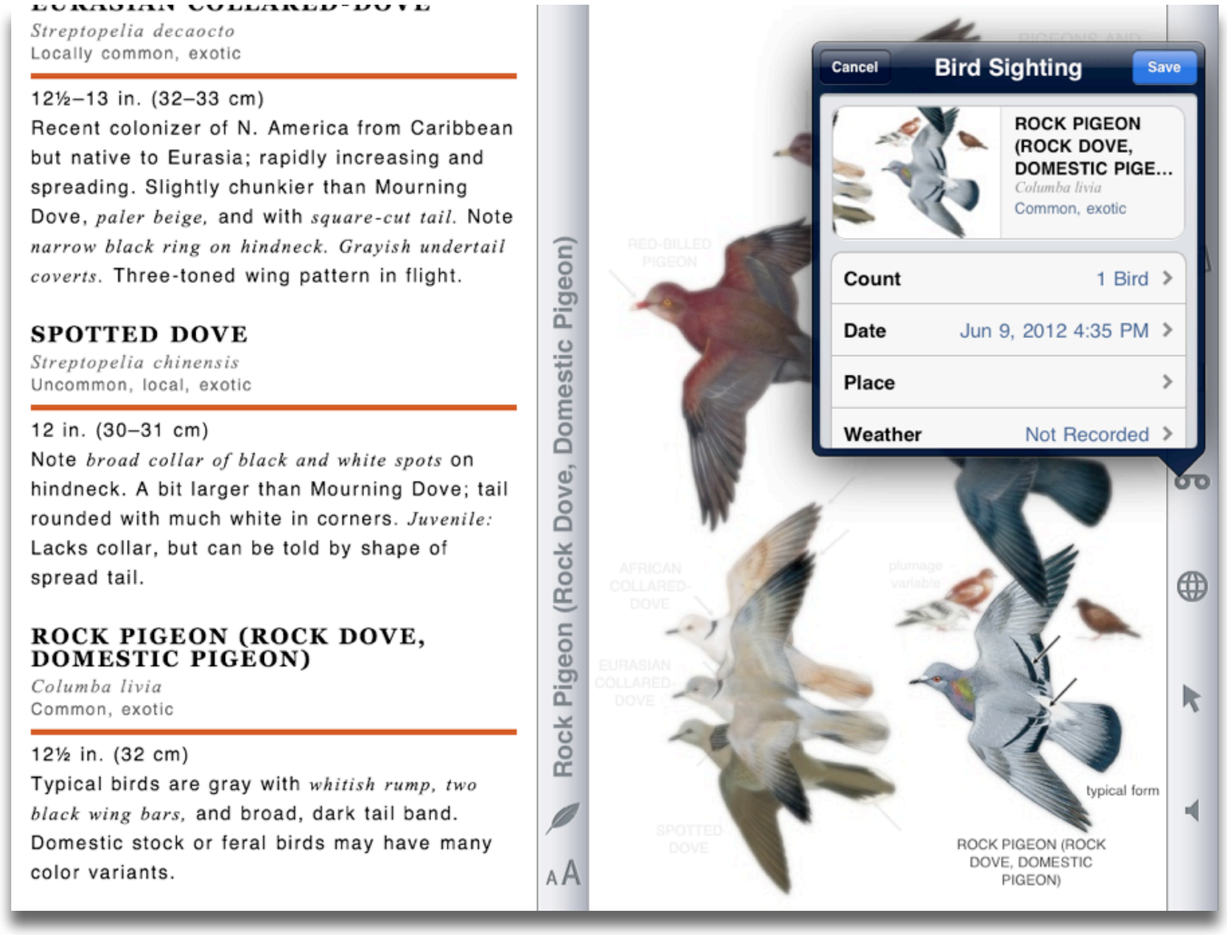


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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

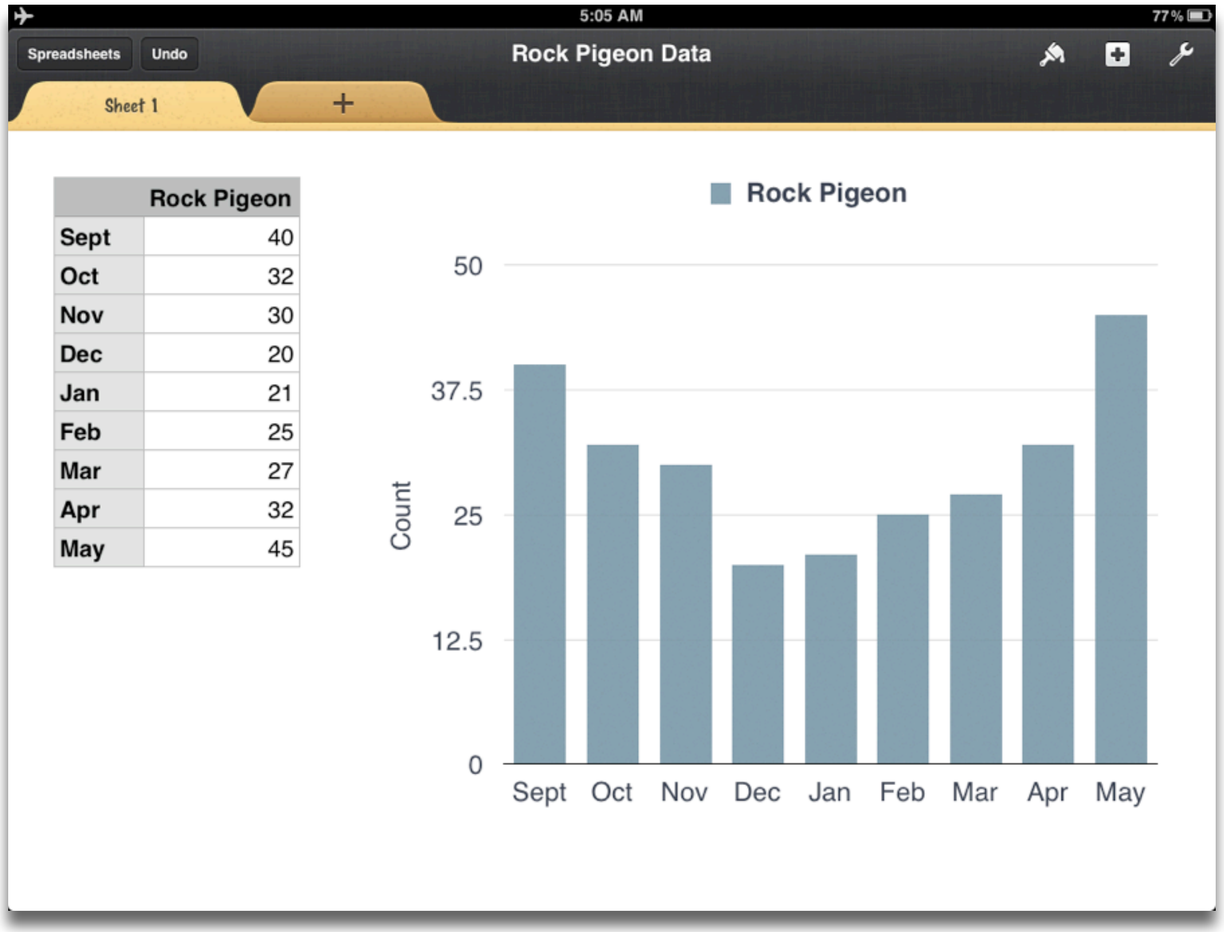


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



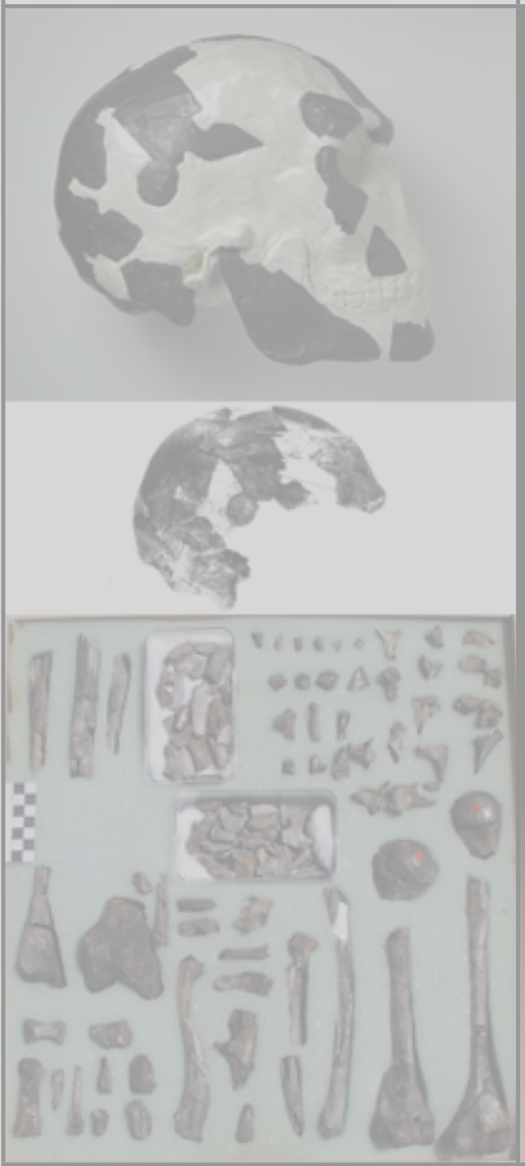
Redefinition
Tech allows for the creation of new tasks, previously inconceivable

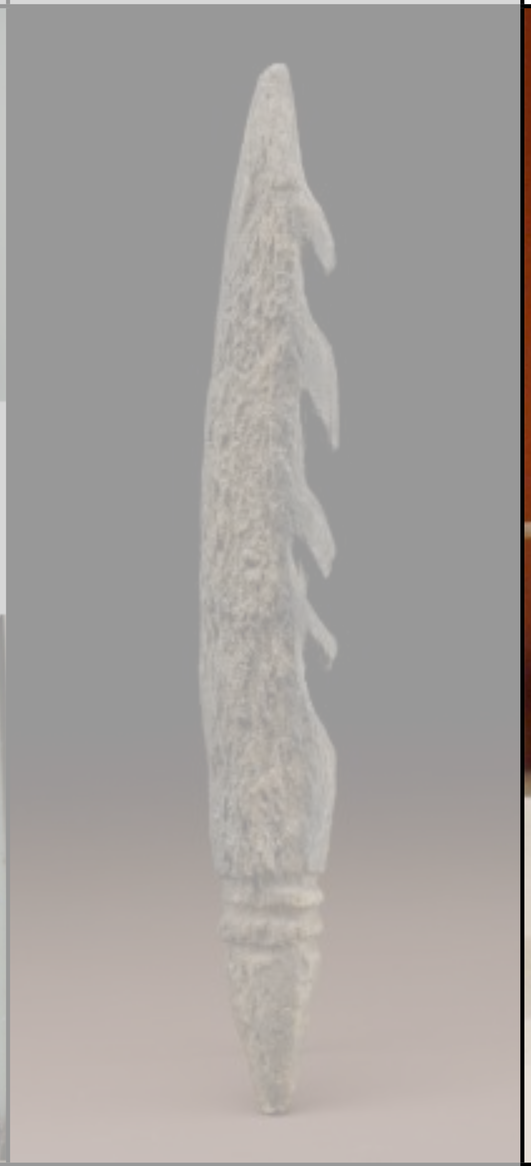
Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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

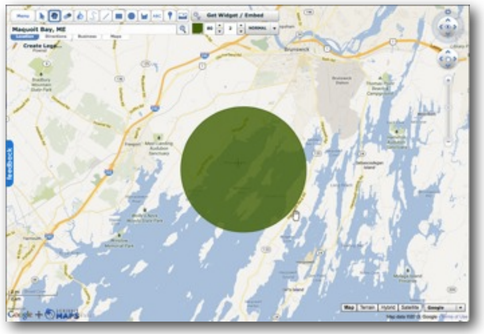
Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years






TimelineJS
Beautifully crafted timelines that are easy, and intuitive to use.
Website


3D



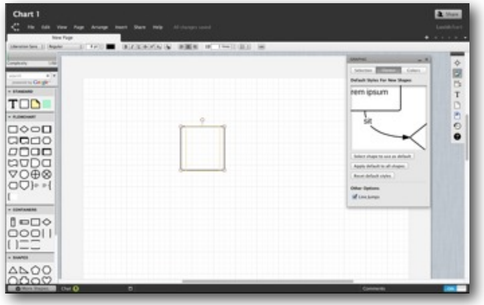
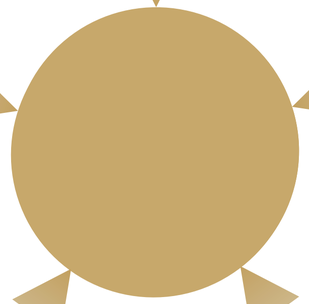
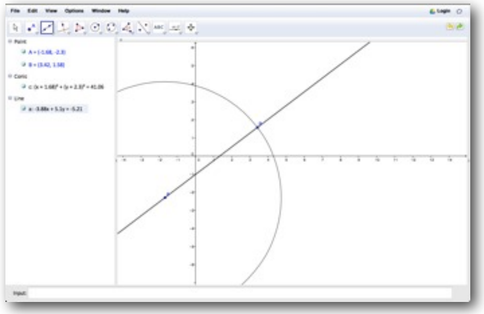


Chart 1
lorem ipsum




word tree
I
am
have
do
love
not
will


Word
Collage
ipsum
eget
felis
tristique
Morbi
feugiat
ligula

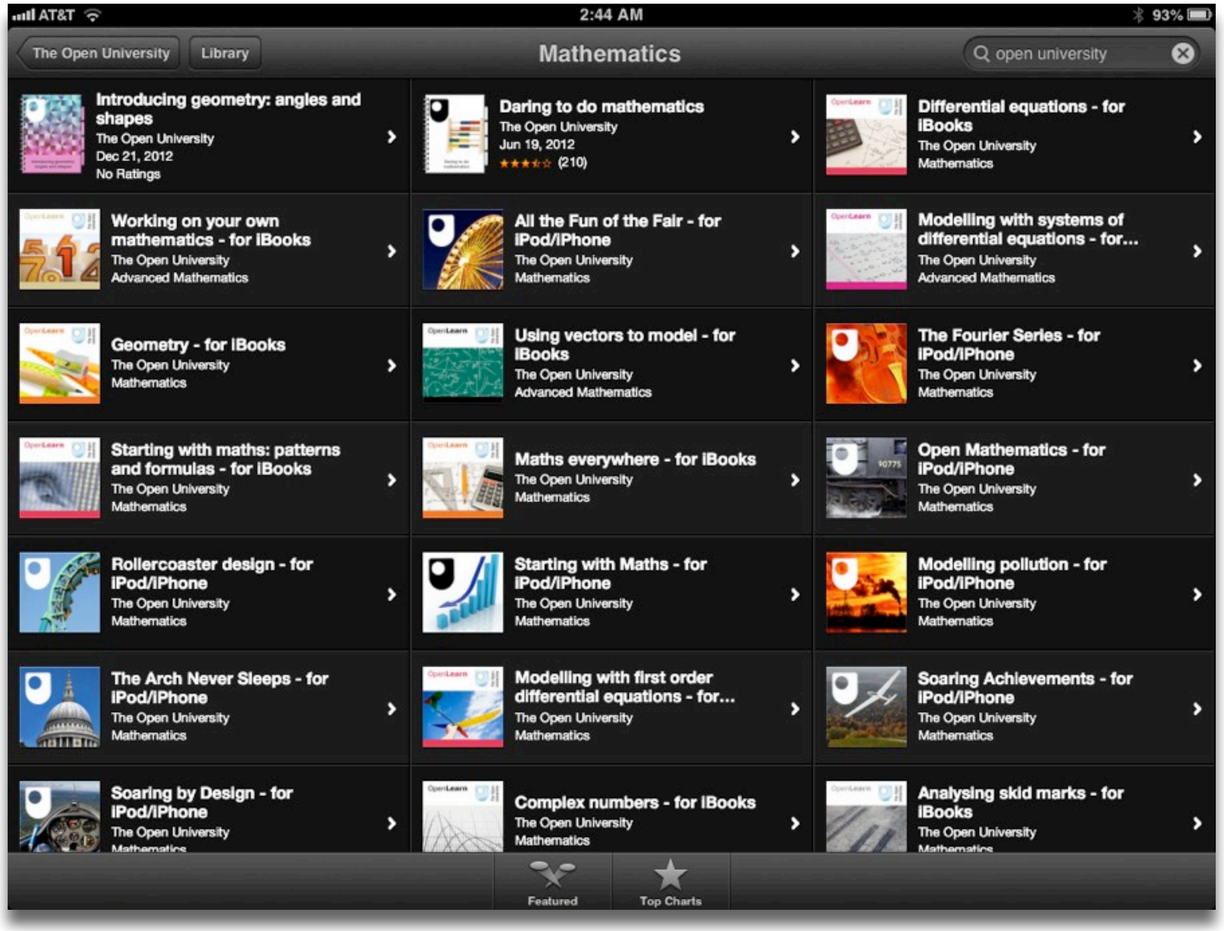


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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

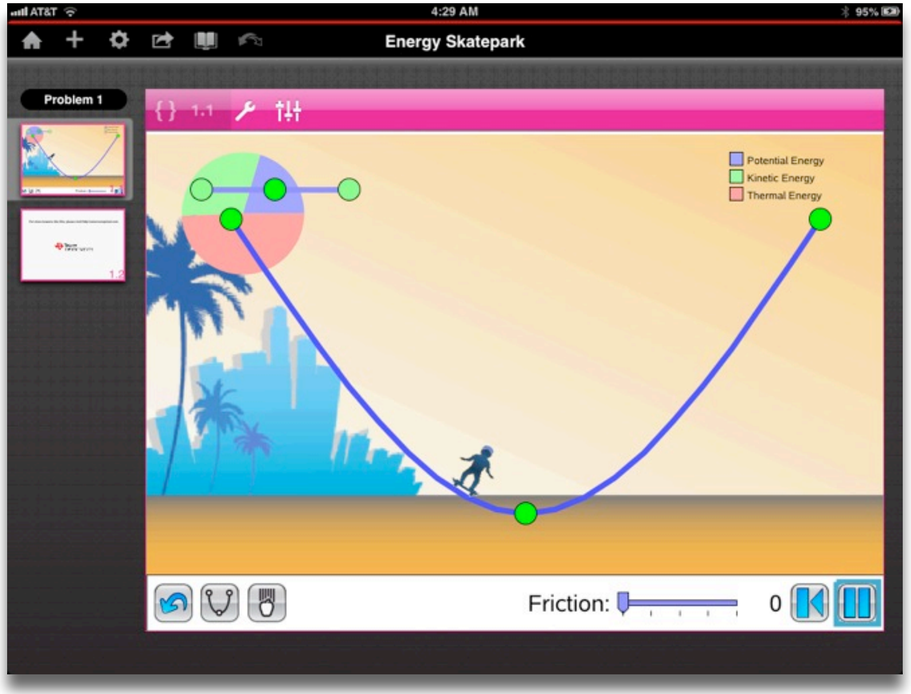


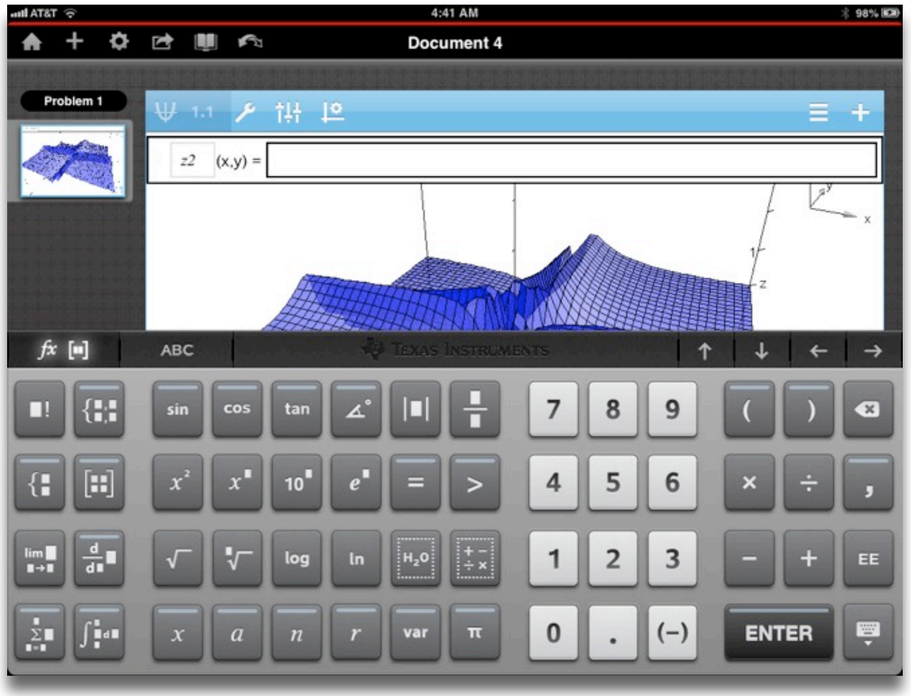
Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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





Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

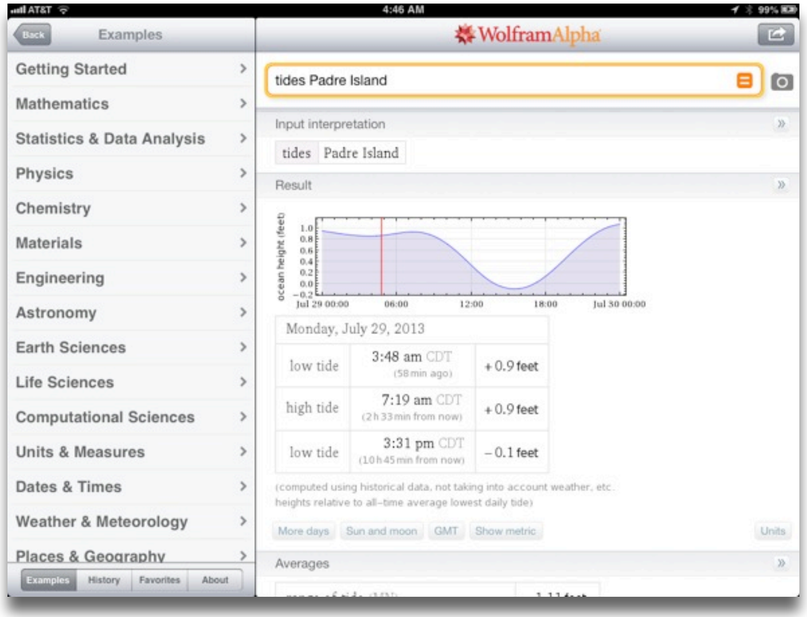
Tech allows for significant task redesign

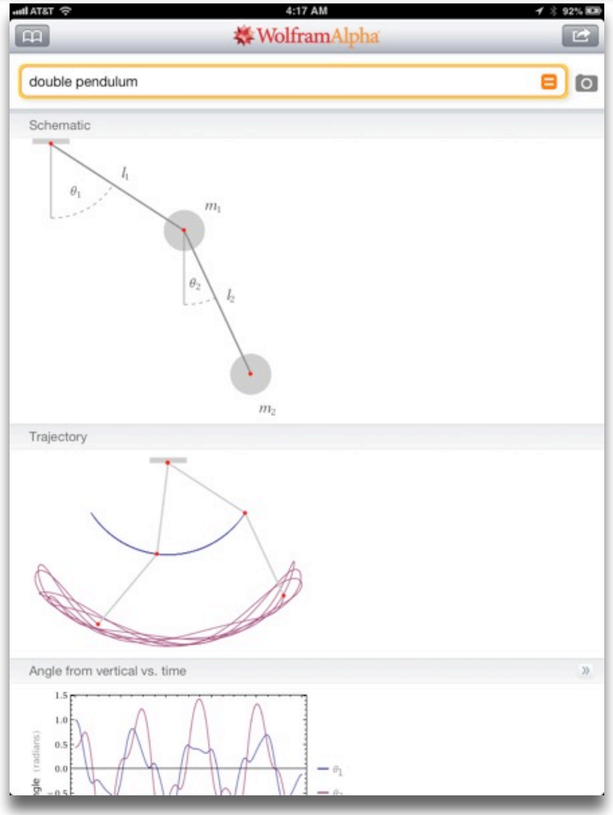
Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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





Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

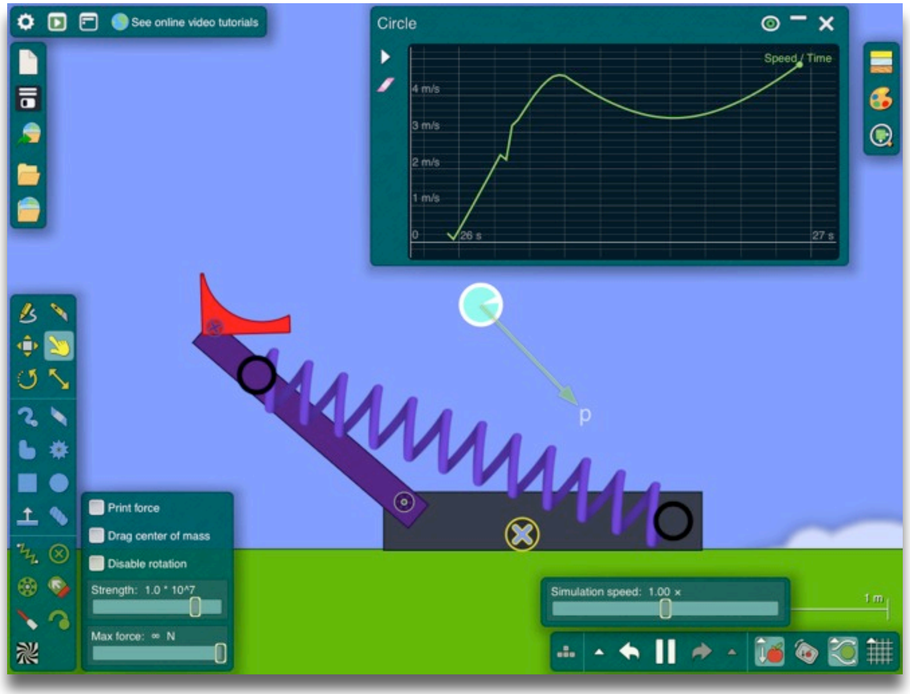
Tech allows for significant task redesign

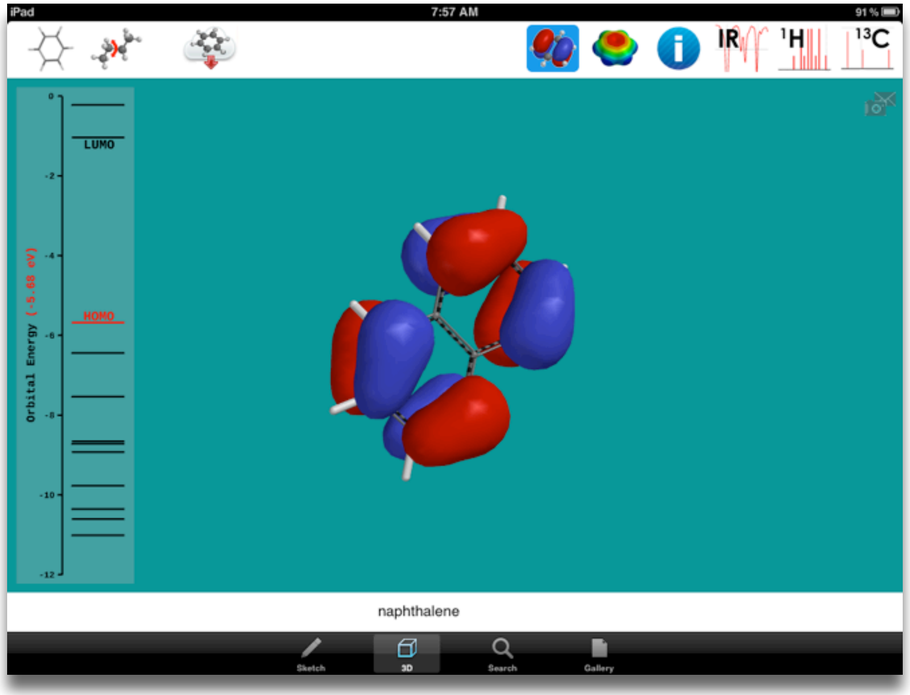
Augmentation

Tech acts as a direct tool substitute, with functional improvement

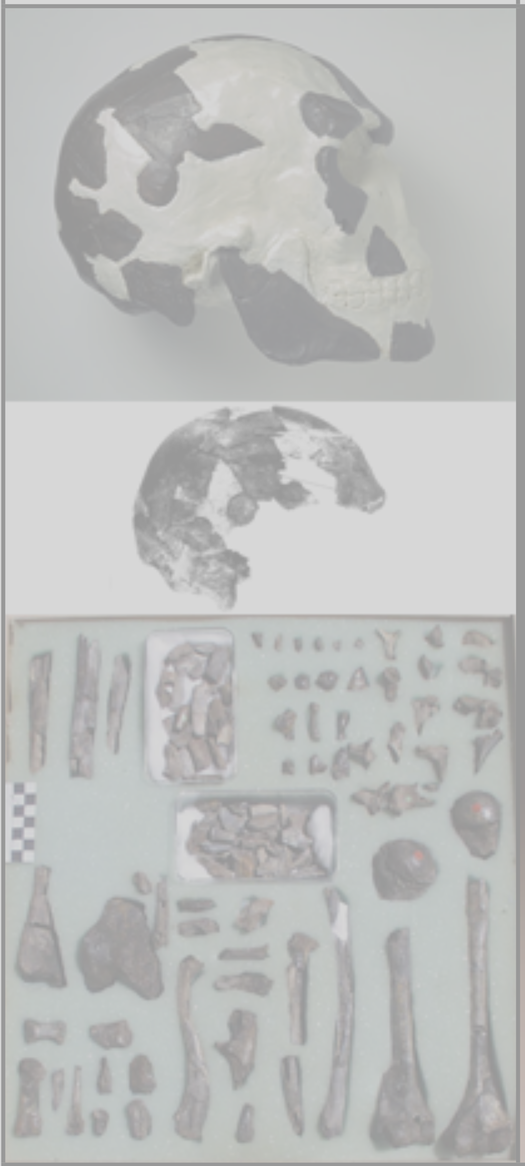
Substitution

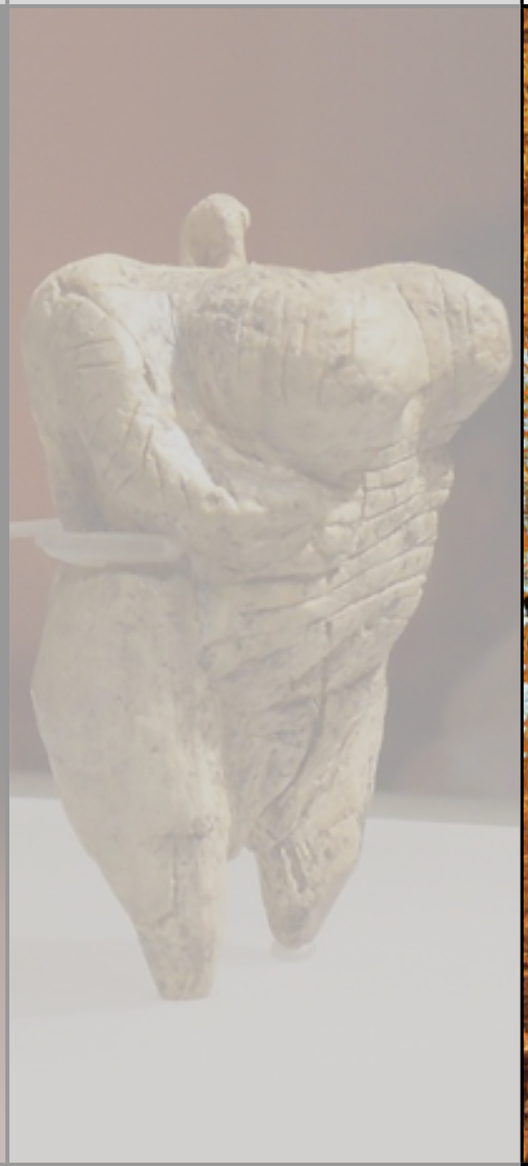
Tech acts as a direct tool substitute, with no functional change

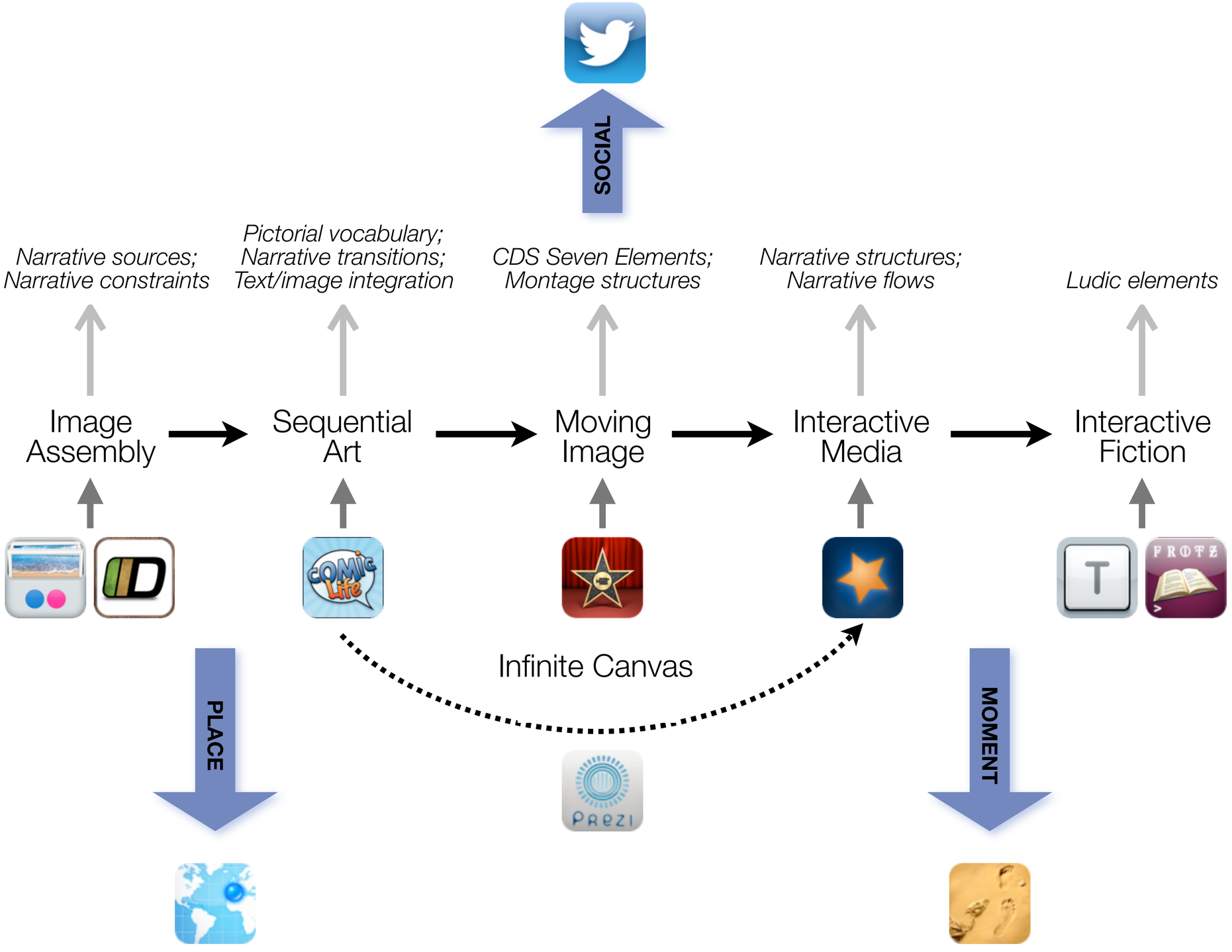




Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years





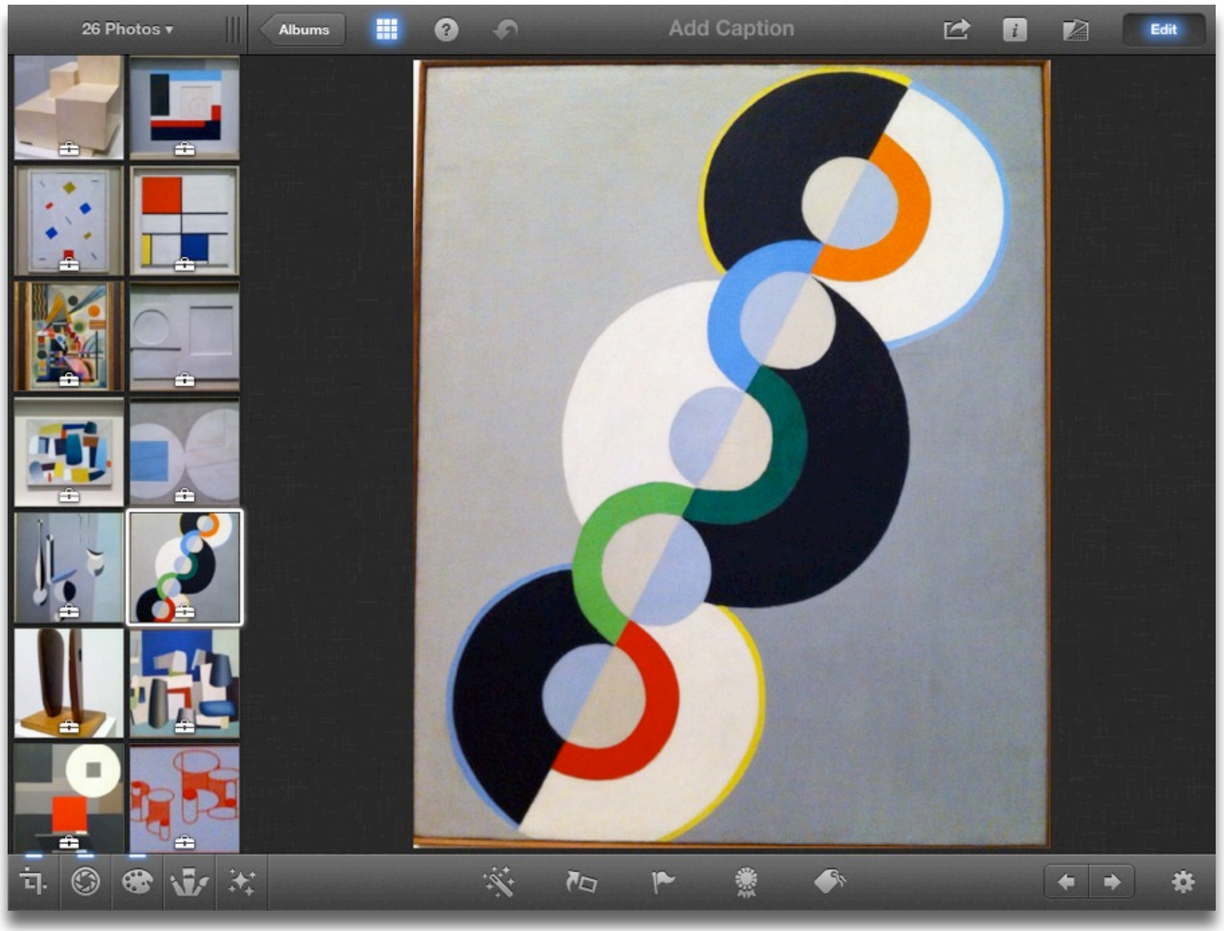

SOCIAL
Narrative sources;
Narrative constraints
Pictorial vocabulary;
Narrative transitions;
Text/image integration
CDS Seven Elements;
Montage structures
Narrative structures;
Narrative flows
Ludic elements
Image Assembly
Sequential Art
Moving Image
Interactive Media
Interactive Fiction
Infinite Canvas
PLACE
MOMENT

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

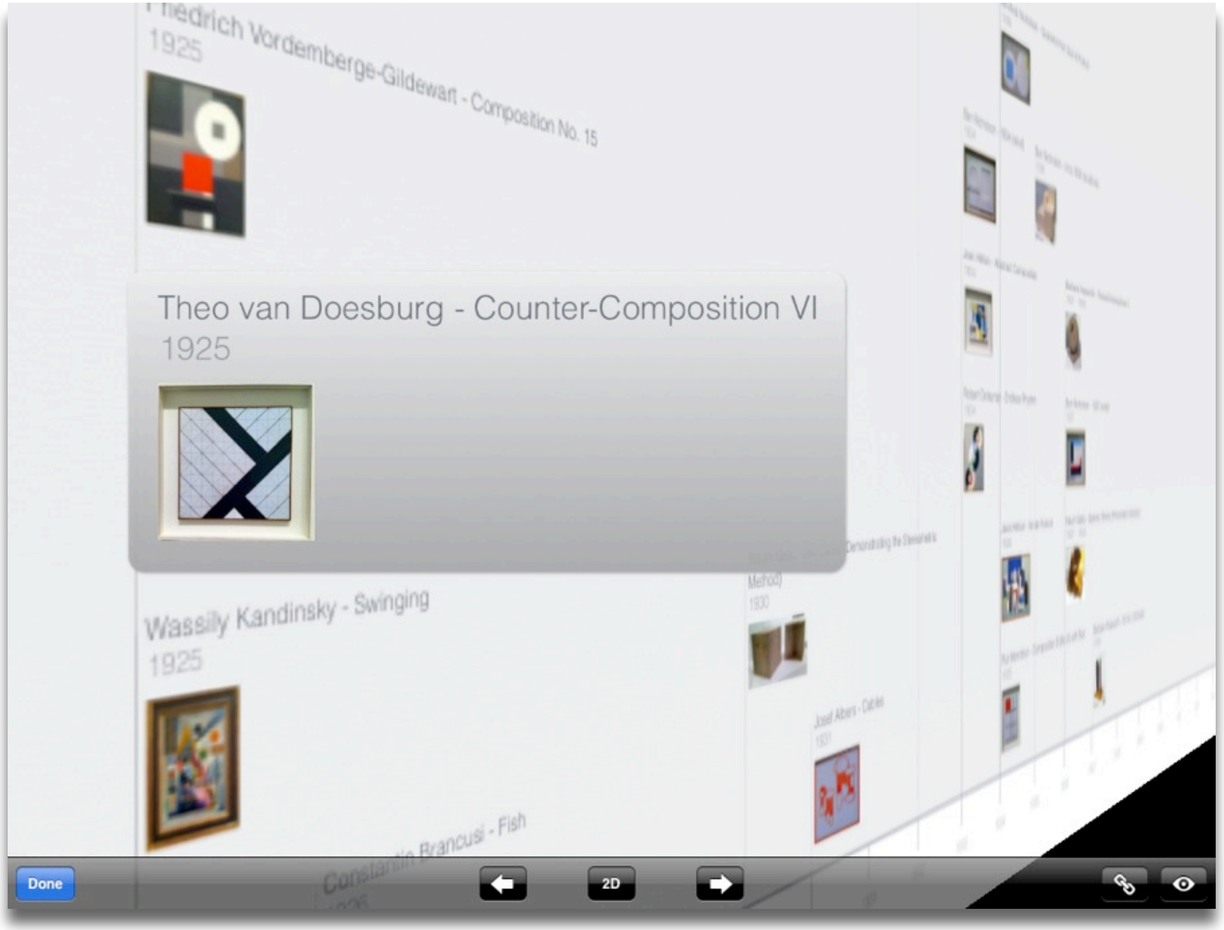


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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

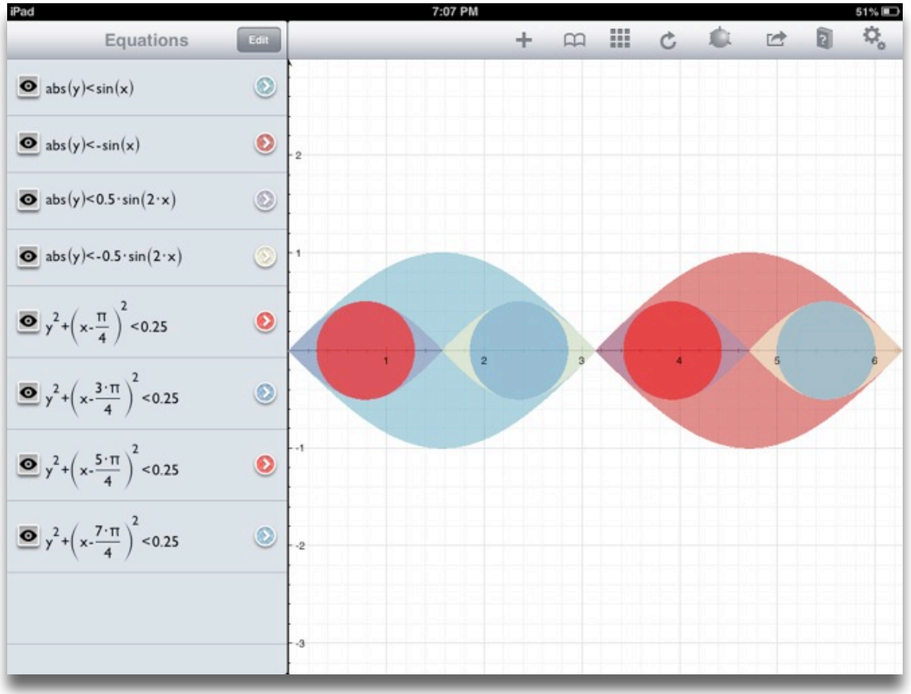


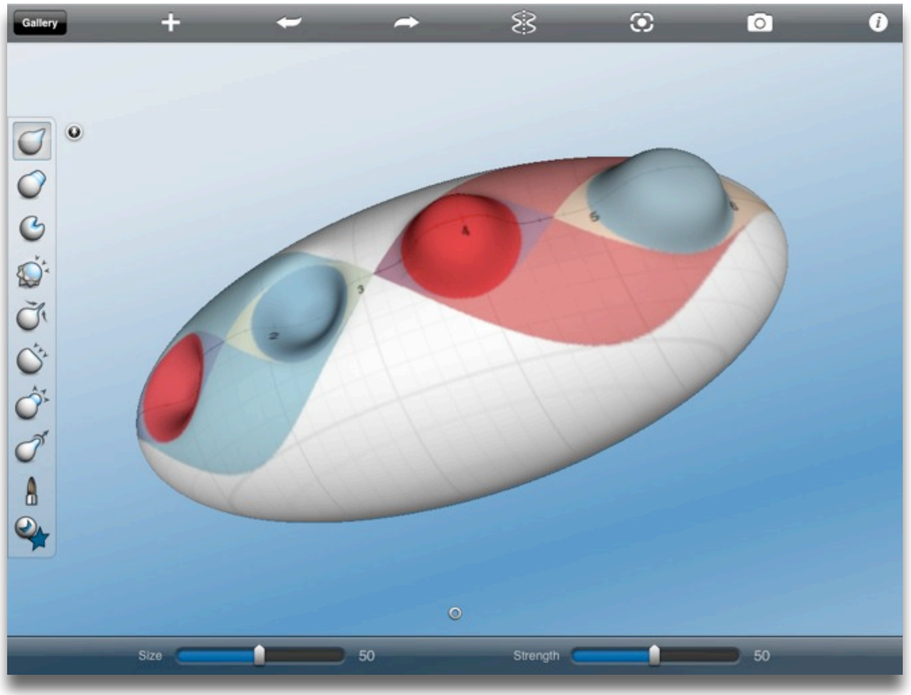
Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



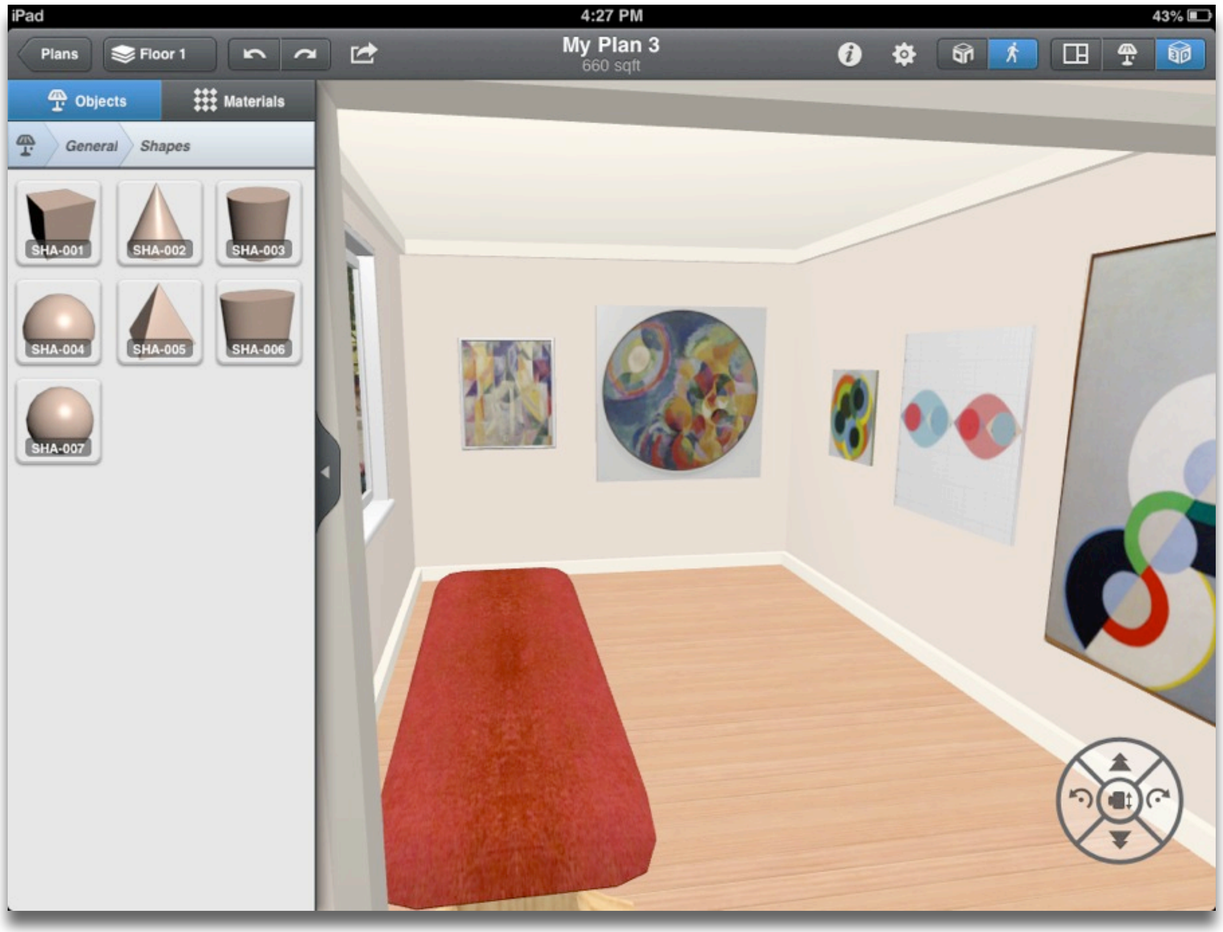


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

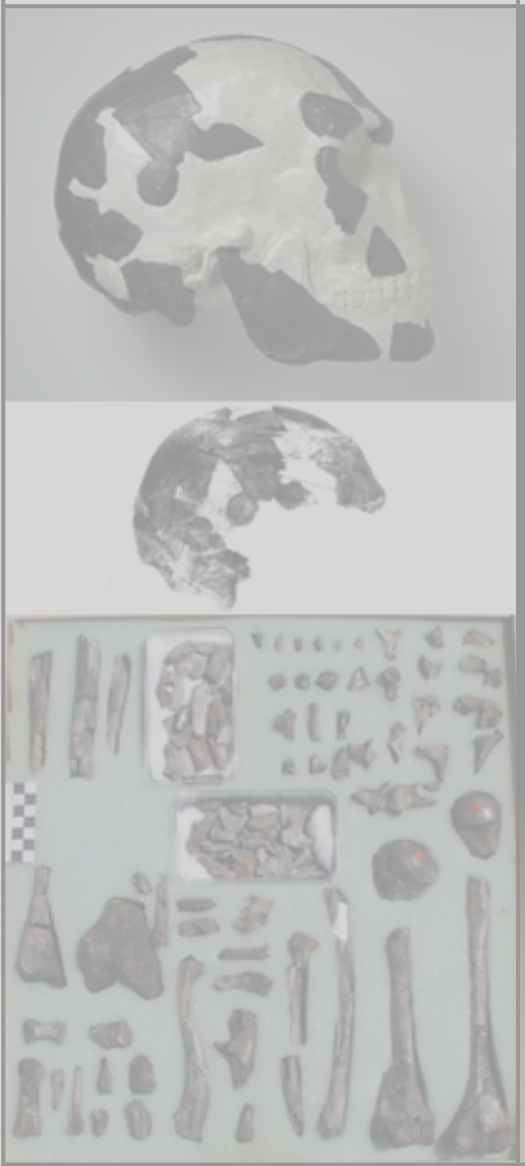
Modification
Tech allows for significant task redesign

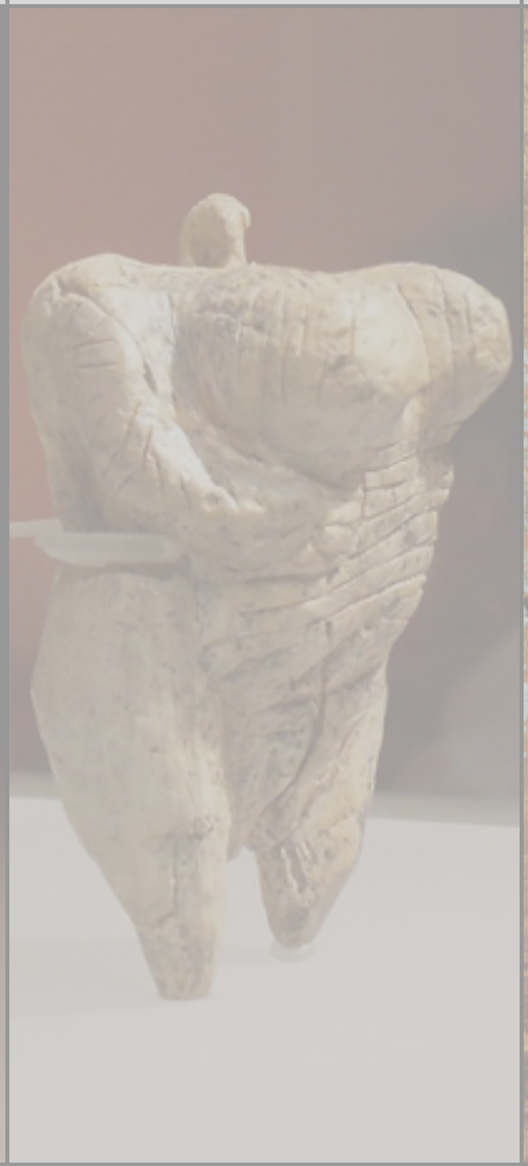
Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



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





Formal Definition of **Game** (Salen & Zimmerman)

"A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome."

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

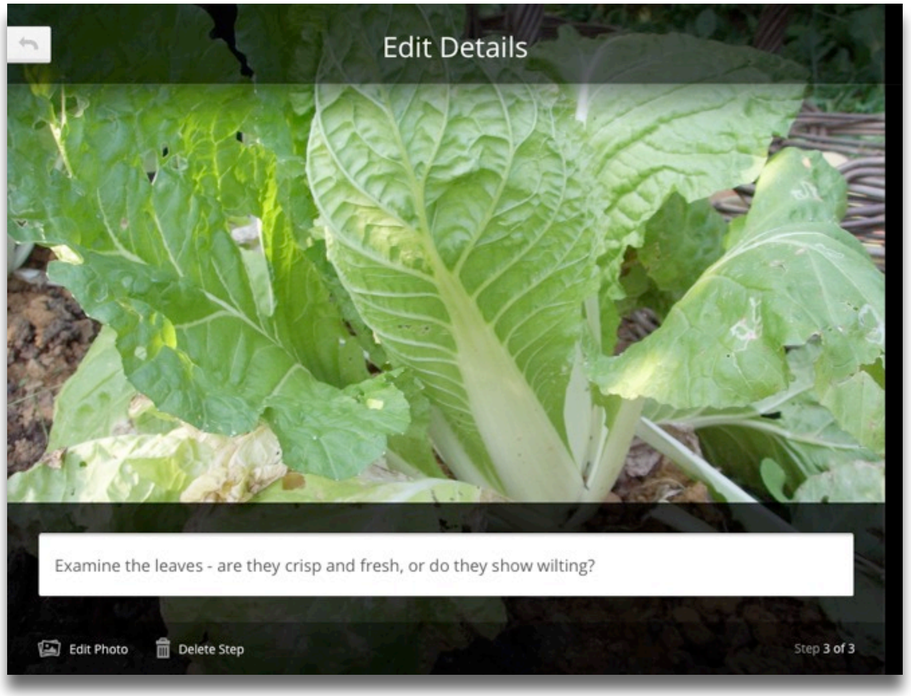
Substitution
Tech acts as a direct tool substitute, with no functional change

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

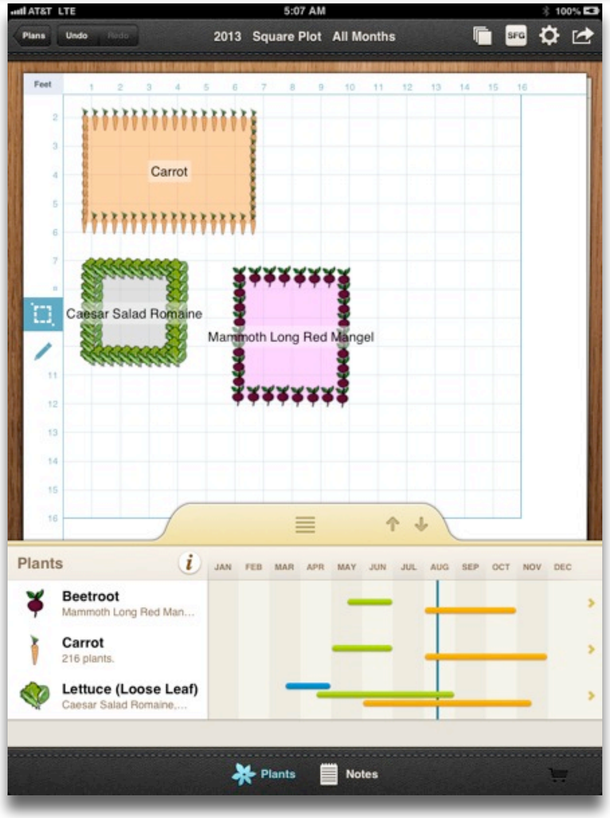


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



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

Part 2 – Mobile Devices and the iPad

Ubiquity

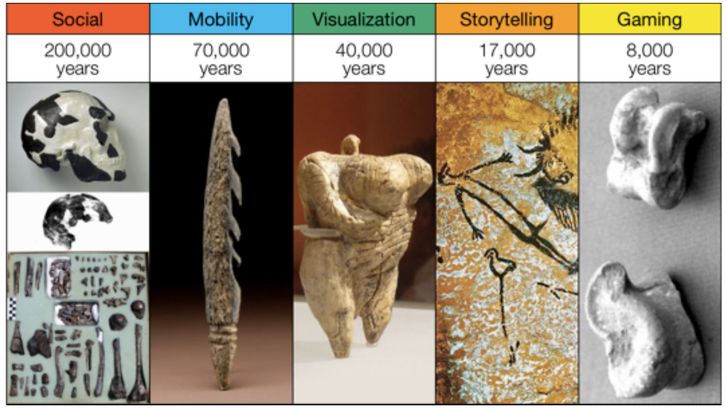

Intimacy

Embeddedness

Ubiquity, Intimacy, Embeddedness

Lively Sketchbook

Curiosity Amplifier



Visualizing the WCCS Core App Set







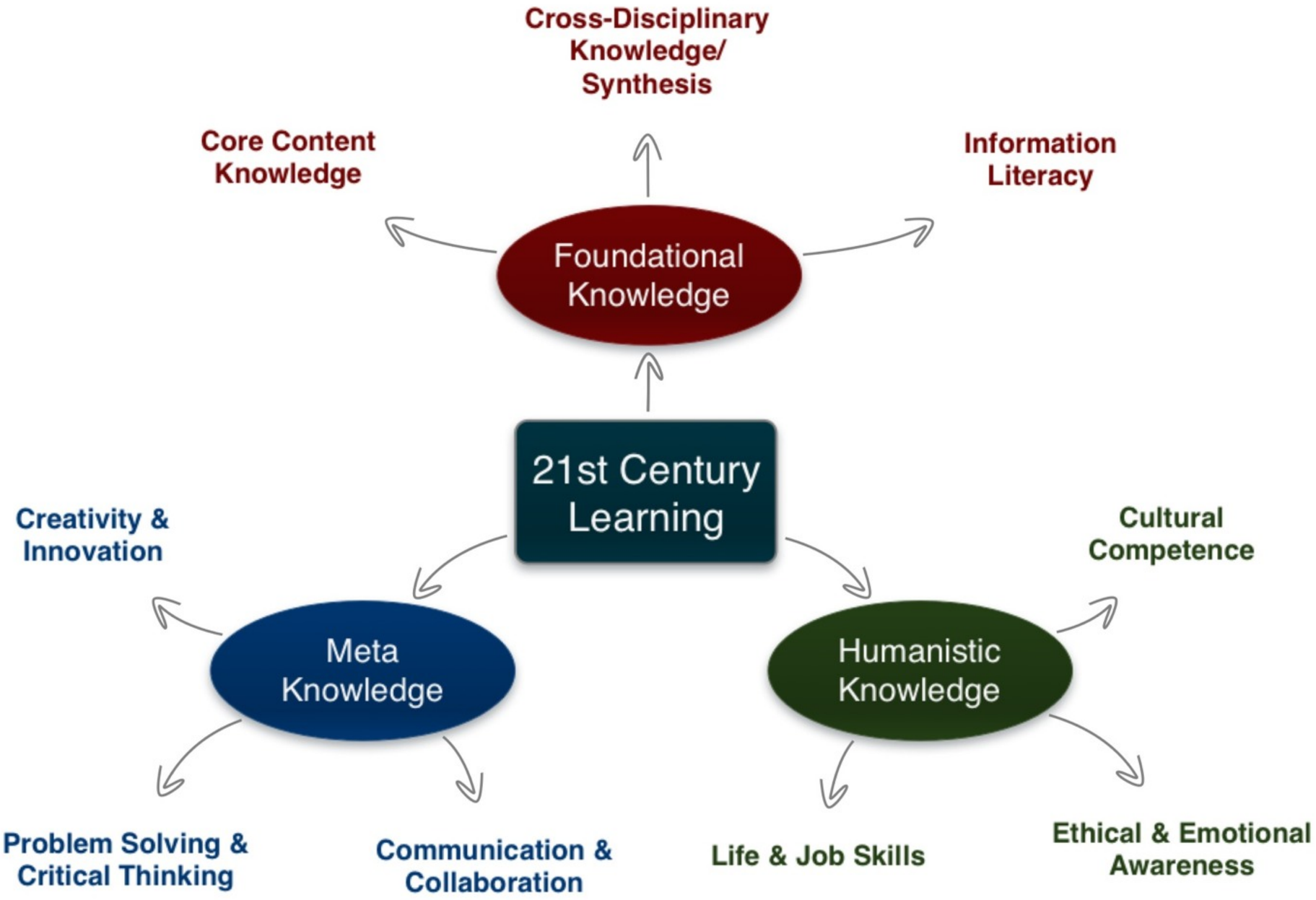






DRAGON
writer
PRO
Keynote

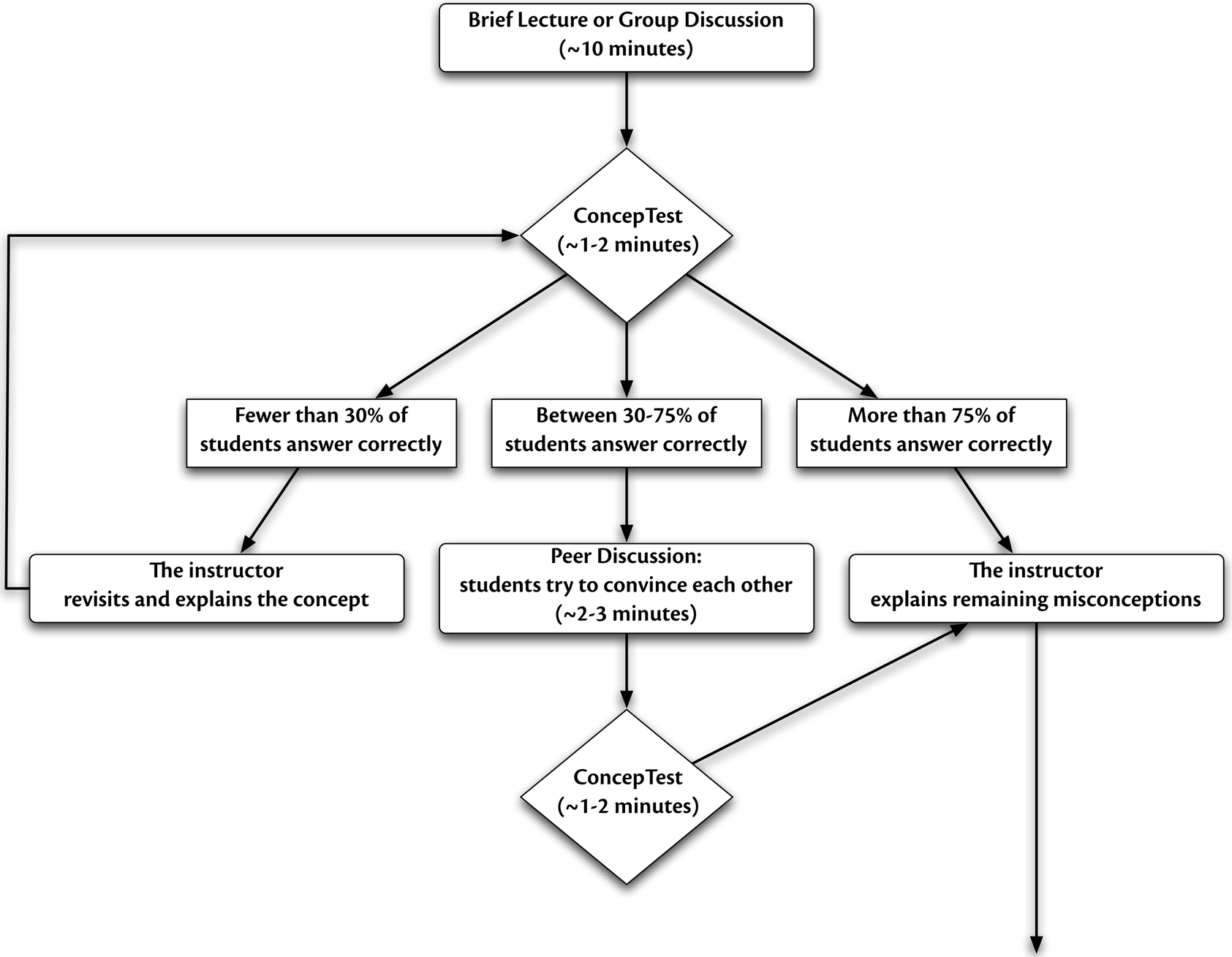
Part 3 – Workshop: SAMR in Action


Cross-Disciplinary Knowledge/ Synthesis
Core Content Knowledge
Information Literacy
Foundational Knowledge
21st Century Learning
Creativity & Innovation
Cultural Competence
Meta Knowledge
Humanistic Knowledge
Problem Solving & Critical Thinking
Communication & Collaboration
Life & Job Skills
Ethical & Emotional Awareness

SAMR: Framing Goals for Transformation

Choosing the First SAMR Ladder Project: Three Options

- **Your Passion:**
  - If you had to pick one topic from your class that best exemplifies why you became fascinated with the subject you teach, what would it be?
- **Barriers to Your Students' Progress:**
  - Is there a topic in your class that a significant number of students get stuck on, and fail to progress beyond?
- **What Students Will Do In the Future:**
  - Which topic from your class would, if deeply understood, best serve the interests of your students in future studies or in their lives outside school?



Mazur, E. *Peer Instruction - A User's Manual*. Prentice Hall (1997)

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

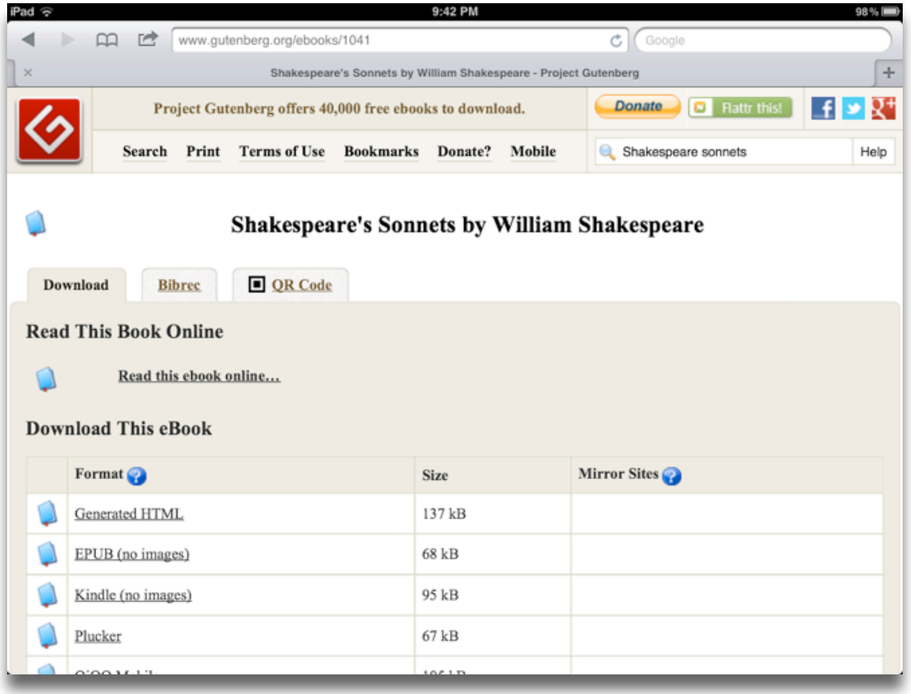
Tech allows for significant task redesign

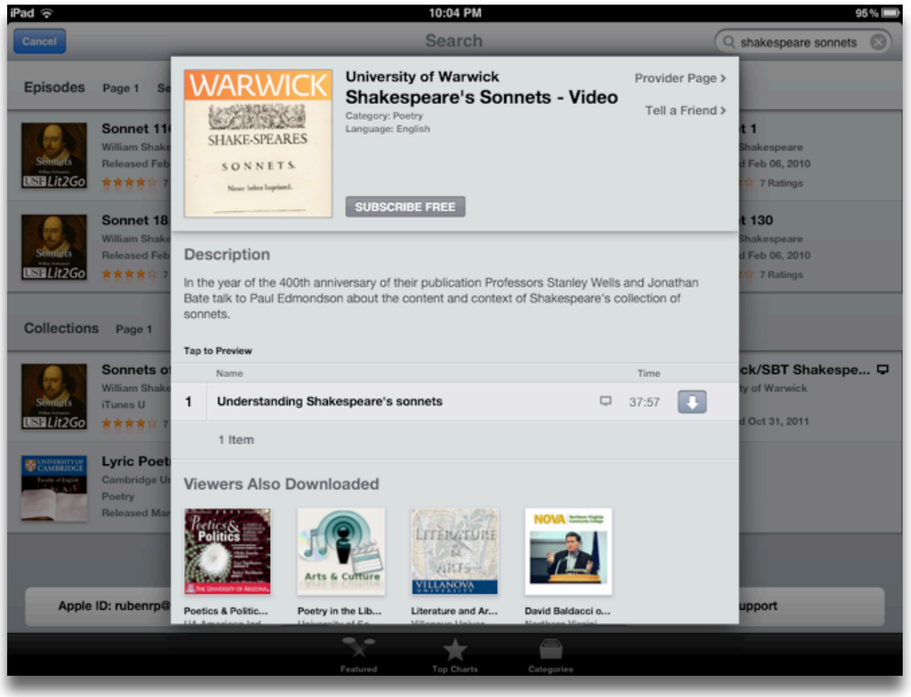
Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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





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

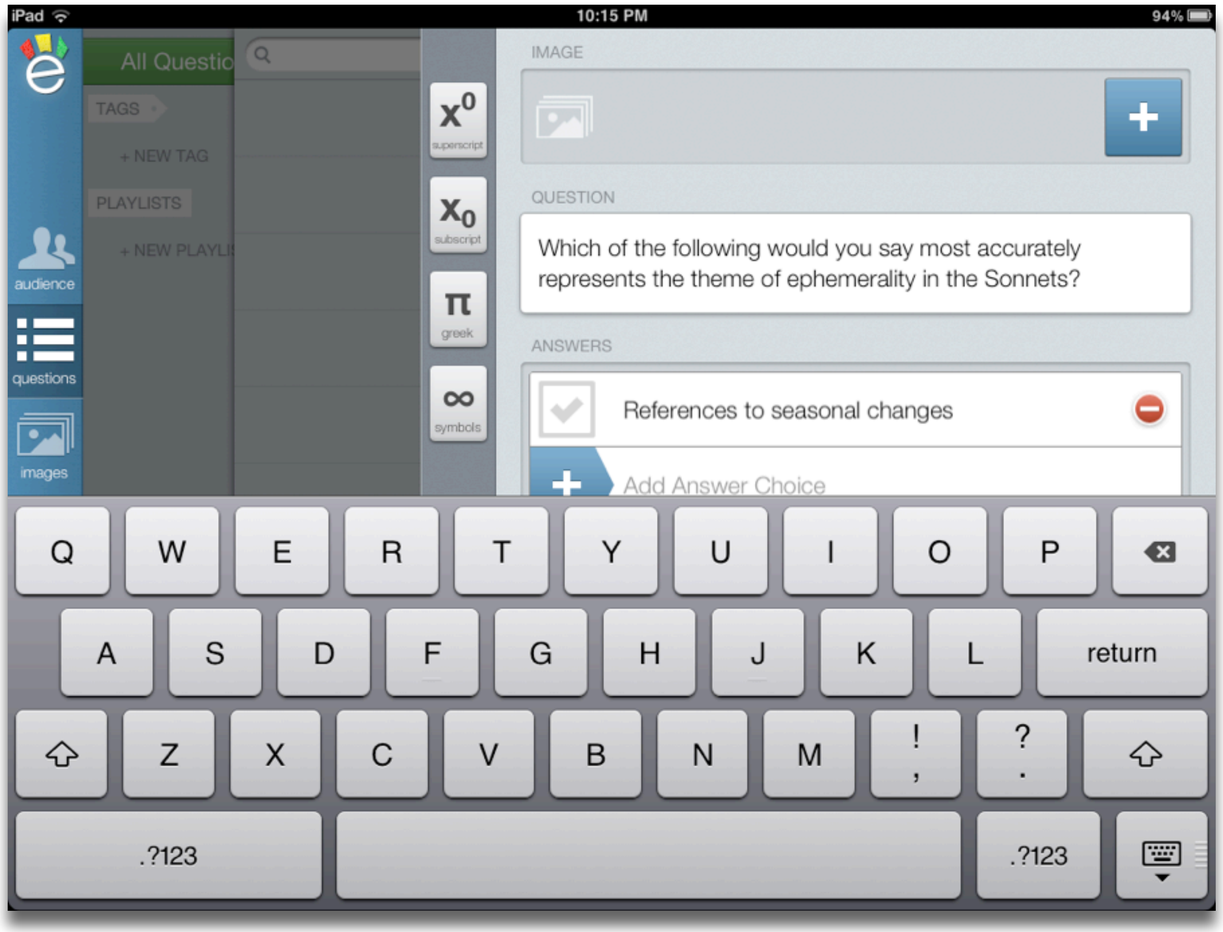
Substitution
Tech acts as a direct tool substitute, with no functional change

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

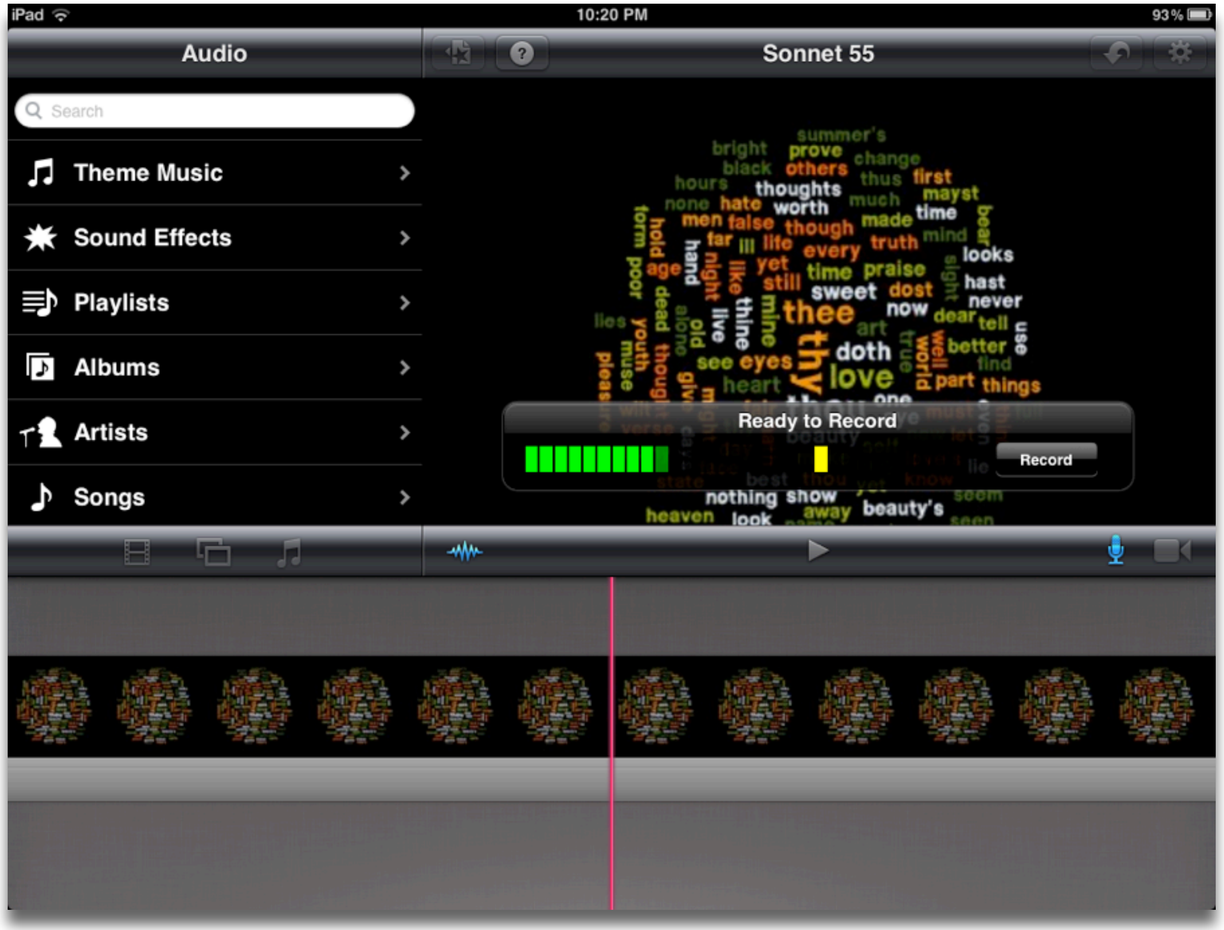
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



The SAMR Ladder:
Questions and Transitions

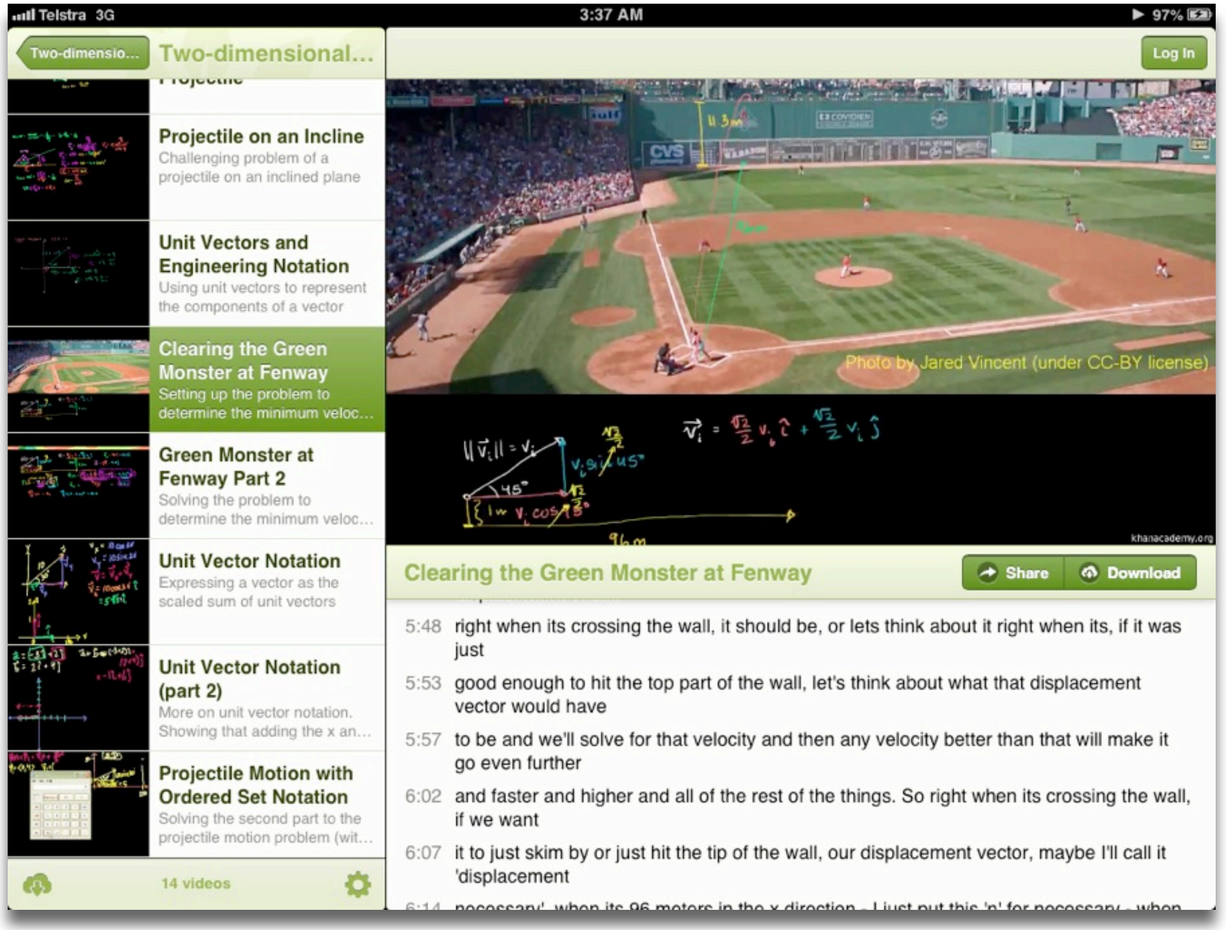
- **Substitution:**
  - What will I gain by replacing the older technology with the new technology?
- **Substitution to Augmentation:**
  - Have I added an improvement to the task process that could not be accomplished with the older technology at a fundamental level?
  - How does this feature contribute to my design?
- **Augmentation to Modification:**
  - How is the original task being modified?
  - Does this modification fundamentally depend upon the new technology?
  - How does this modification contribute to my design?
- **Modification to Redefinition:**
  - What is the new task?
  - Will any portion of the original task be retained?
  - How is the new task uniquely made possible by the new technology?
  - How does it contribute to my design?

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

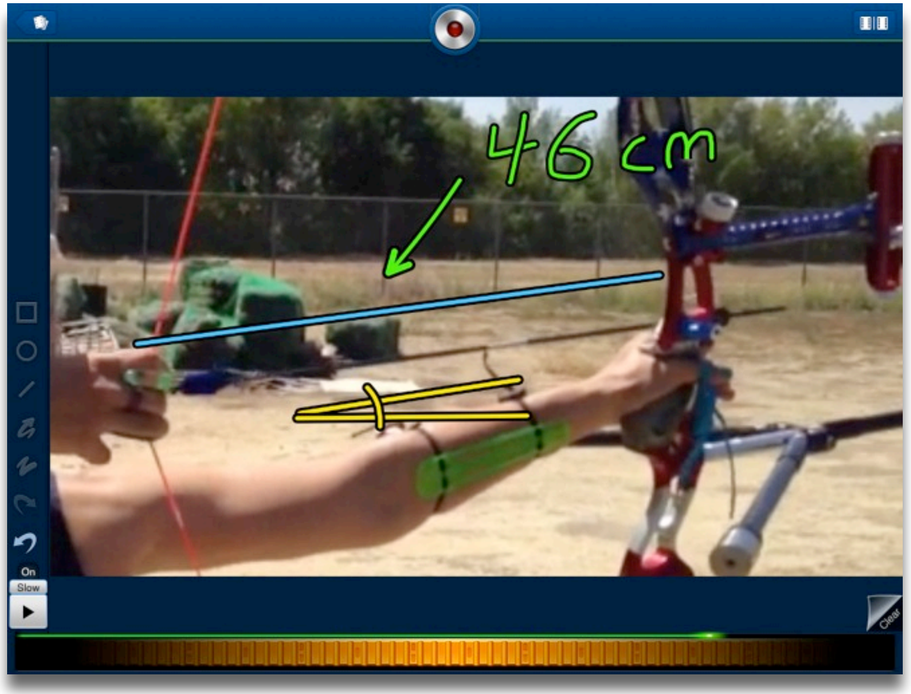


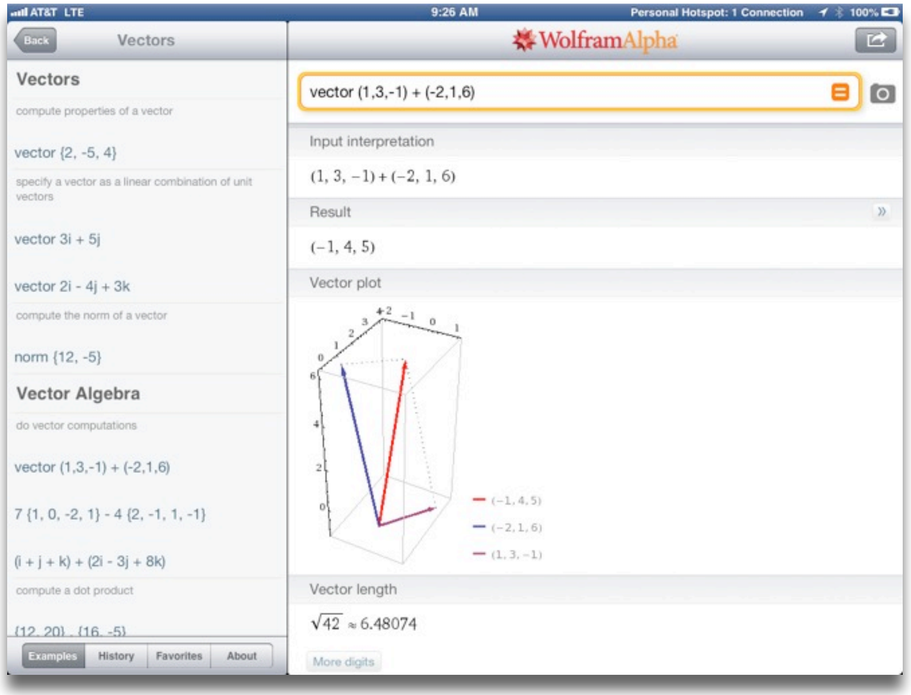
Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



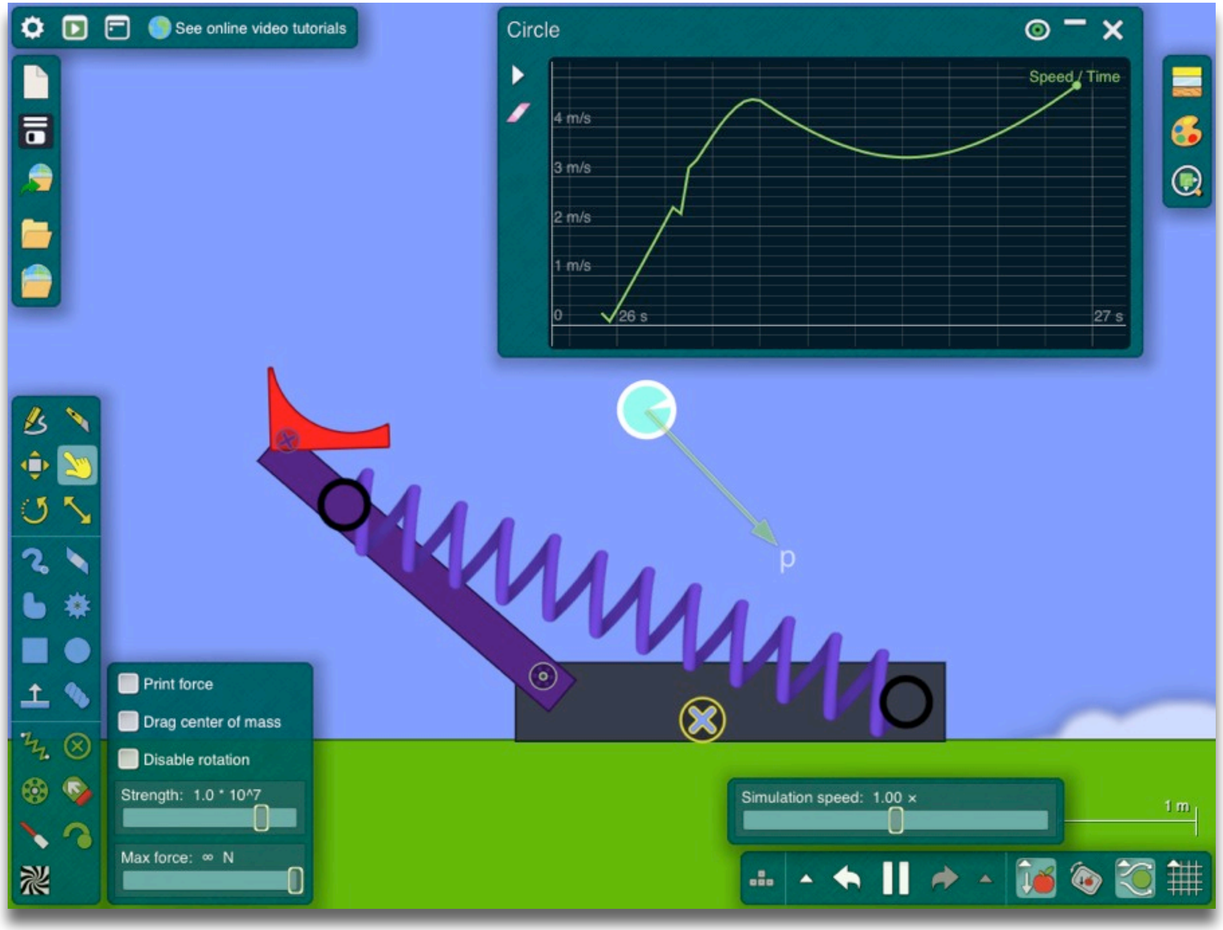


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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

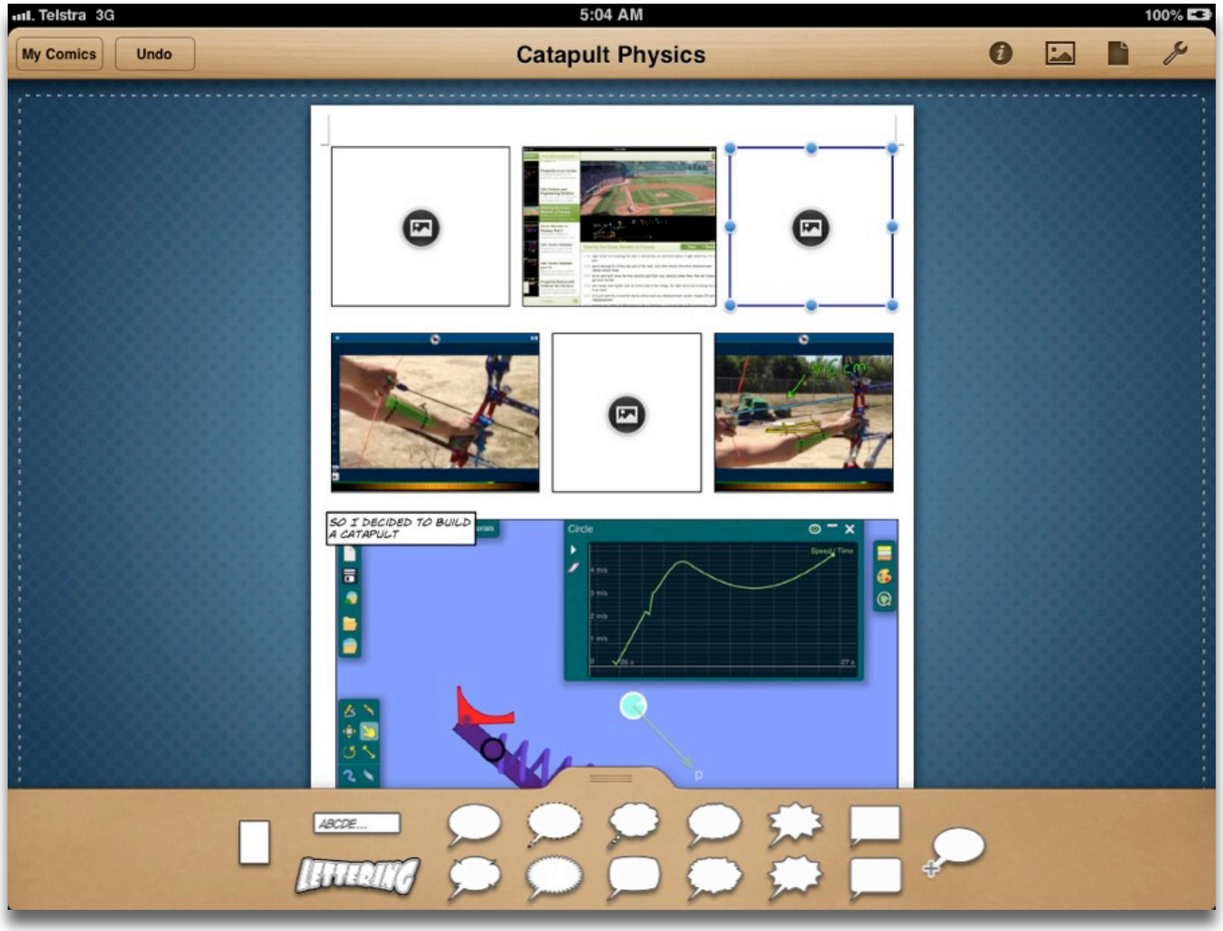


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

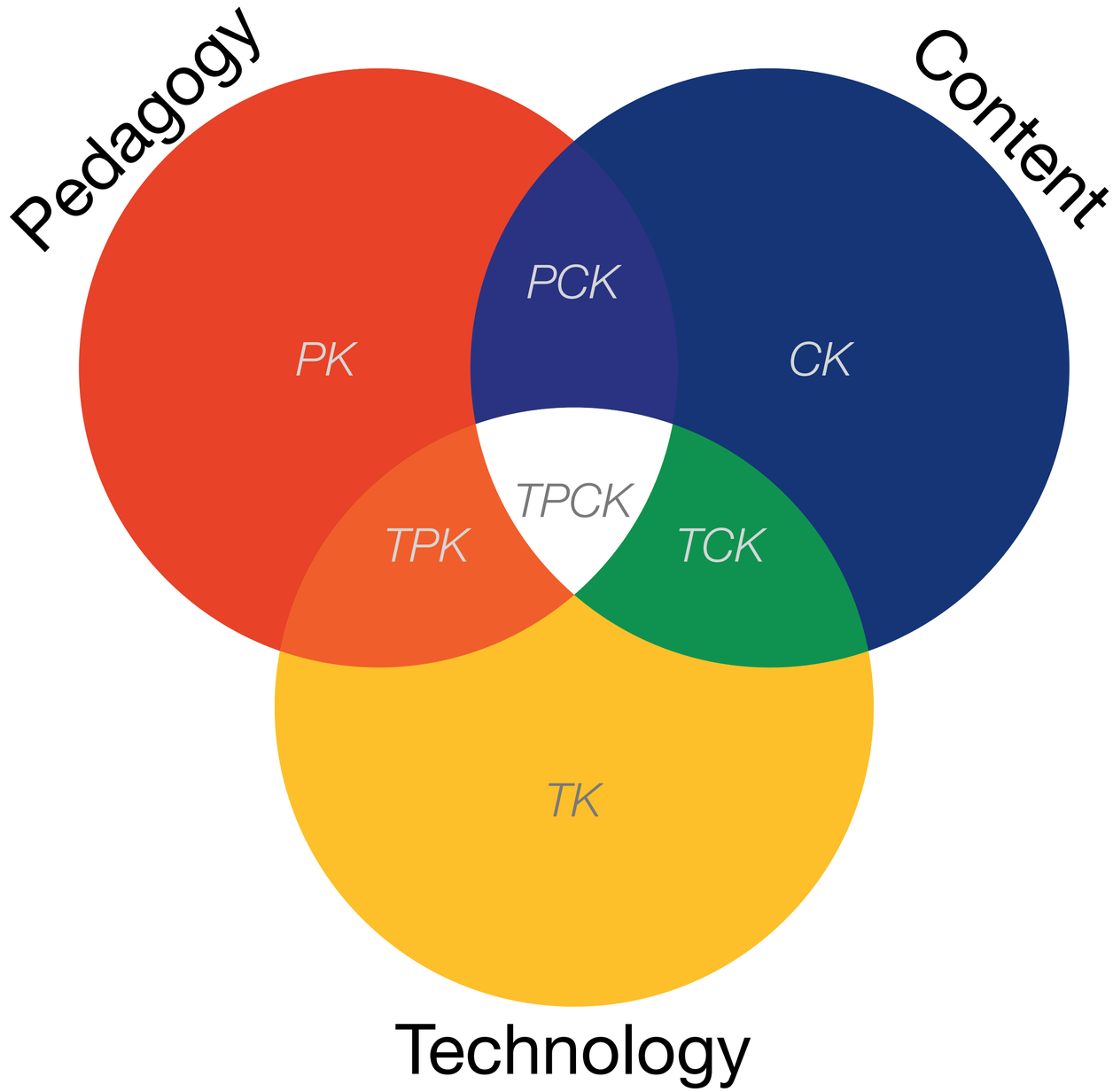
Modification
Tech allows for significant task redesign

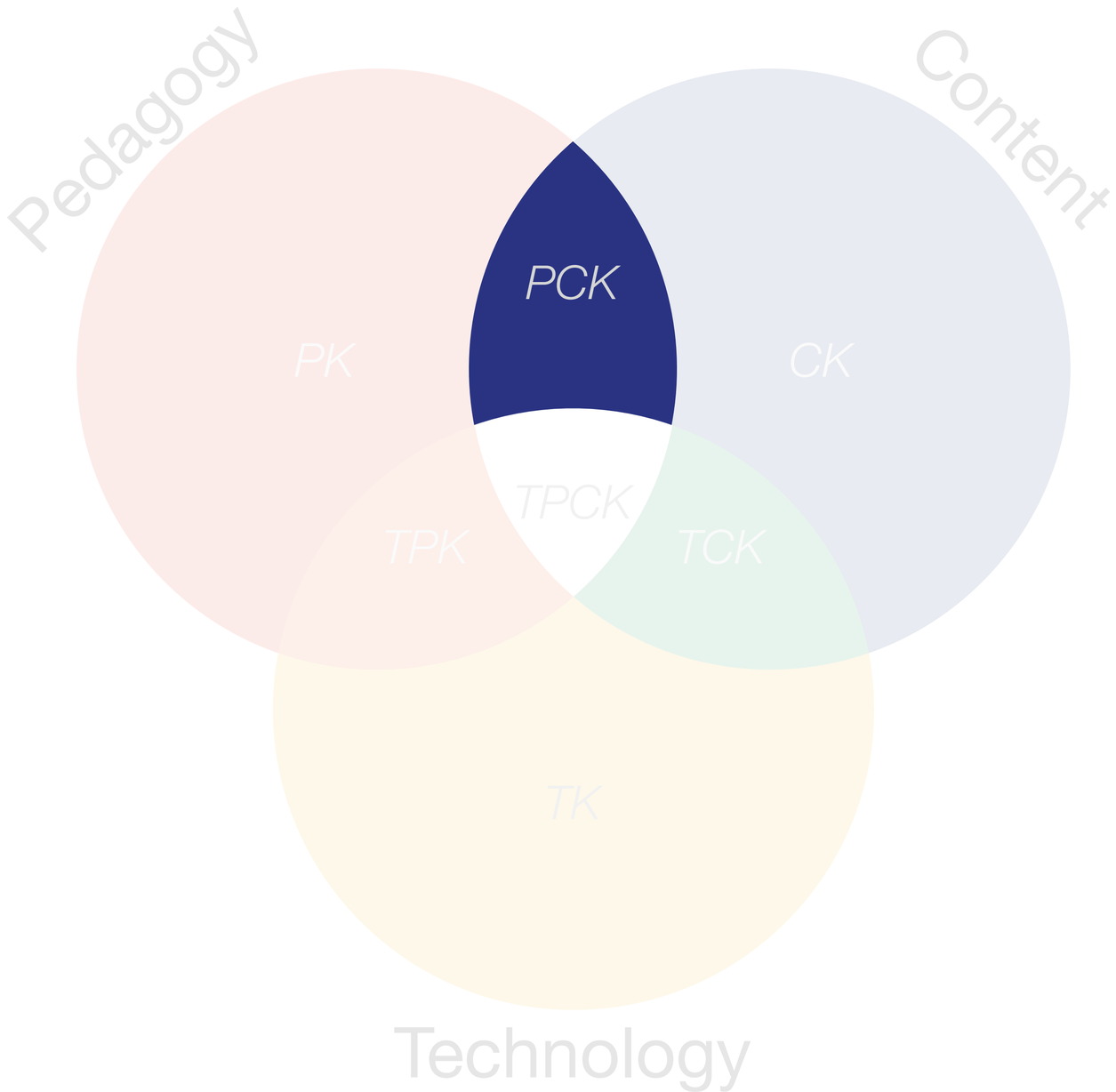
Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



The PCK Question


Pedagogy
Content
Technology
PK
PCK
CK
TPCK
TPK
TCK
TK



Lee S. Shulman, "Those Who Understand: Knowledge Growth in Teaching." *Educational Researcher*, Vol. 15, No. 2 (Feb., 1986)

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

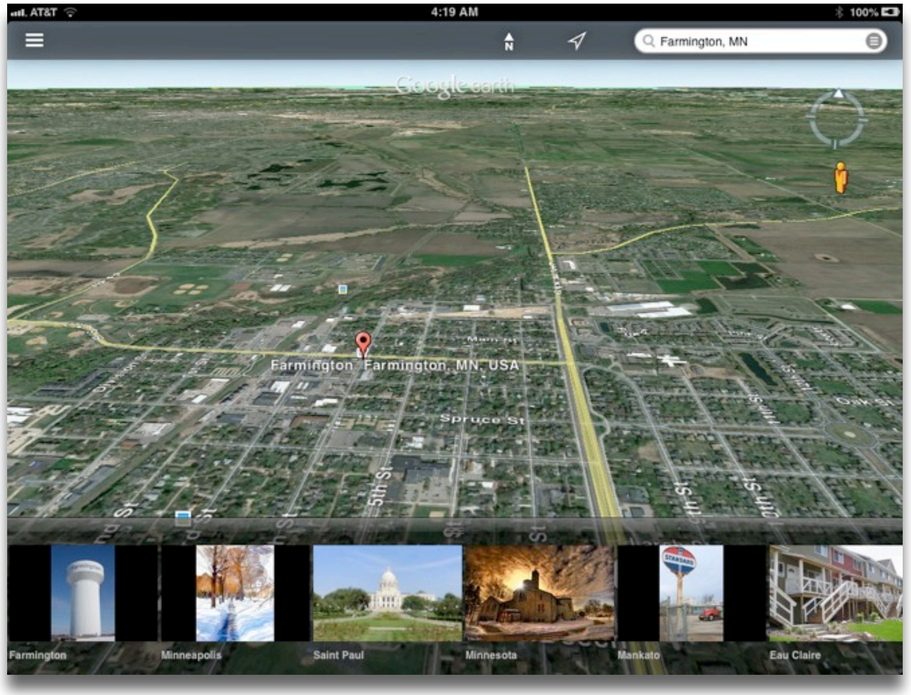
Phil Gersmehl. *Teaching Geography*. The Guilford Press. (2005)

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

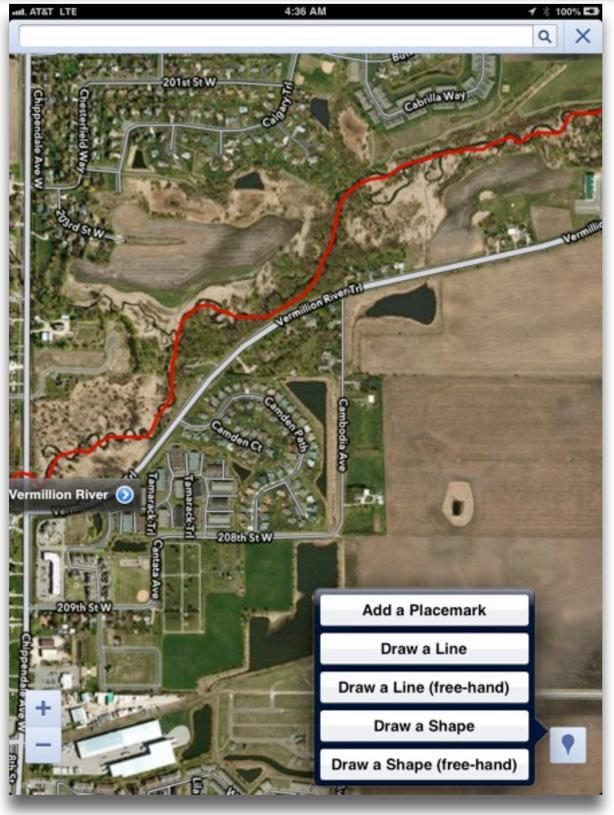


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

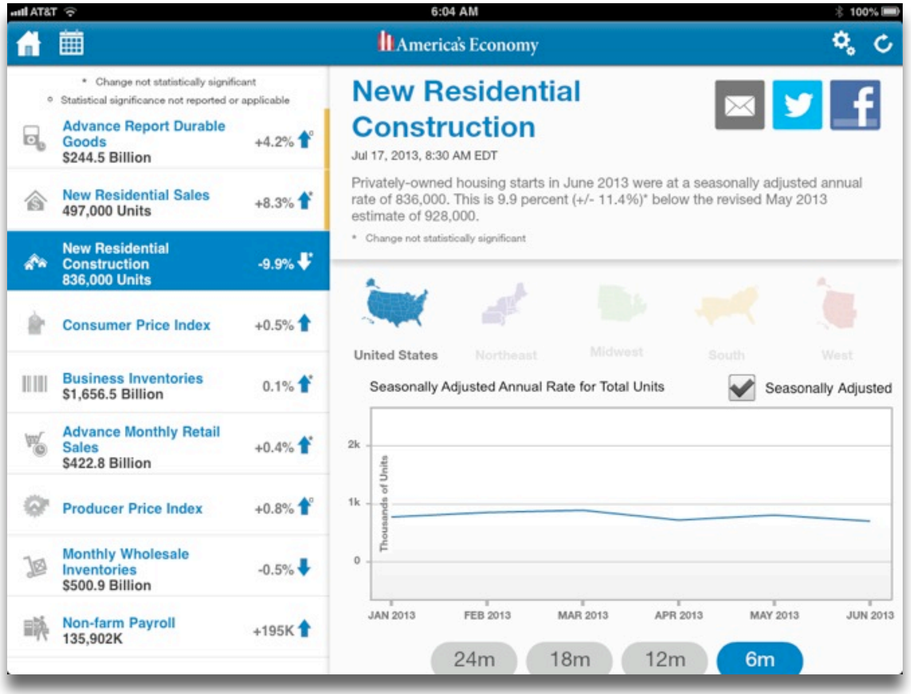
Tech allows for significant task redesign

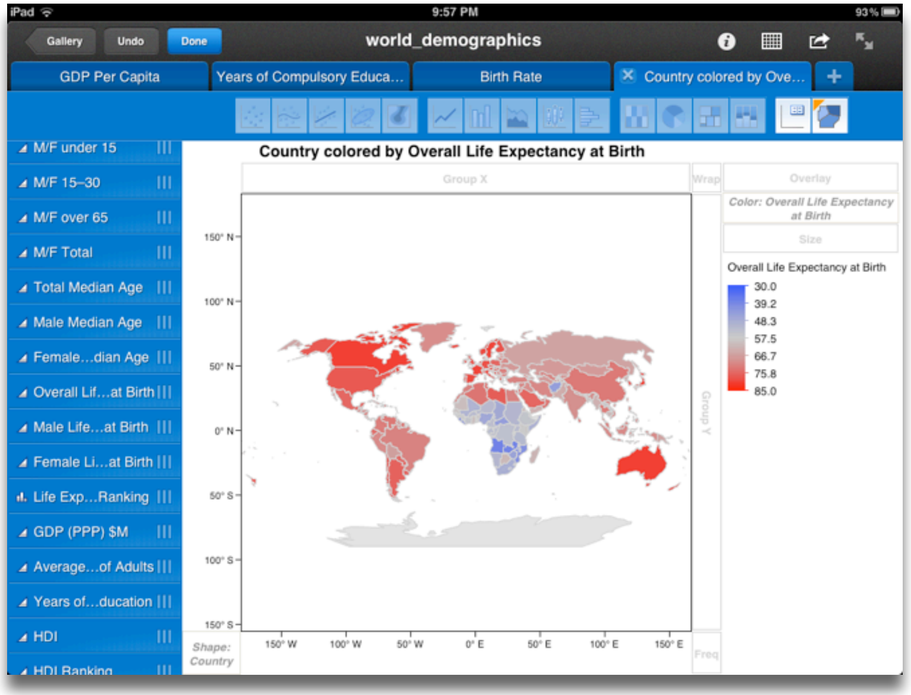
Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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





Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

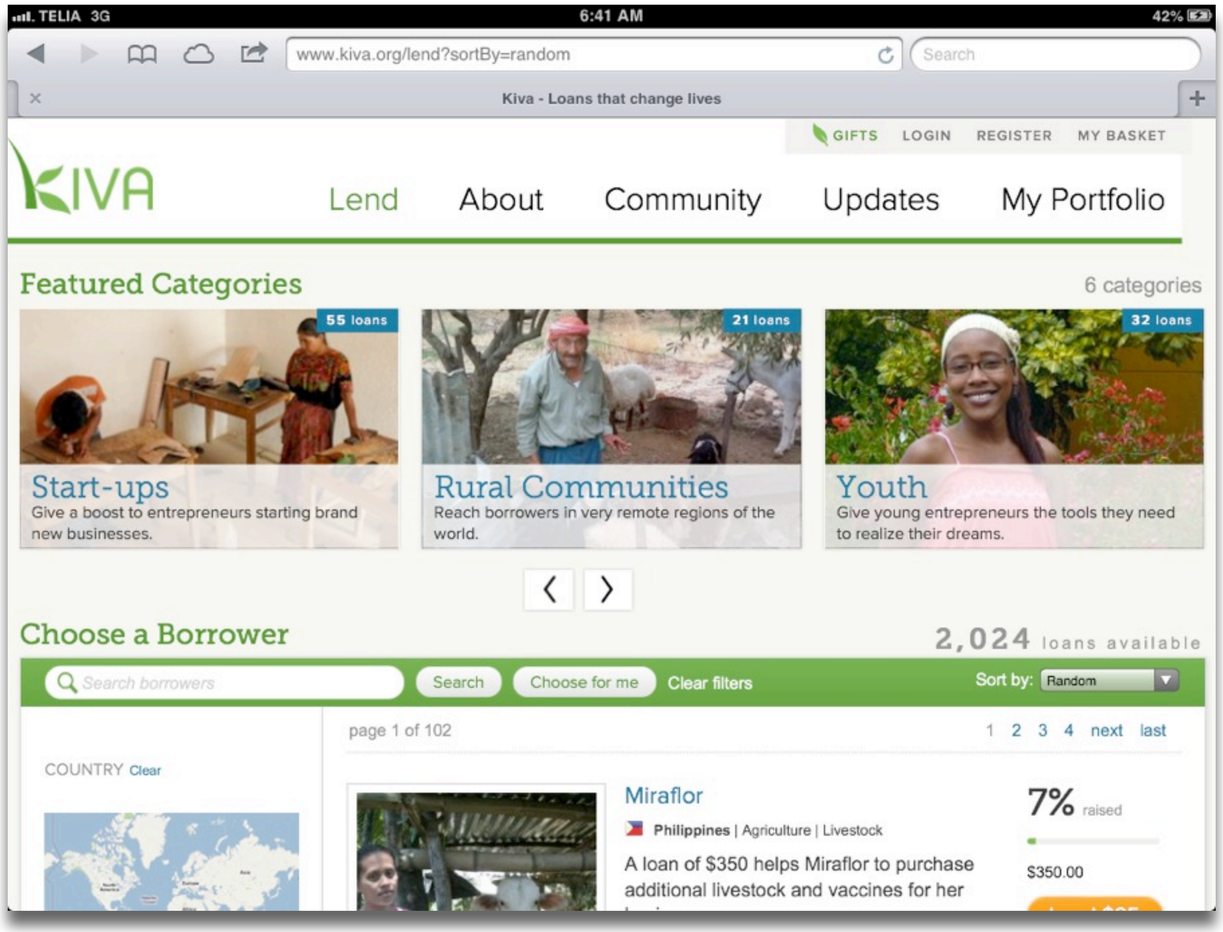
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Design From Expectations

Seymour Papert: Four Expectations

- **Expectation 1:** the scholastically unsuccessful group among the students will advance by several grade levels on standard achievement tests in mathematics and language. We shall, of course, confirm the significance of any such observation by comparison with a control group matched on a series of variables set up before the outset of the experiment.
- **Expectation 2:** observers will agree that the student in the experiment not only learned more than in a traditional class, but learned it in a more articulate, richer, more integrated way.
- **Expectation 3:** students will develop, or adapt concepts and metaphors derived from computers and use them not only as intellectual tools in the construction of models of such things as "number" and "theory" but also in elaborating models of their own cognitive processes. This will in turn have an impact on their styles of learning and problem-solving.
- **Expectation 4:** the use of computer metaphors by children will have effects beyond what is normally classed as "cognitive skill". We expect it will influence their language, imagery, games, social interactions, relationships, etc…

S. Papert. *An Evaluative Study of Modern Technology in Education*. MIT Artificial Intelligence Laboratory Memo No. 371. (June, 1976)

Measuring the Four Expectations

- **Expectation 1:** suitably designed formative/summative assessment rubrics will show improvement when compared to traditional instruction.
- **Expectation 2:** students will show more instances of work at progressively higher levels of Bloom's Taxonomy.
- **Expectation 3:** student work will demonstrate more – and more varied – critical thinking cognitive skills, particularly in areas related to the examination of their own thinking processes.
- **Expectation 4:** student daily life will reflect the introduction of the technology. This includes (but is not limited to) directly observable aspects such as reduction in student attrition, increase in engagement with civic processes in their community, and engagement with communities beyond their own.

Black and Wiliam: Defining Formative Assessment

"Practice in a classroom is formative to the extent that evidence about student achievement is elicited, interpreted, and used by teachers, learners, or their peers, to make decisions about the next steps in instruction that are likely to be better, or better founded, than the decisions they would have taken in the absence of the evidence that was elicited."

Black, P. and Wiliam D. "Developing the theory of formative assessment." *Educational Assessment, Evaluation and Accountability*. 21:5-31 (2009)

Wiliam: A Framework for Formative Assessment

	Where the learner is going	Where the learner is right now	How to get there
Teacher	1 Clarifying learning intentions and criteria for success	2 Engineering effective classroom discussions and other learning tasks that elicit evidence of student understanding	3 Providing feedback that moves learners forward
Peer	Understanding and sharing learning intentions and criteria for success	4 Activating students as instructional resources for one another	
Learner	Understanding learning intentions and criteria for success	5 Activating students as the owners of their own learning	

Dylan Wiliam, *Embedded Formative Assessment*. Solution Tree (2011)

Bloom's Taxonomy: Cognitive Processes

Anderson & Krathwohl (2001)	Characteristic Processes	
Remember	• Recalling memorized knowledge • Recognizing correspondences between memorized knowledge and new material	
Understand	• Paraphrasing materials • Exemplifying concepts, principles • Classifying items • Summarizing materials	• Extrapolating principles • Comparing items
Apply	• Applying a procedure to a familiar task • Using a procedure to solve an unfamiliar, but typed task	
Analyze	• Distinguishing relevant/irrelevant or important/unimportant portions of material • Integrating heterogeneous elements into a structure • Attributing intent in materials	
Evaluate	• Testing for consistency, appropriateness, and effectiveness in principles and procedures • Critiquing the consistency, appropriateness, and effectiveness of principles and procedures, basing the critique upon appropriate tests	
Create	• Generating multiple hypotheses based on given criteria • Designing a procedure to accomplish an untyped task • Inventing a product to accomplish an untyped task	

Lorin W. Anderson and David R. Krathwohl (Eds.), *A Taxonomy for Learning, Teaching, and Assessing: A Revision of Bloom's Taxonomy of Educational Objectives, Complete Edition*. Longman. (2000)

Facione: Critical Thinking – Cognitive Skills and Subskills

Skill	Subskills
Interpretation	Categorization Decoding Significance Clarifying Meaning
Analysis	Examining Ideas Identifying Arguments Analyzing Arguments
Evaluation	Assessing Claims Assessing Arguments
Inference	Querying Evidence Conjecturing Alternatives Drawing Conclusions
Explanation	Stating Results Justifying Procedures Presenting Arguments
Self-Regulation	Self-examination Self-correction

Peter Facione, *Critical Thinking: A Statement of Expert Consensus for Purposes of Educational Assessment and Instruction - Executive Summary*. "The Delphi Report". American Philosophical Association, Committee on Pre-College Philosophy. California Academic Press, 1990

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

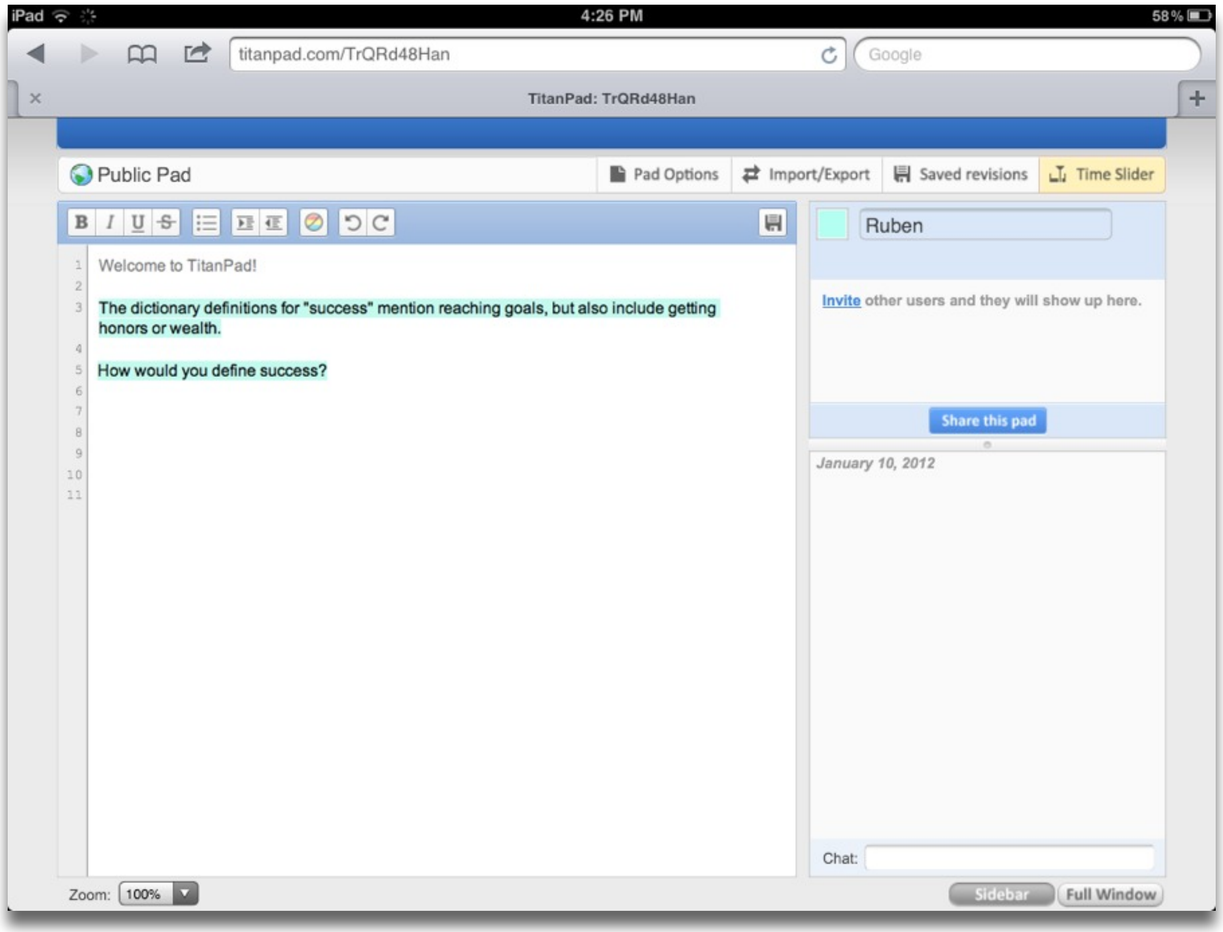
R.J. Marzano. *Building Background Knowledge for Academic Achievement: Research on What Works in Schools*. Alexandria, VA: ASCD, 2004

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

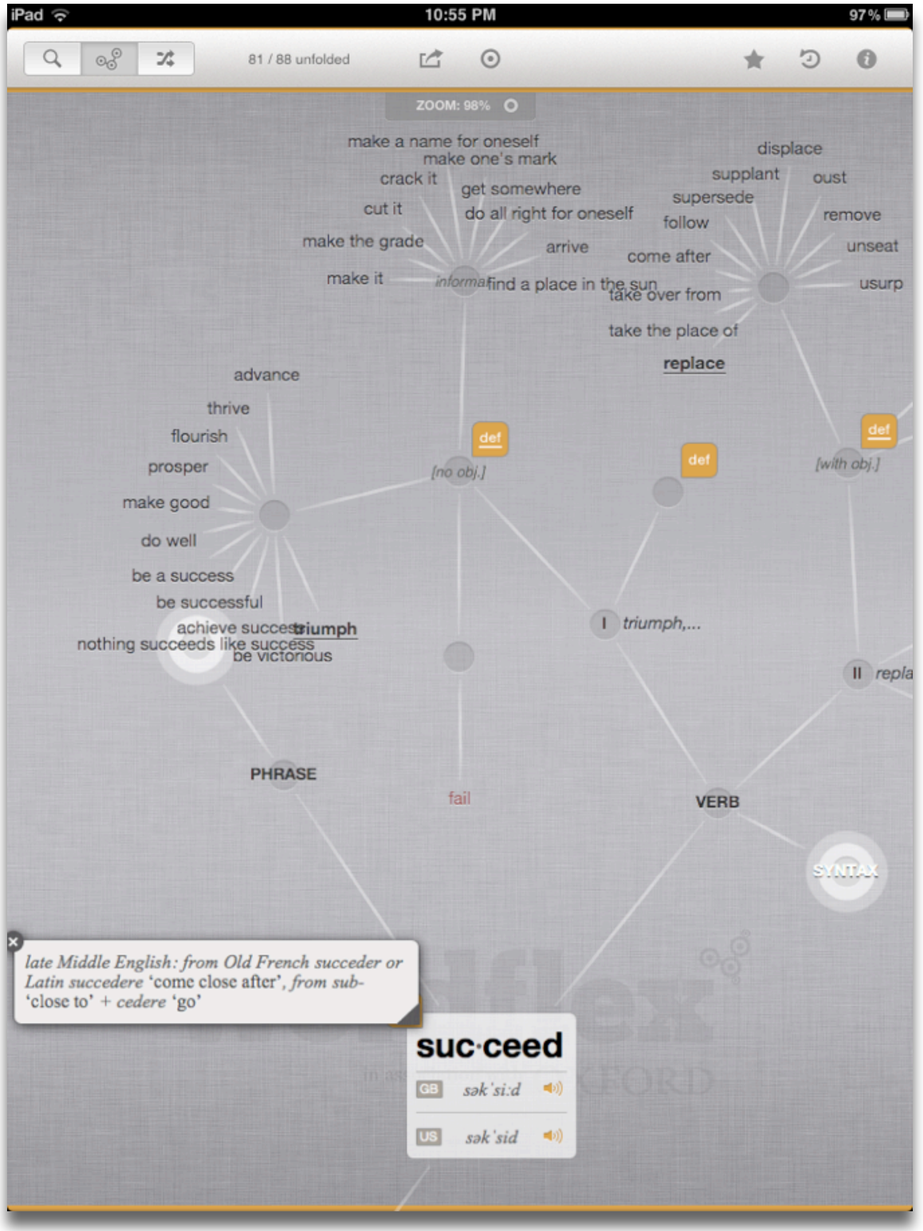


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

Modification
Tech allows for significant task redesign

Augmentation
Tech acts as a direct tool substitute, with functional improvement

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



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

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

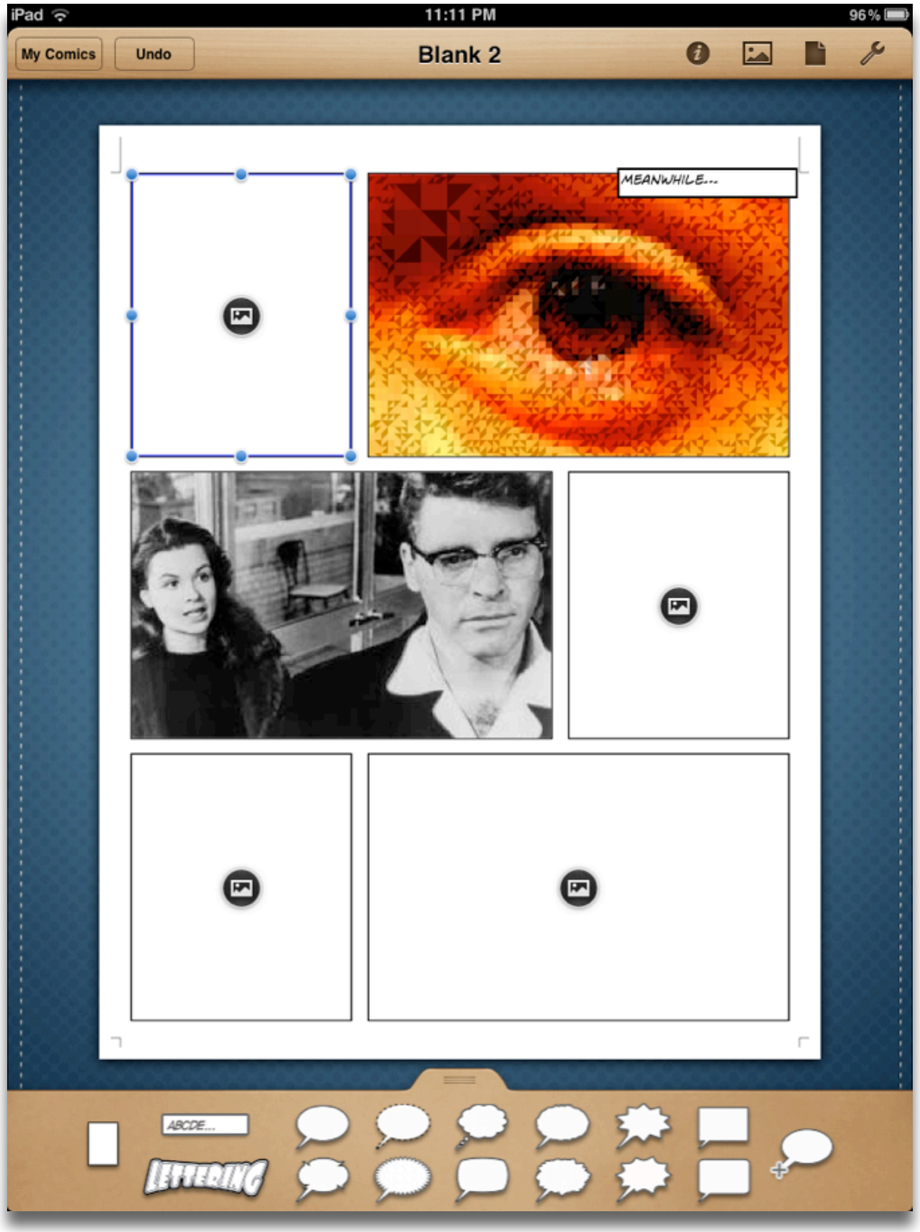


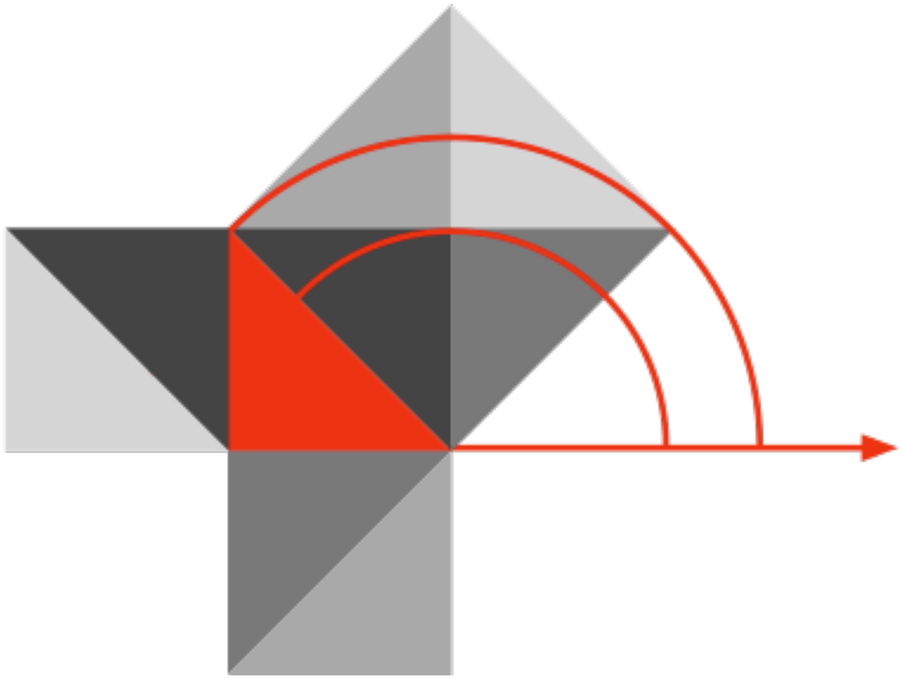
Photo Credits

- *iPad in Subway*: Takashi M
- *YouTube + iPad + Hanalei = Happiness*: Wayan Vota
- *Parcours-jeu multimedia : Les métiers du musée*: Jean-Pierre Dalbéra

Resources

- Ruben R. Puentedura, *Transformation, Technology, and Education*. (2006) Online at: http://hippasus.com/resources/tte/
- Ruben R. Puentedura, *As We May Teach: Educational Technology, From Theory Into Practice*. (2009) Online at: http://tinyurl.com/aswemayteach
- Ruben R. Puentedura, “Technology In Education: The First 200,000 Years” *The NMC Perspective Series: Ideas that Matter*. NMC Summer Conference. (2012) Online at: http://www.youtube.com/watch?v=NemBarqD6qA
- Ruben R. Puentedura, “Drawing On The Lively Sketchbook”. *Connect@NMC Talks*. (2010) Online at: http://archive.nmc.org/connect/2010/april/16
- Ruben R. Puentedura, “The Lively Sketchbook”. (2010) Online at: http://www.hippasus.com/rrpweblog/archives/2010_01.html
- John Seely Brown, “A New Culture of Learning”. NMC Summer Conference, Closing Keynote. (2010) Online at: http://archive.nmc.org/2010-summer-conference/jsb-keynote-video
- Punya Mishra and Kristen Kereluik, “What is 21st Century Learning? A review and synthesis.” Paper submitted to the SITE2011 Conference. (2011) Online at: http://punya.educ.msu.edu/publications/21stCenturyKnowledge_PM_KK.pdf
- Punya Mishra and Kristen Kereluik, “What is 21st Century Learning? A review and synthesis.” SITE2011 Conference Presentation. (2011) Online at: http://punya.educ.msu.edu/presentations/site2011/SITE_2011_21st_Century.pdf
- Punya Mishra & Matthew J. Koehler, “Technological pedagogical content knowledge: A framework for teacher knowledge”. *Teachers College Record, 108*(6). (2006) Online at: http://mkoehler.educ.msu.edu/OtherPages/Koehler_Pubs/TECH_BY_DESIGN/TCRecord/mishra_koehler_tcr2006.pdf
- *TPCK - Technological Pedagogical Content Knowledge*. Online at: http://tpack.org
- AACTE (Eds.) *The Handbook of Technological Pedagogical Content Knowledge for Educators*. Routledge. (2008)

Hippasus



Blog: http://hippasus.com/rrpweblog/
Email: rubenrp@hippasus.com
Twitter: @rubenrp