

# SAMR: A Brief Introduction

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Ruben R. Puentedura, Ph.D.

**Transformation**

**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*

**Enhancement**

# Marzano: Six Steps to Effective Vocabulary Instruction

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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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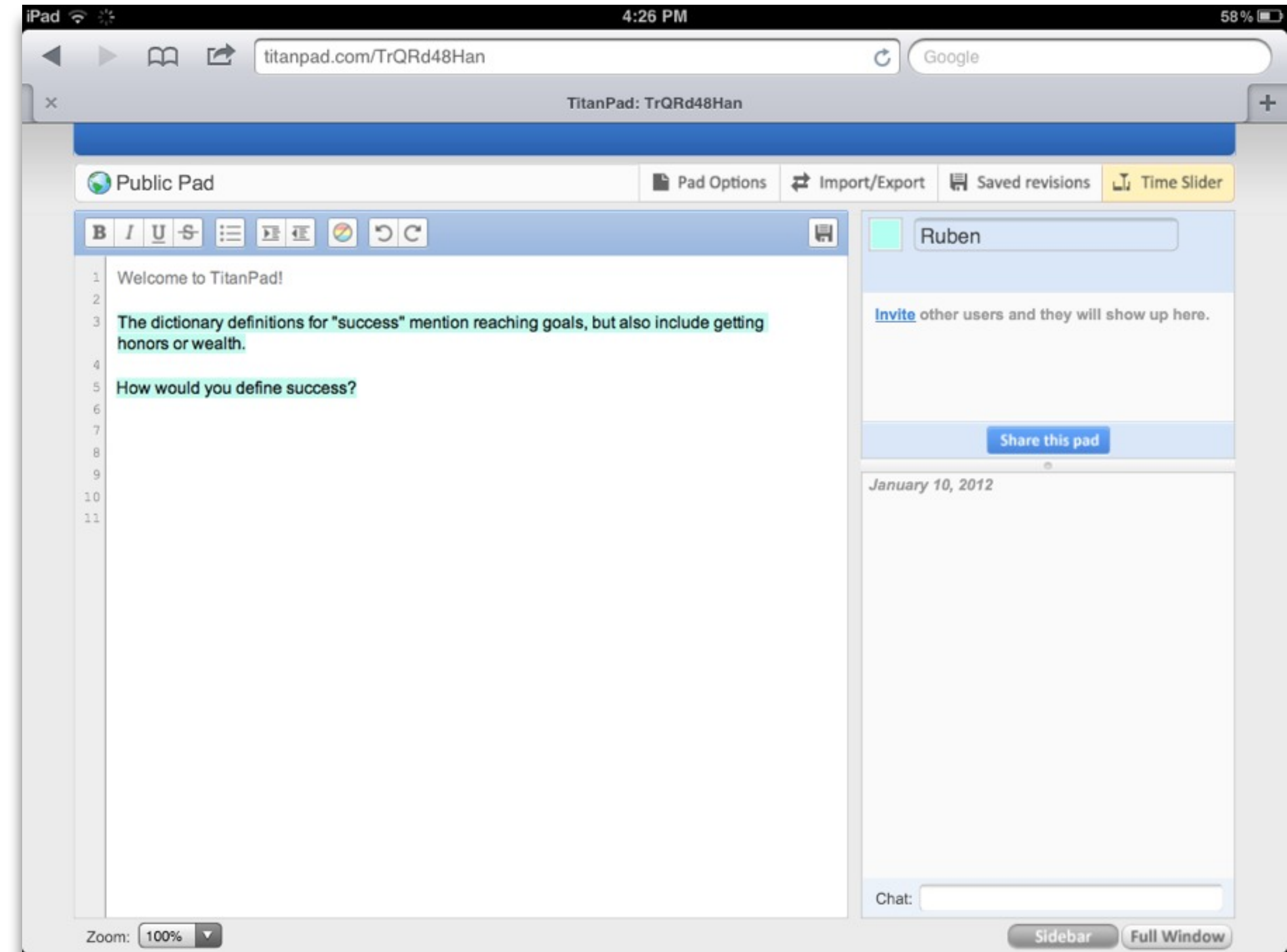
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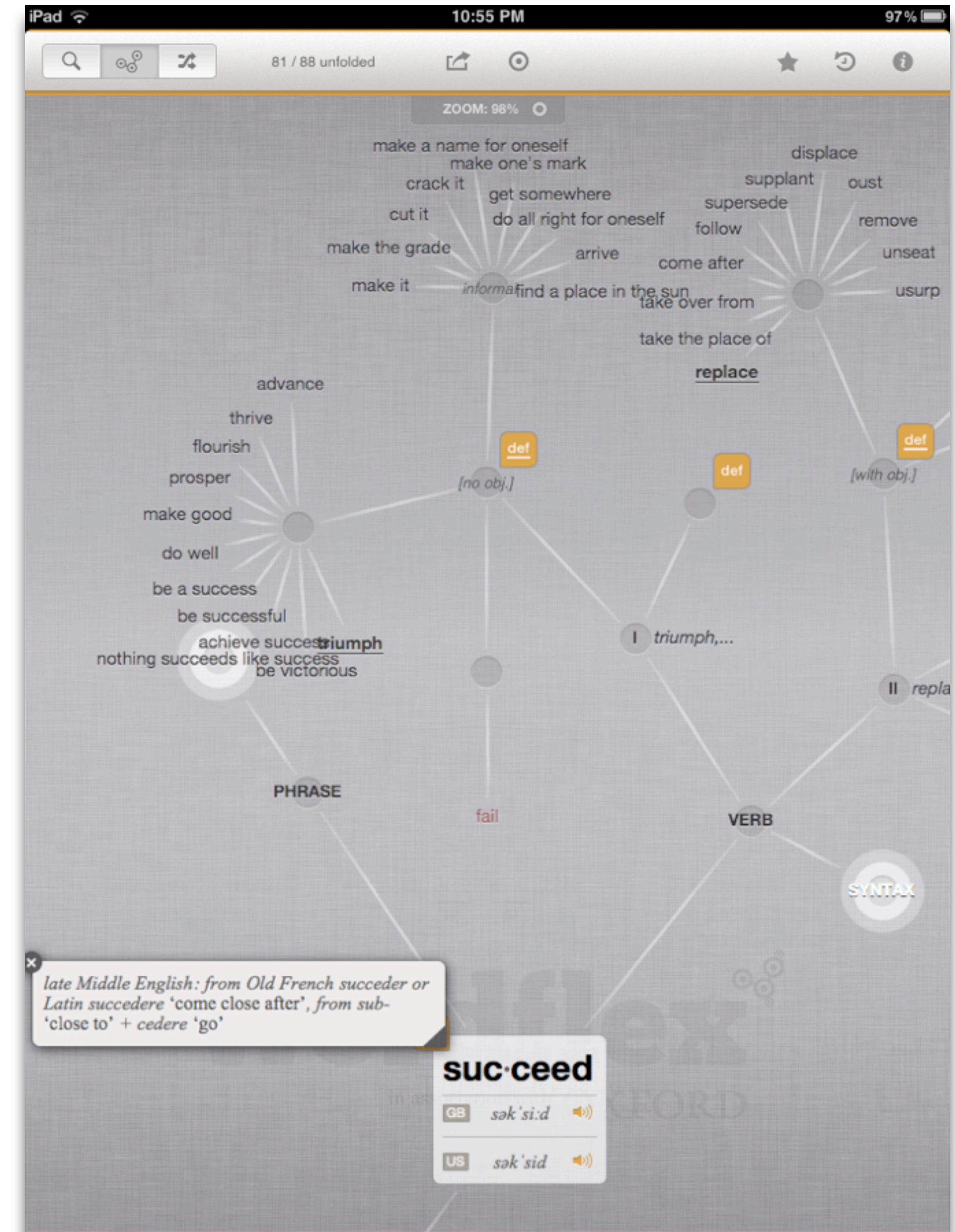
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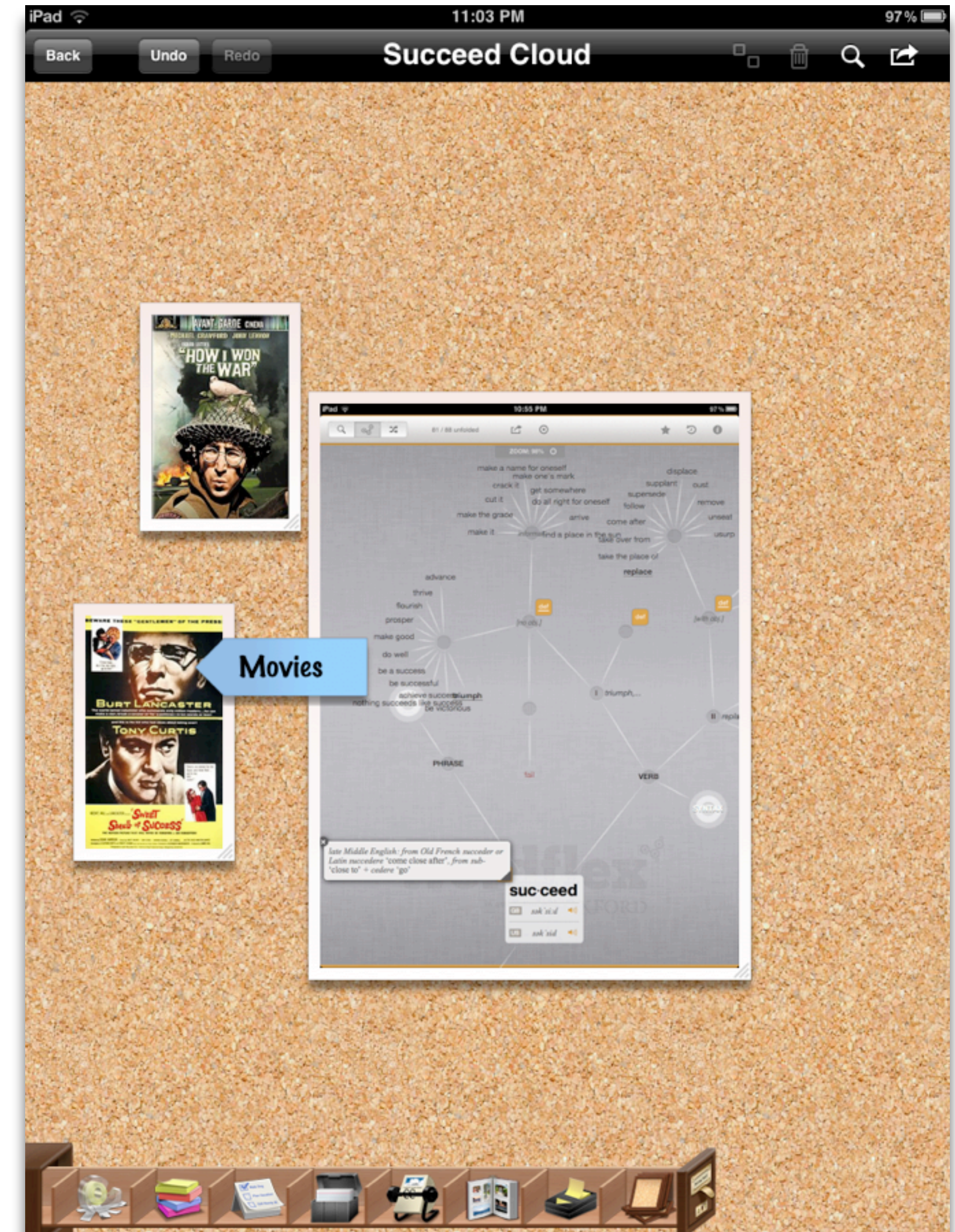
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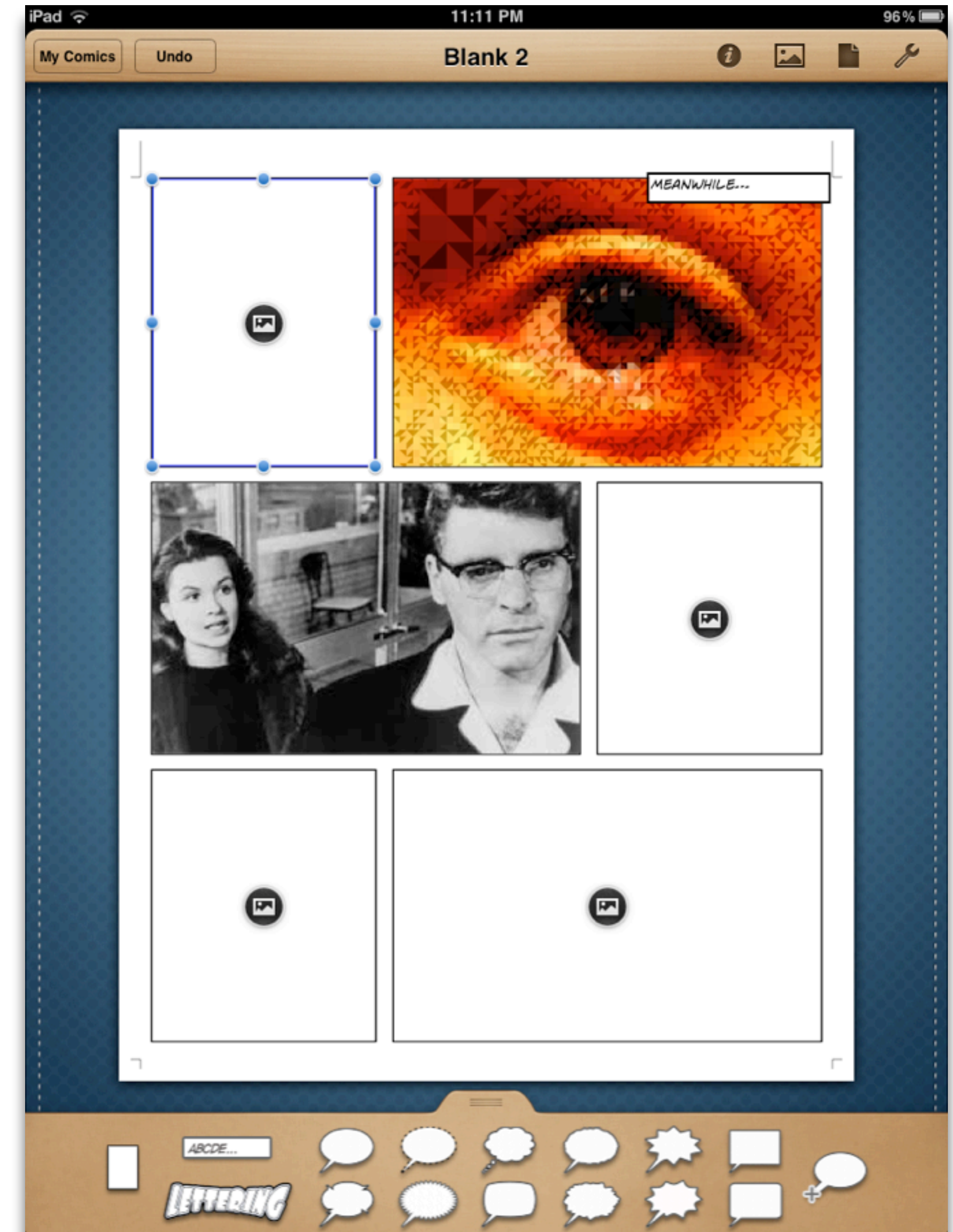
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# Gersmehl: Teaching Geography – Four Cornerstones

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- 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



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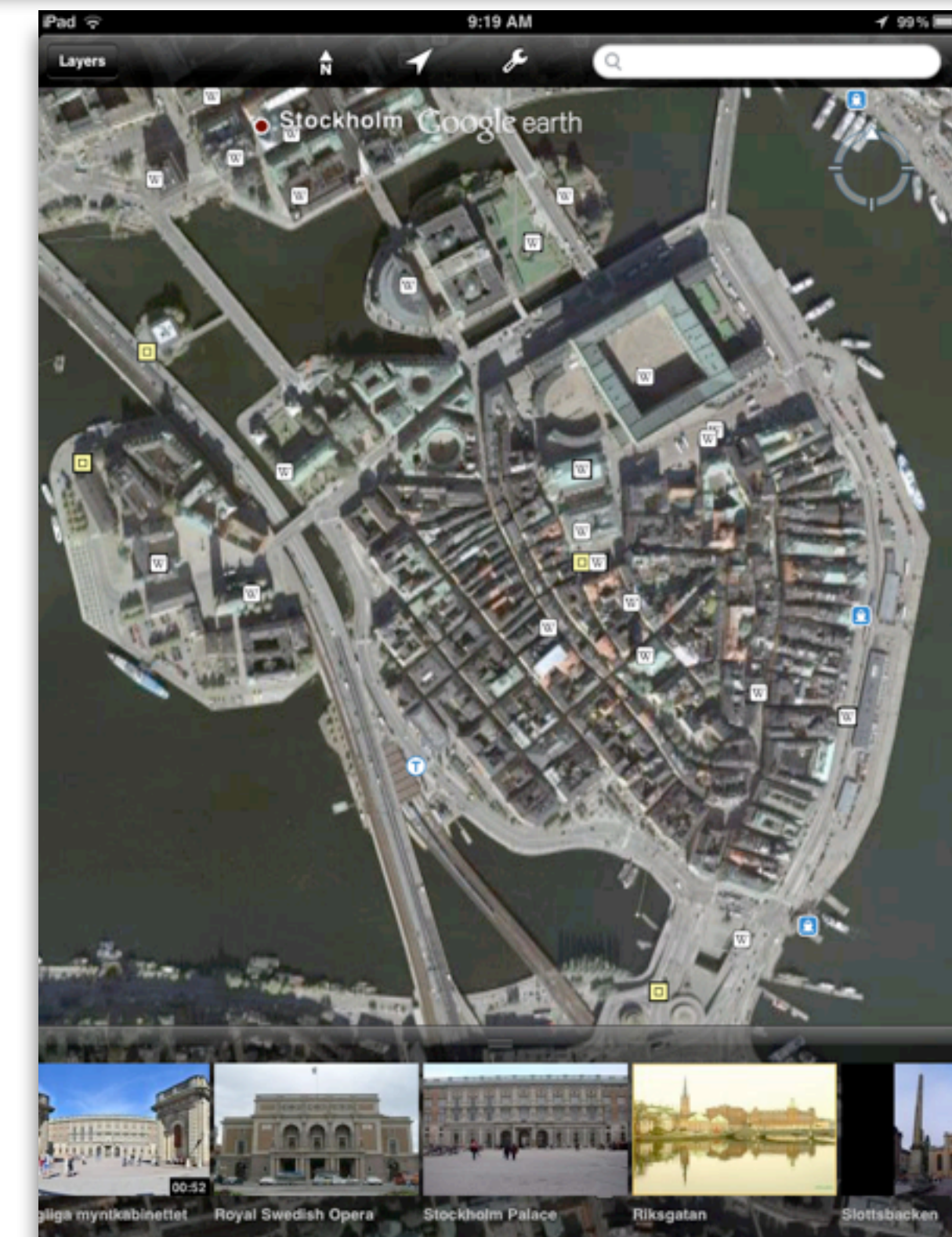
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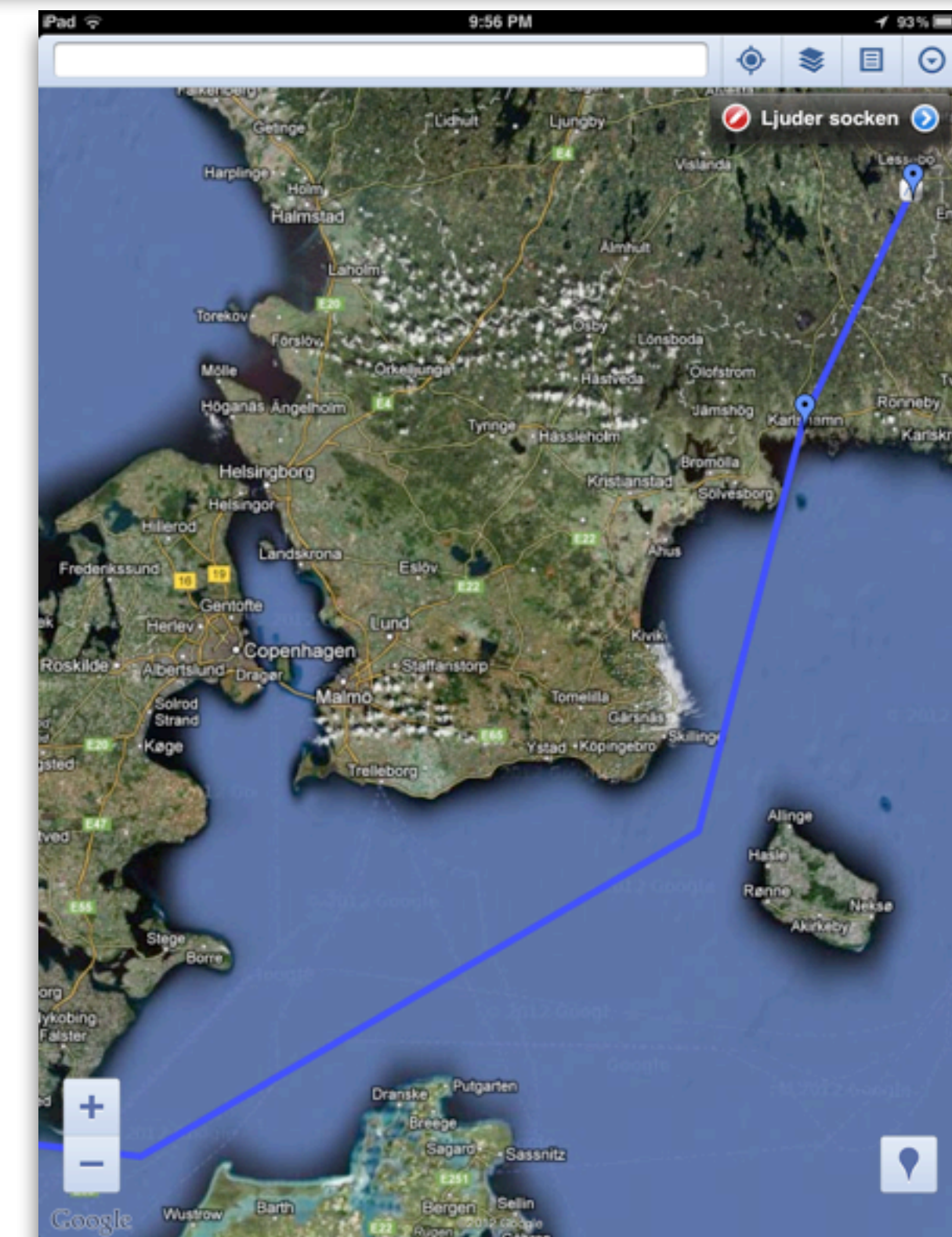
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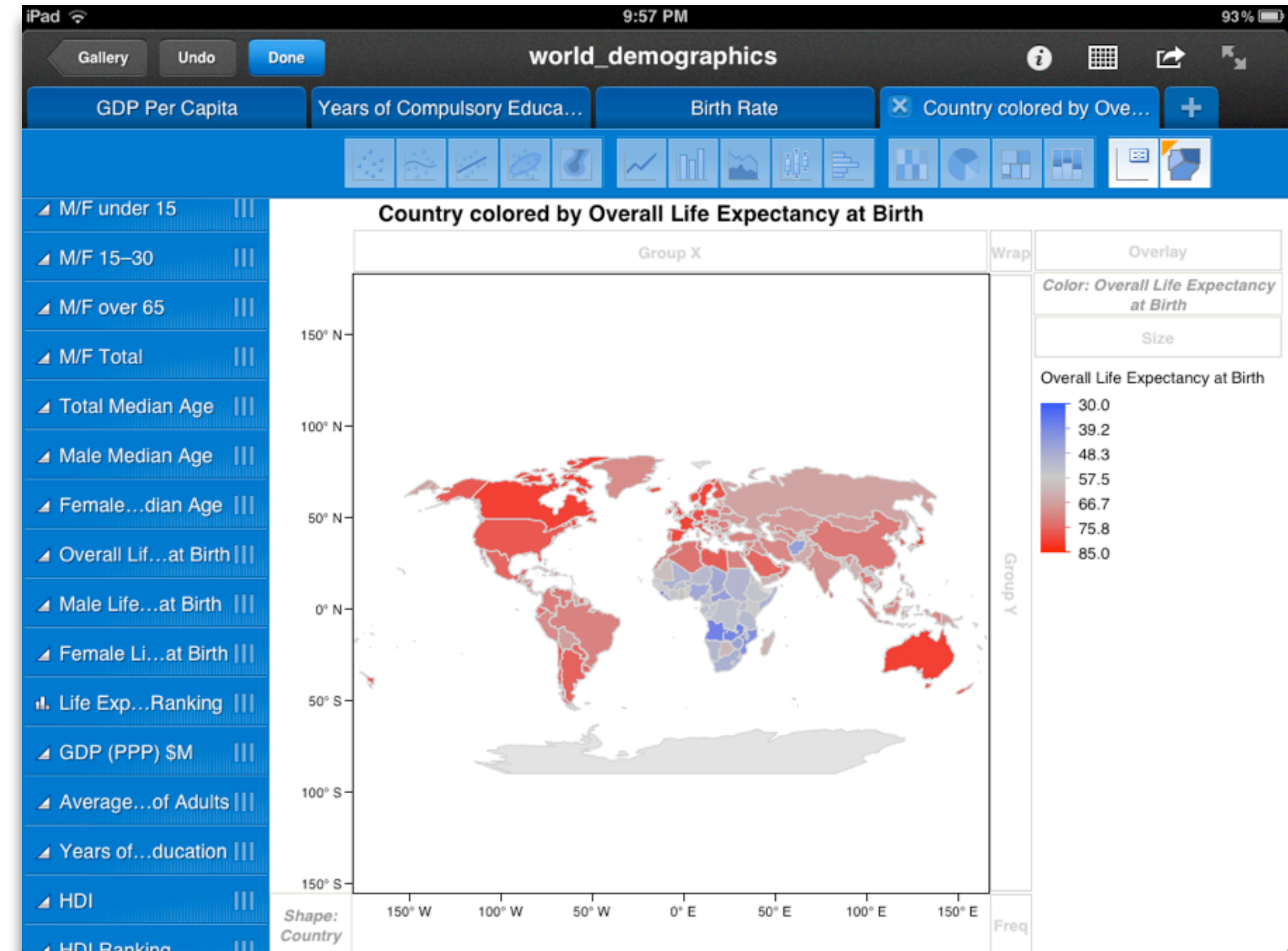
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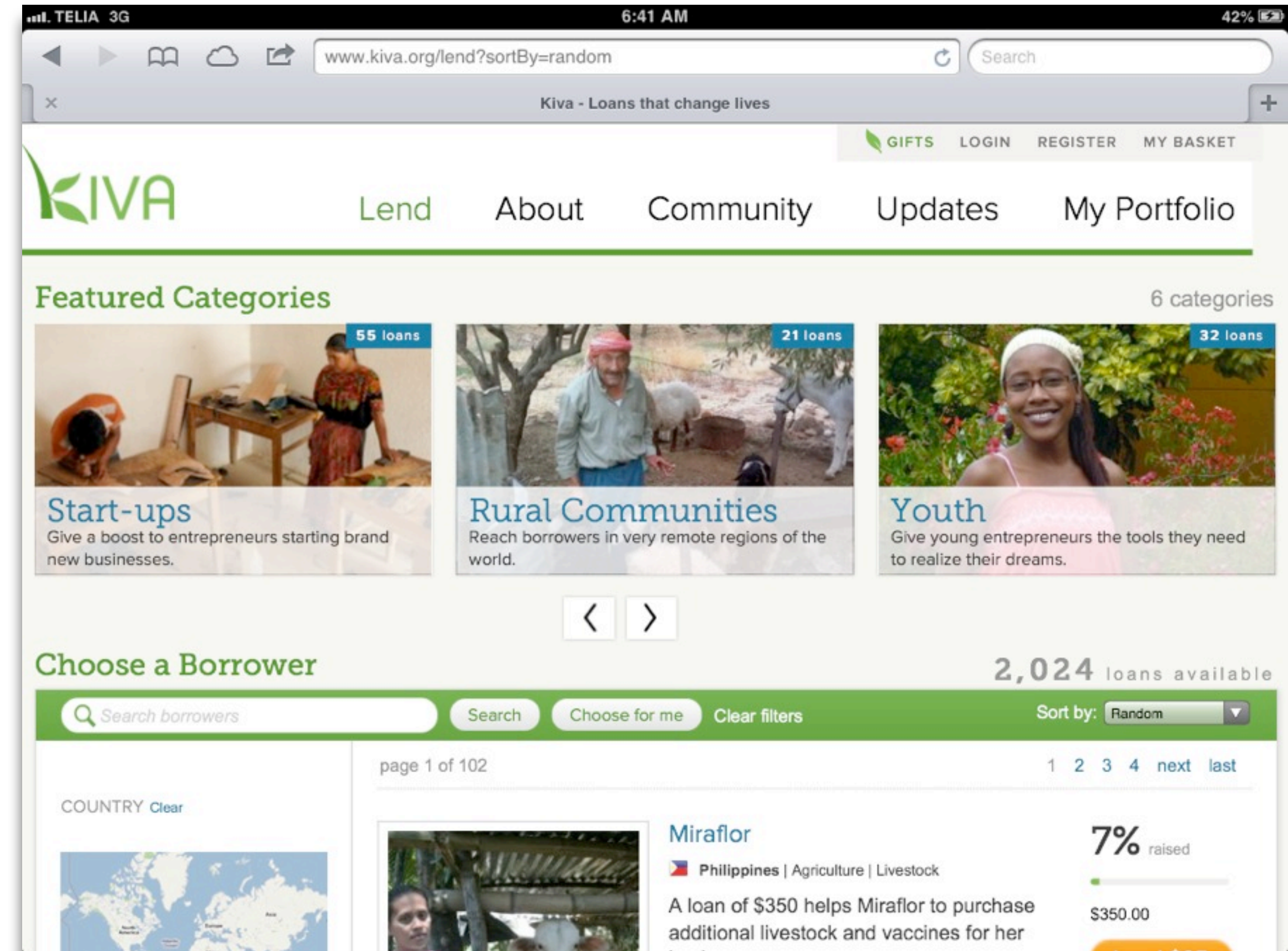
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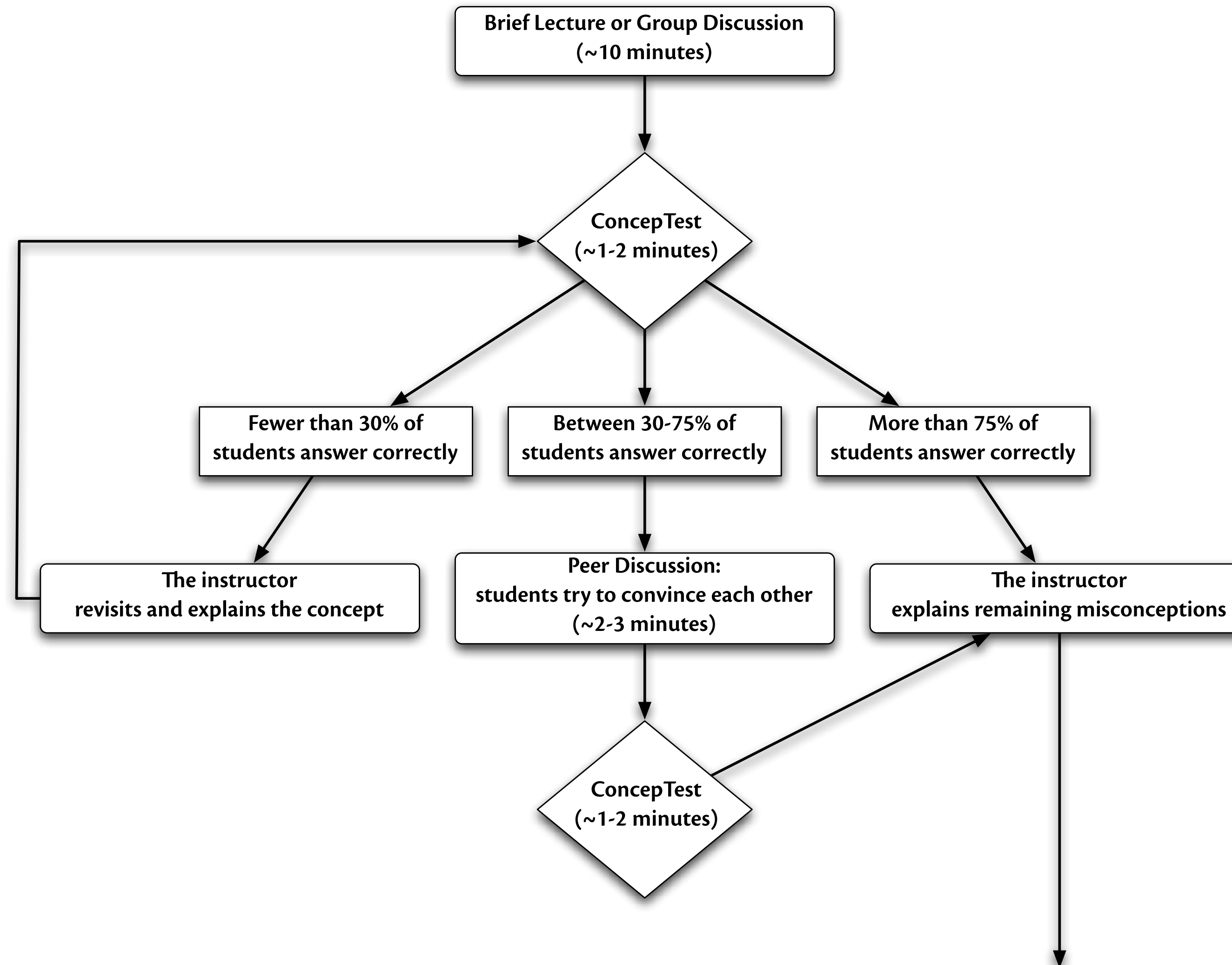
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# Mazur: ConcepTests and the Flipped Classroom

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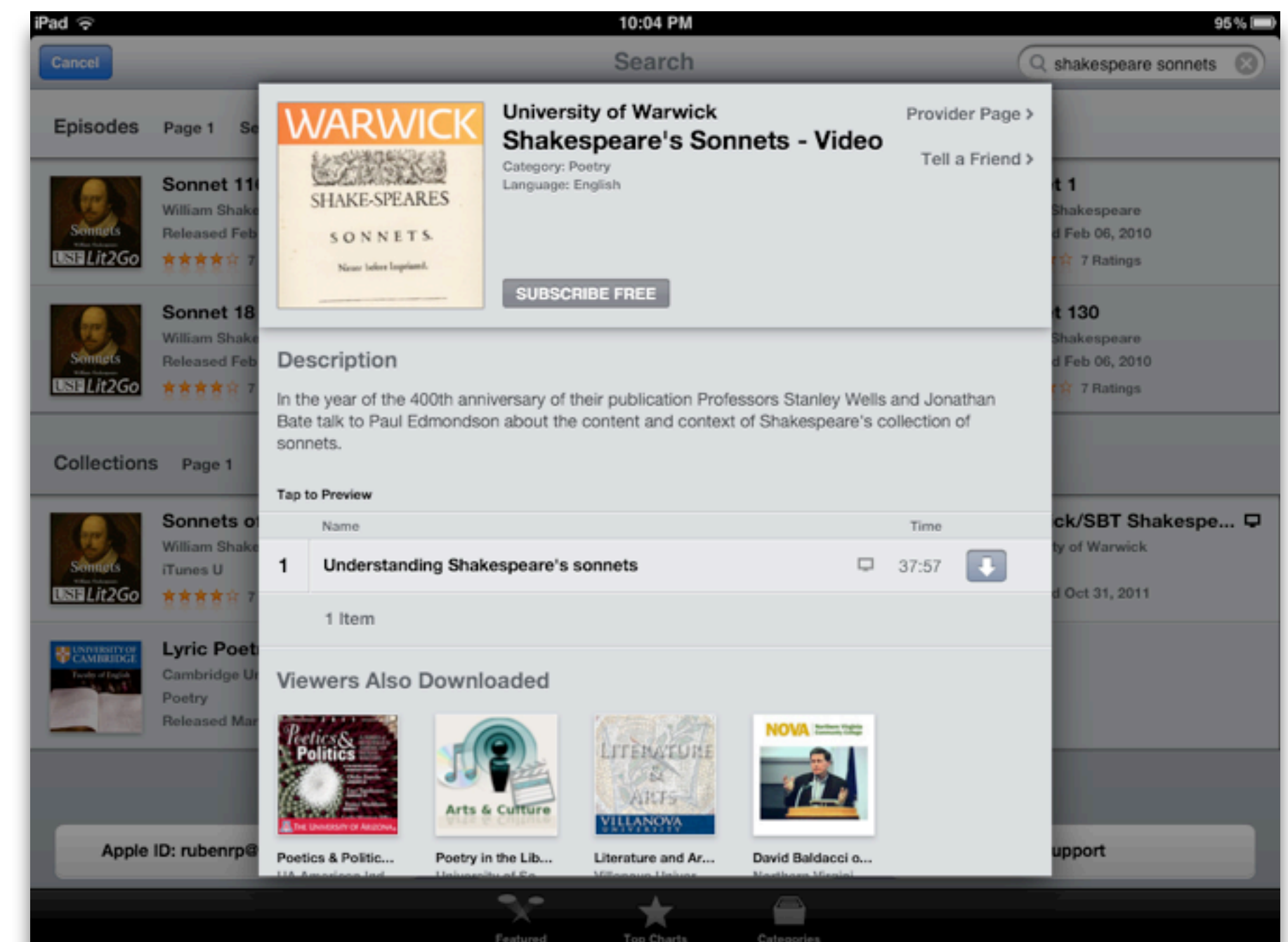
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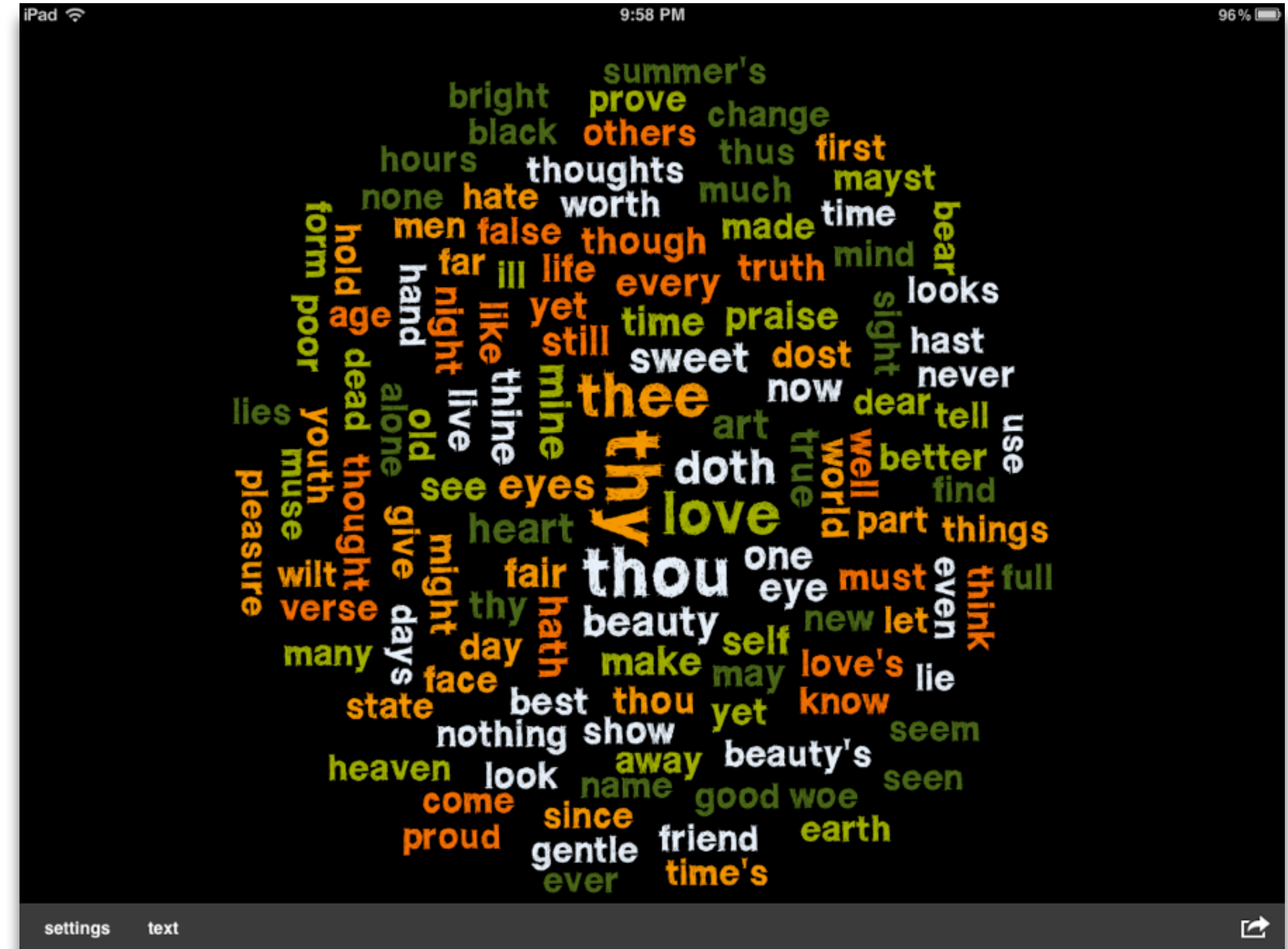


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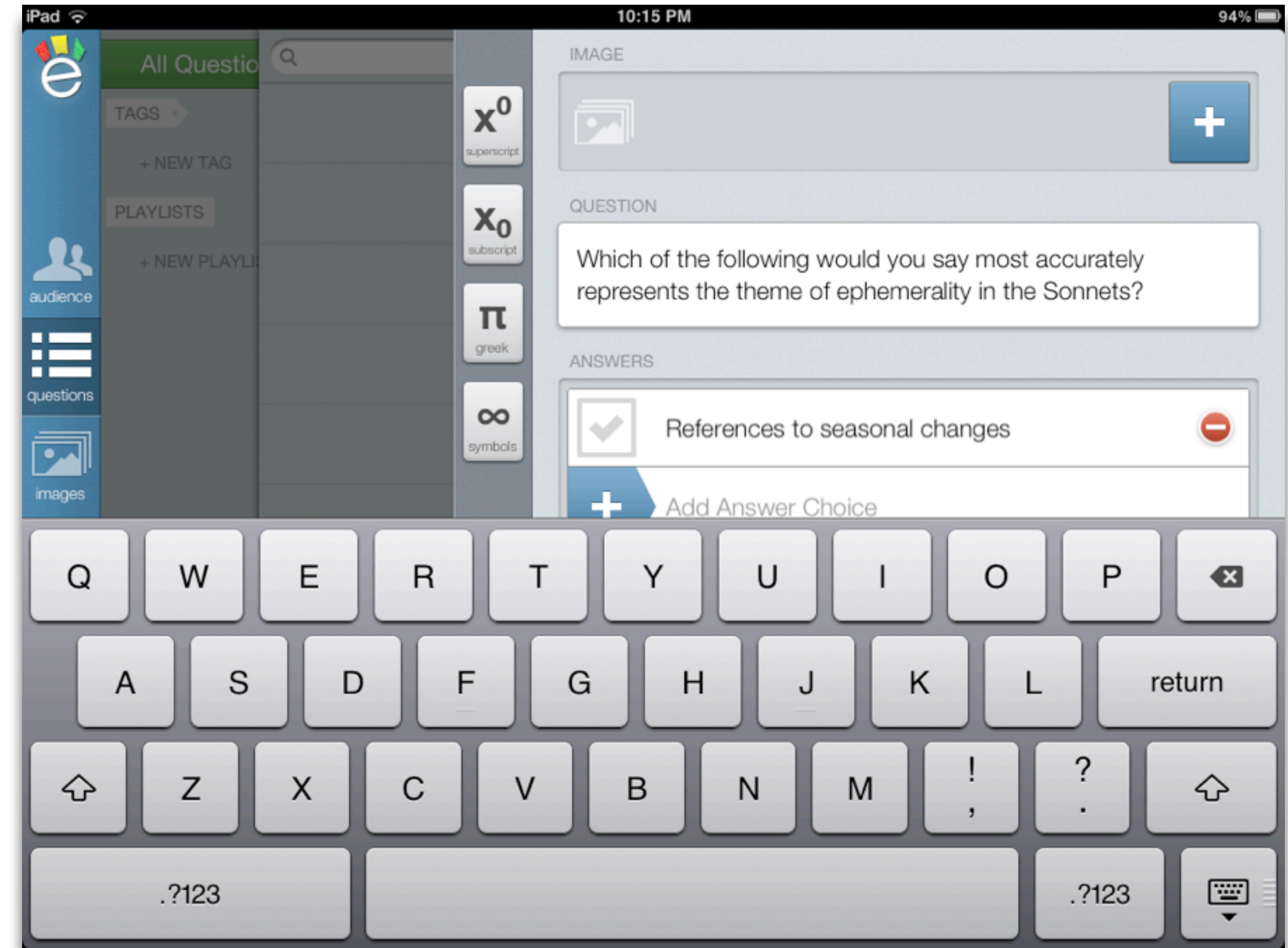
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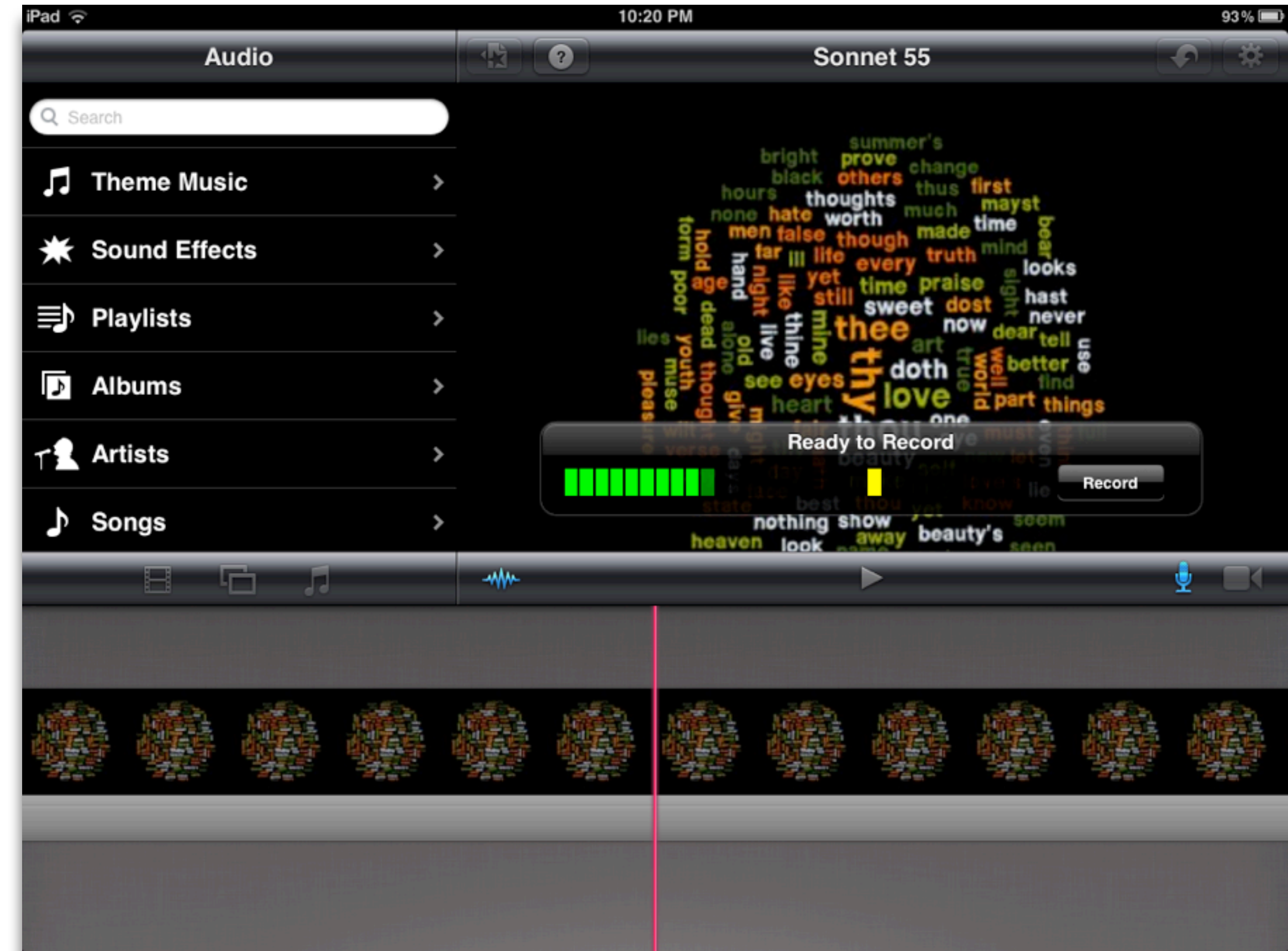
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Study	SAMR Classification	Description	Effect Size
<b>Algebra I</b> <i>Effectiveness of Cognitive Tutor Algebra I at Scale</i> , by John F. Pane, Beth Ann Griffin, Daniel F. McCaffrey, Rita Karam	<b>S to A</b>	<b>S:</b> Computerized algebra drills, some tied to real-world scenarios <b>A:</b> Tools for basic visualization; adaptive response to student progress	$\approx 0.2$ 50th perc. → 58th perc.
<b>Earth Science</b> <i>Using Laptops to Facilitate Middle School Science Learning: The Results of Hard Fun</i> , by Alexis M. Berry, Sarah E. Wintle	<b>A to M</b>	<b>A:</b> Interactive tools for concept exploration and visualization <b>M:</b> Narrated animation as final project	$\approx 0.6$ 50th perc. → 73rd perc. ( $\approx 1.4$ a month later) (50th perc. → 92nd perc.)



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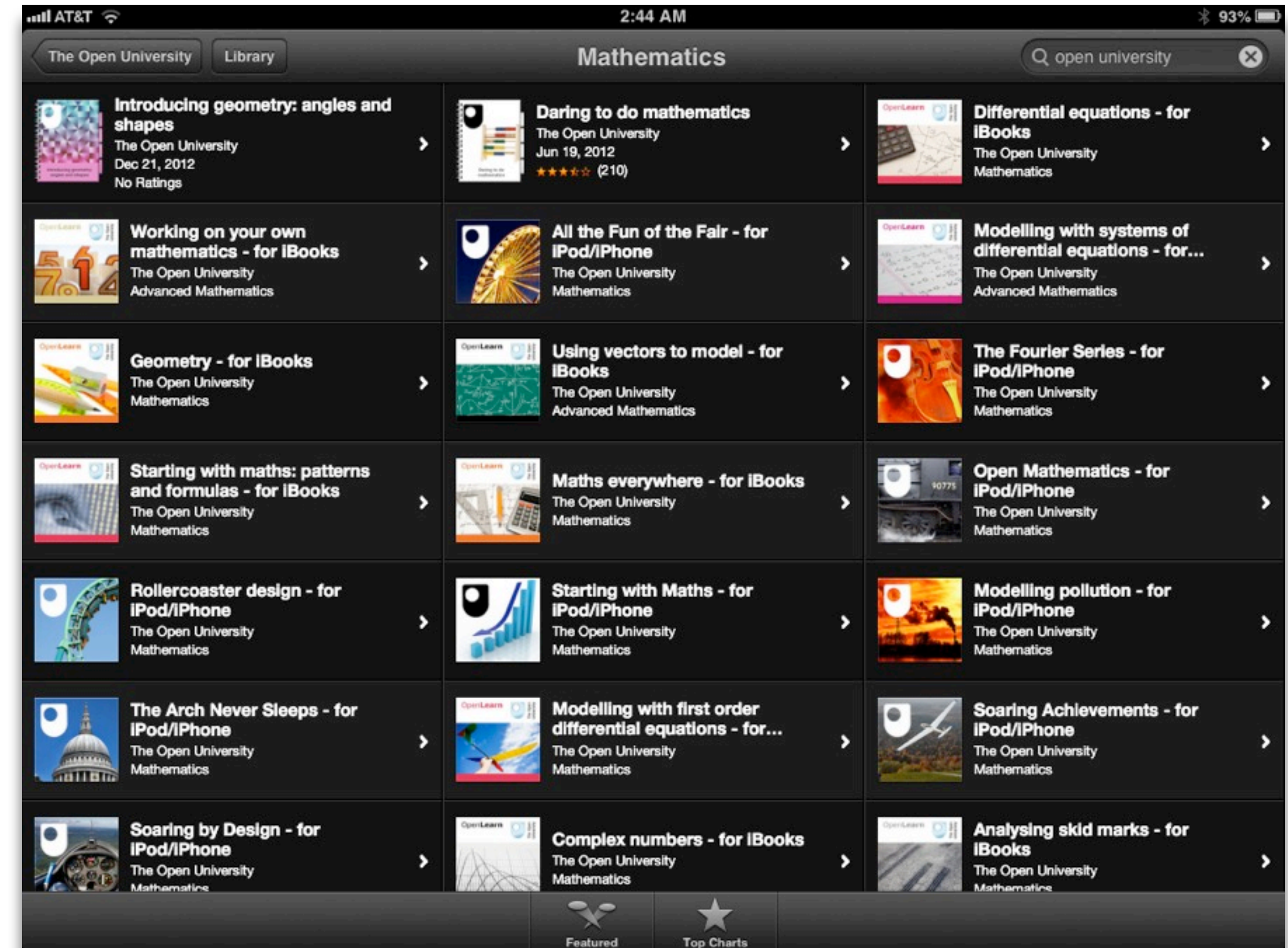
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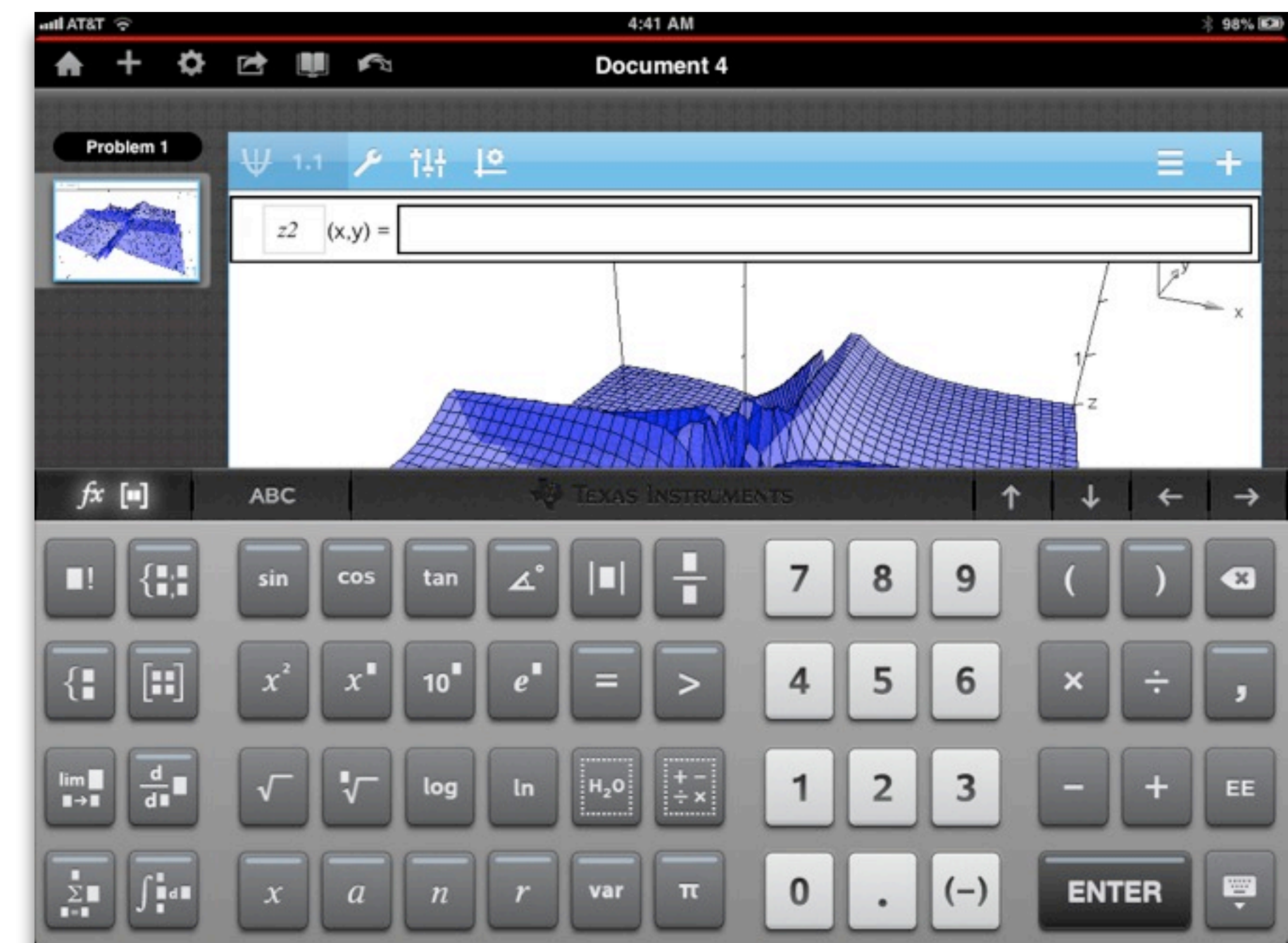
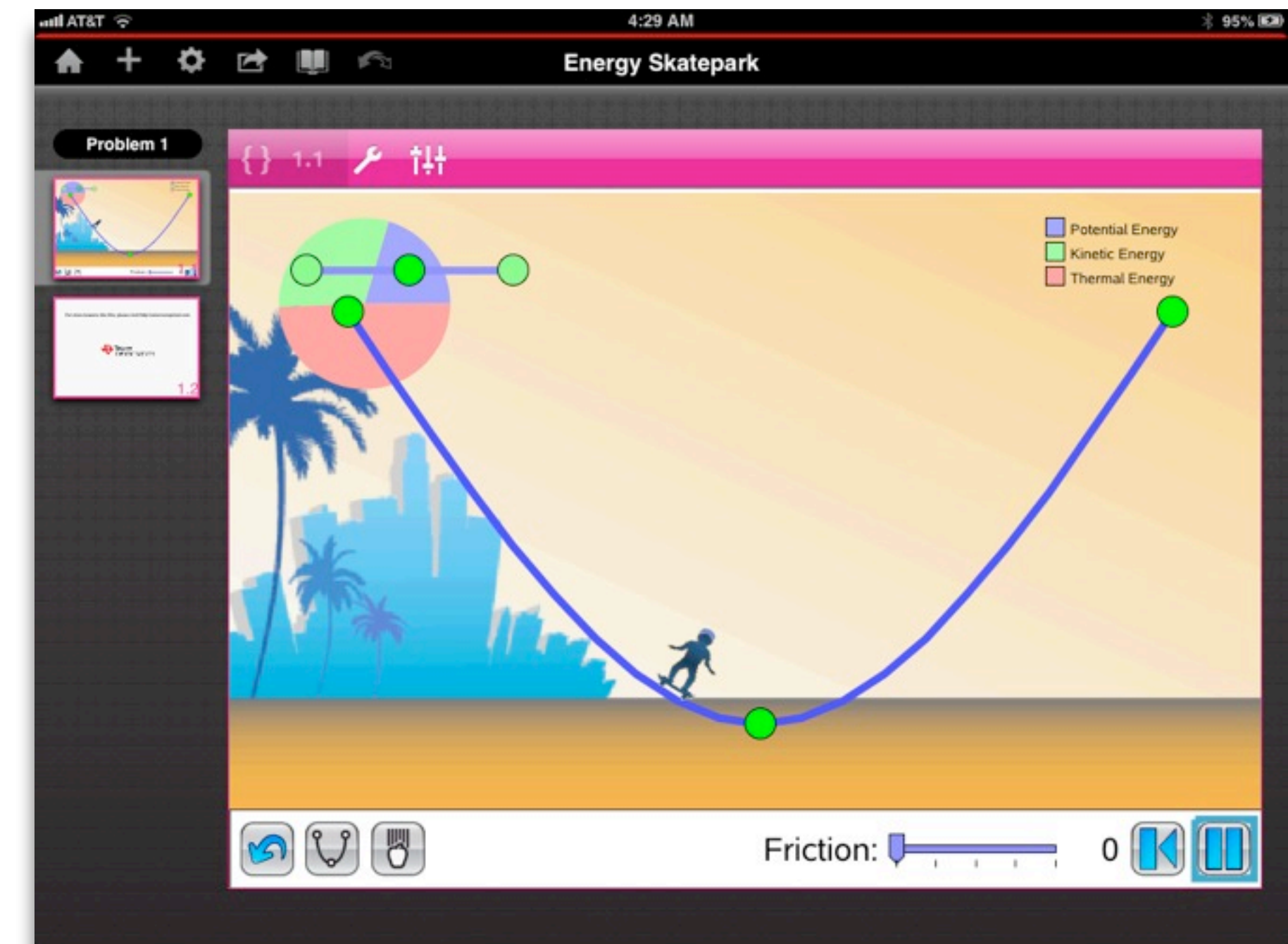
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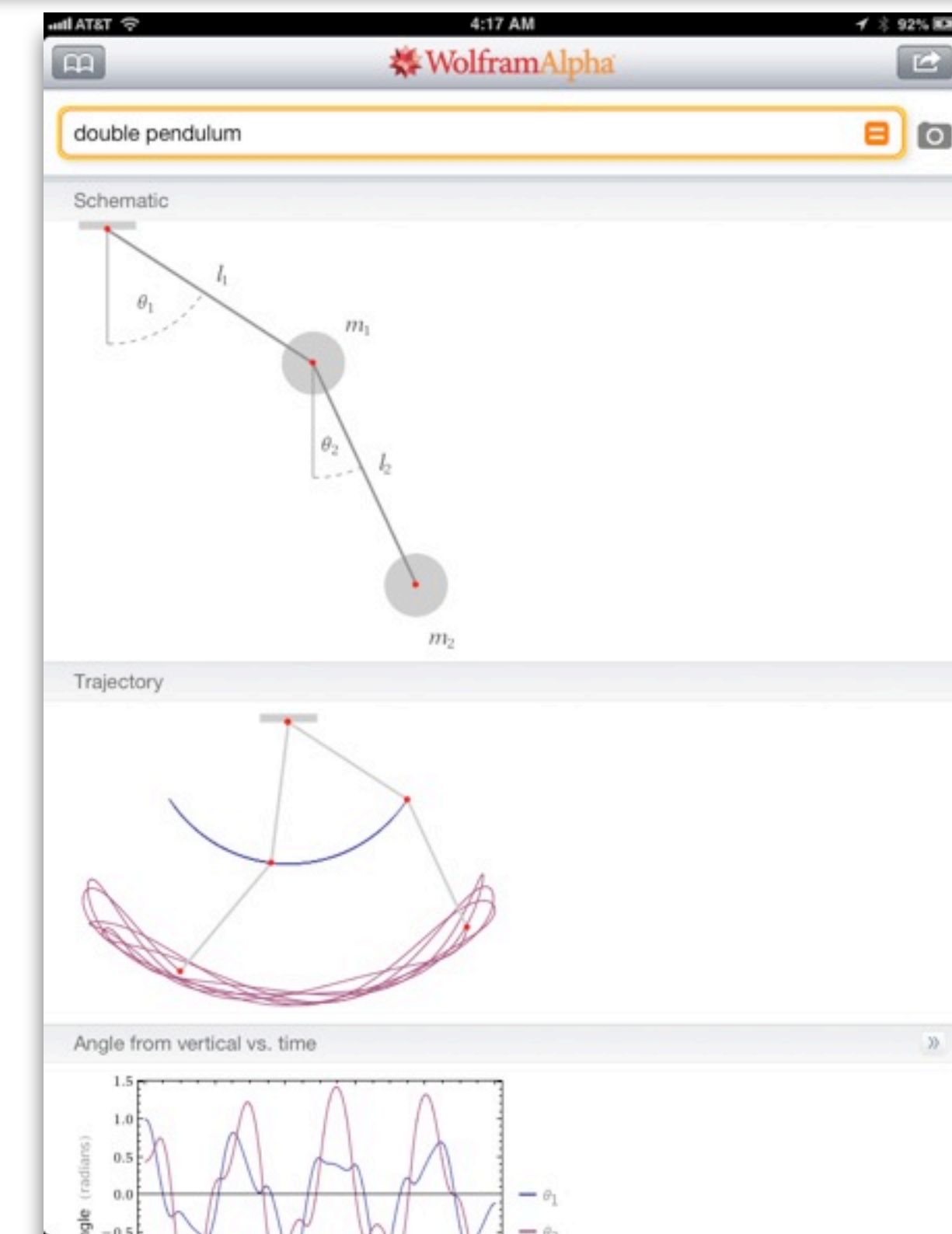
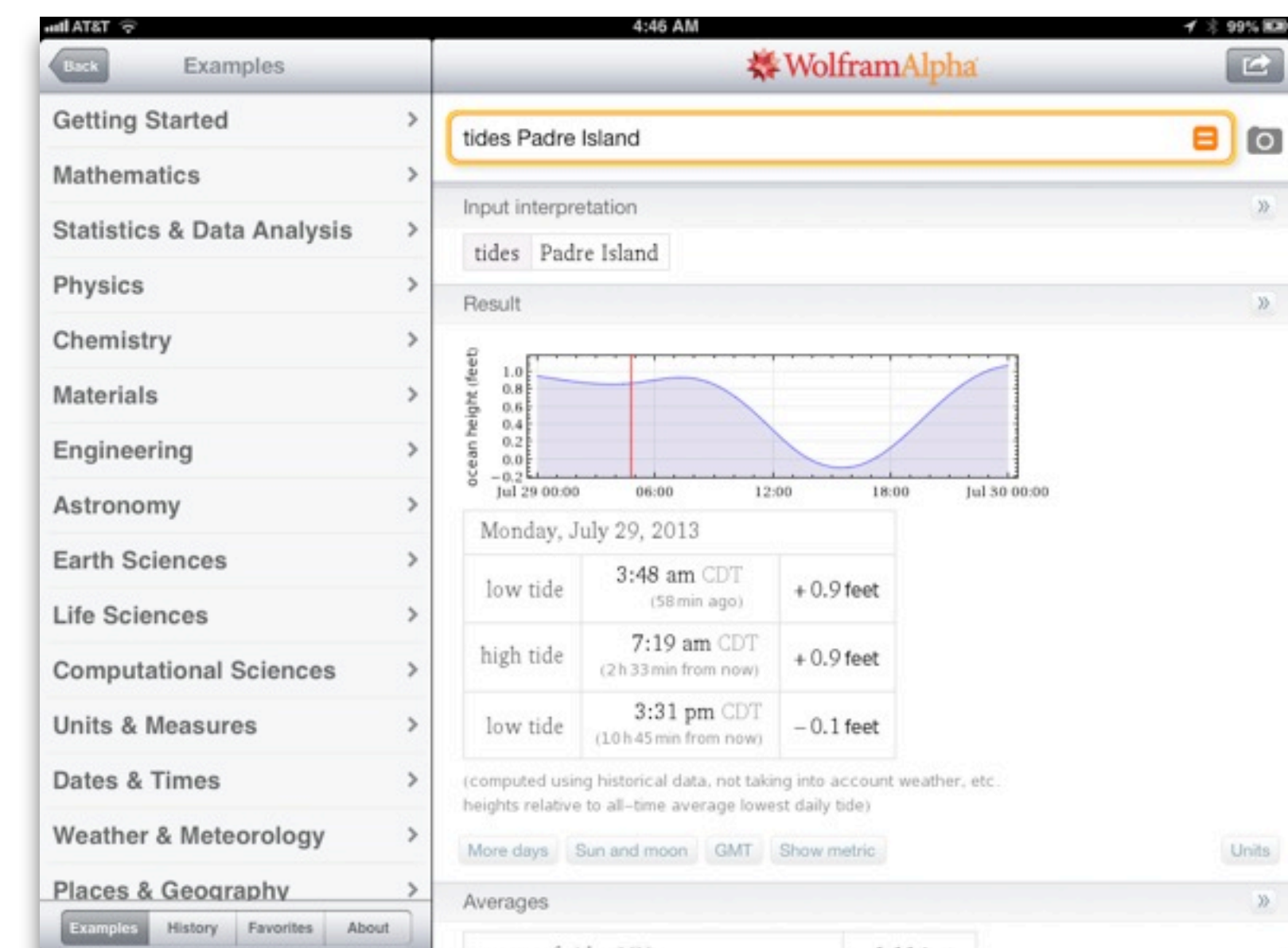
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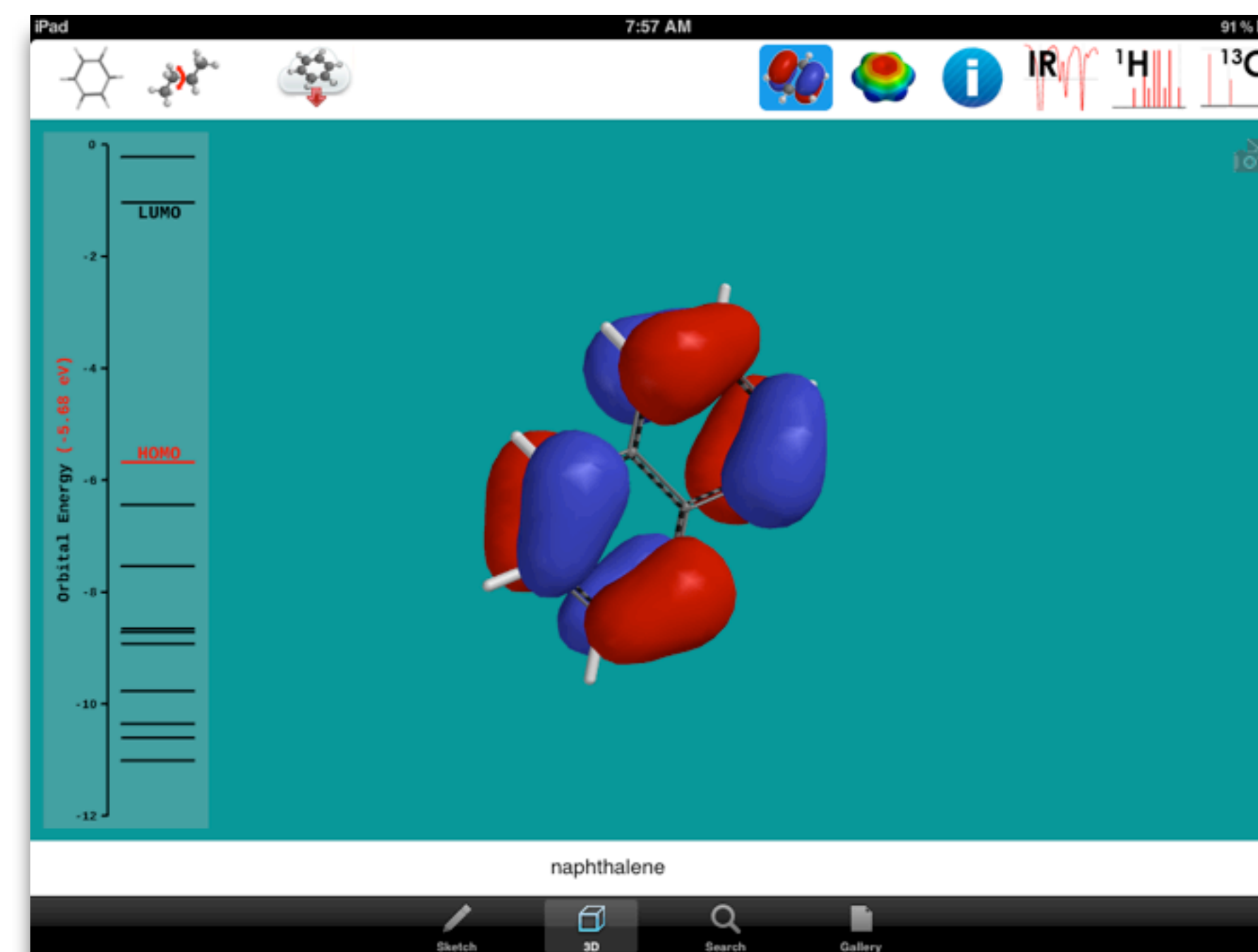
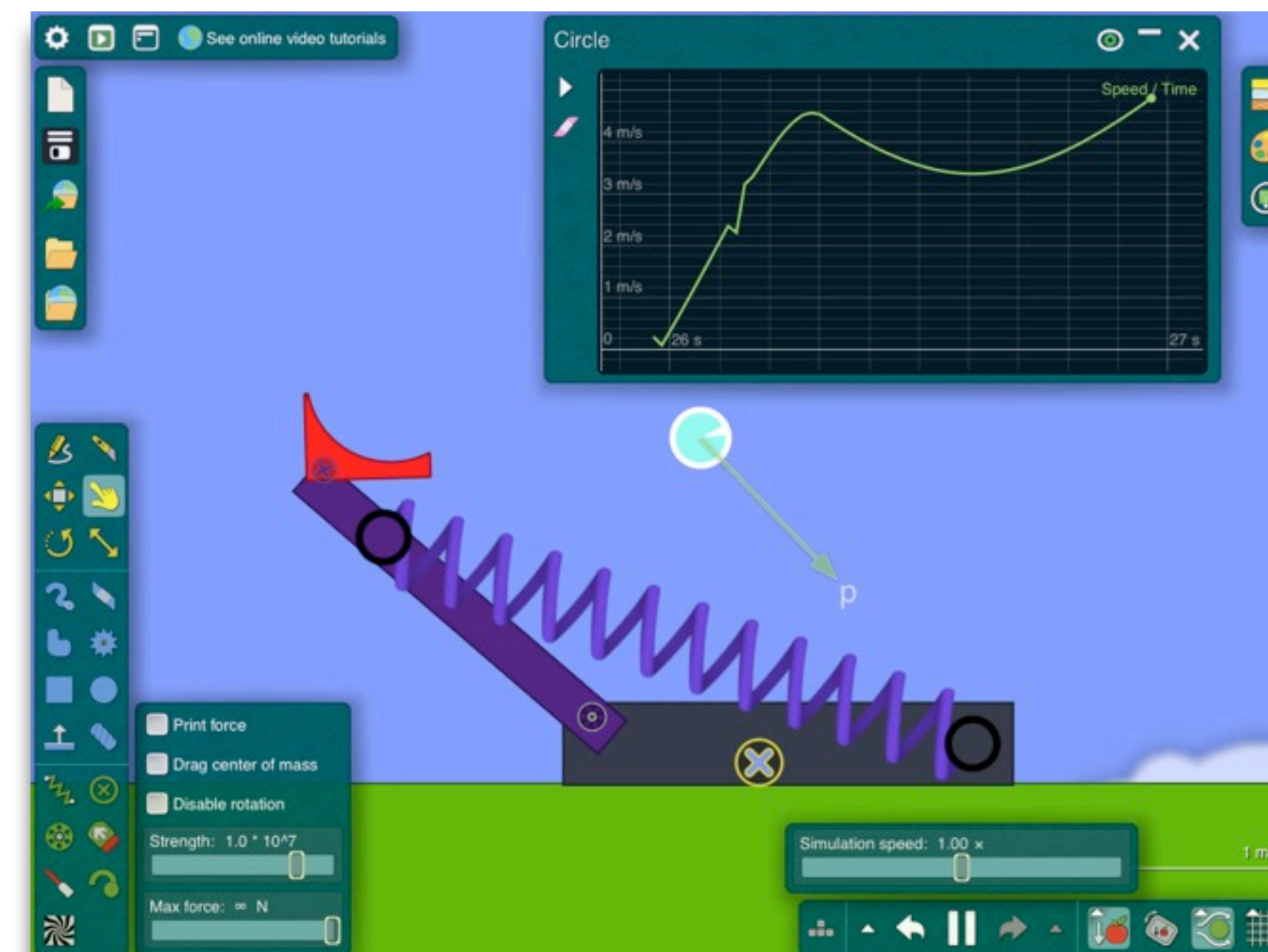
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# Sources for OS X Apps

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All of the SAMR ladder screenshots are linked to websites and sources for the apps used. Since many of these apps are iPad-only, I have listed below equivalents for OS X, linked to their corresponding sources:

## **Vocabulary Instruction:**

- SynMap: <https://itunes.apple.com/us/app/synmap/id498403269?mt=12>
- ExpoBoard: <https://itunes.apple.com/us/app/expoboard/id451144036?mt=12>
- Comic Life 2: <https://itunes.apple.com/us/app/comic-life-2/id402508085?mt=12>

## **Geography:**

- Catan: <https://itunes.apple.com/us/app/catan/id654939475?mt=12>
- Google Earth: <http://www.google.com/earth/index.html>
- Gapminder: <http://www.gapminder.org>

## **Literature:**

- Wordle: <http://www.wordle.net>
- Google Forms: <https://support.google.com/drive/topic/1360904>
- iMovie: <https://itunes.apple.com/us/app/imovie/id408981434?mt=12>

## **Math:**

- TI-Nspire: [http://education.ti.com/en/us/products/computer\\_software/ti-nspire-software](http://education.ti.com/en/us/products/computer_software/ti-nspire-software)
- Wolfram Alpha: <http://www.wolframalpha.com>
- Algodoo: <https://itunes.apple.com/us/app/algodoo-physics/id464050545?mt=12>
- Spartan Student Edition: [https://www.wavefun.com/products/macintosh/Student/mac\\_student.html](https://www.wavefun.com/products/macintosh/Student/mac_student.html)

# Resources

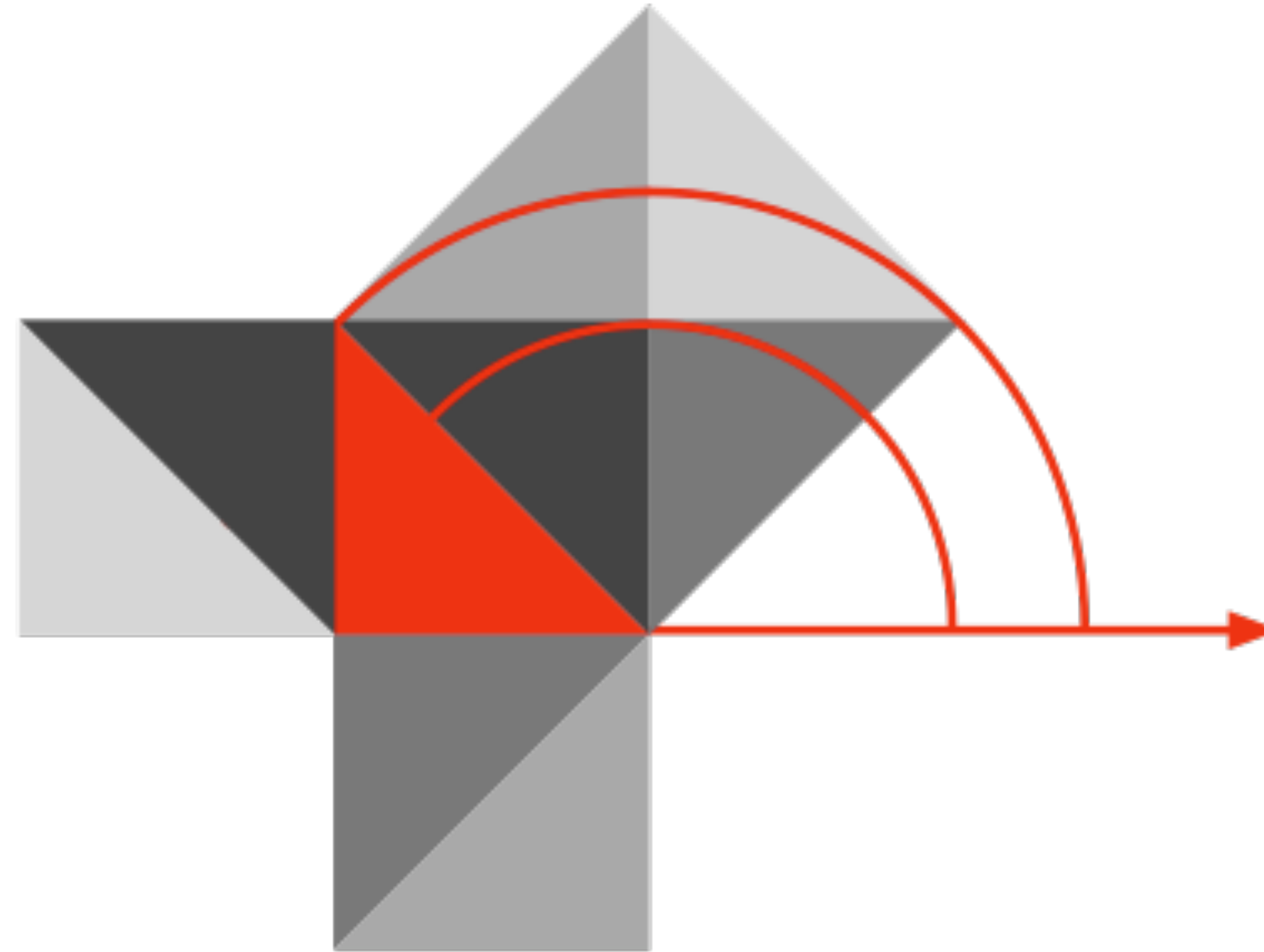
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- Ruben R. Puentedura, *Transformation, Technology, and Education*. (2006) Online at:  
<http://hippasus.com/resources/tte/>
- Ruben R. Puentedura, *As We May Teach: Educational Technology, From Theory Into Practice*. (2009) Online at:  
<http://tinyurl.com/aswemayteach>
- 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>



# Hippasus

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