# Understanding SAMR

Ruben R. Puentedura, Ph.D.

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 Transformation

## Augmentation

#### **Modification** Tech allows for significant task redesign

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

#### **Substitution**

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#### iPad ᅙ

Library

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William Rosen

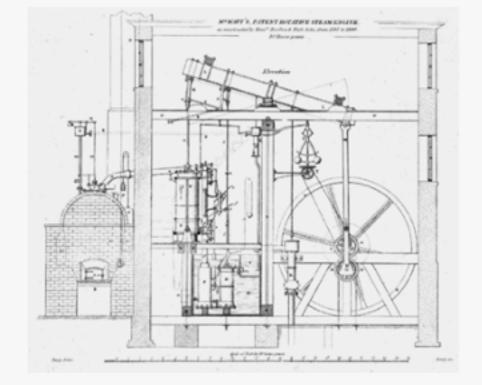


Fig. 5: The caption for this technical drawing reads "Mr. Watt's Patent Rotative Steam Engine as constructed by Messrs. Boulton & Watt, Soho, from 1787 to 1800. 10 Horse power." By 1787, the engine had evolved considerably from the earlier versions, using the sun-and-planet gear to drive the large wheel; the Watt linkage to connect the beam with the cylinder, on the left; and even Watt's feedback-

driven flyball governor—the two balls hanging above and to the left of the large wheel—to control

440 of 850

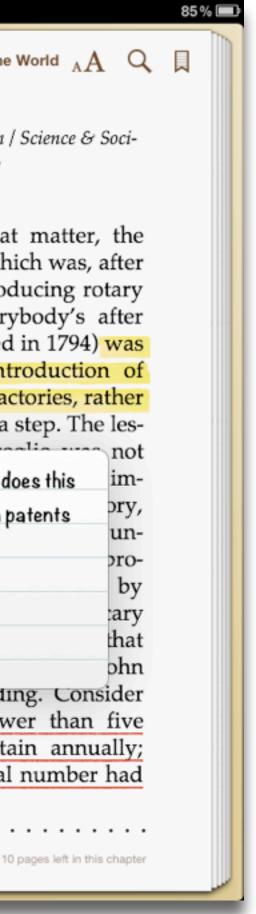
10:37 PM

The Most Powerful Idea in the World  ${}_{\mathrm{A}}\mathrm{A}$  Q 🔲

the wheel's speed. Science Museum / Science & Society Picture Library

THE SUN-AND-PLANET (or, for that matter, the crank plus connecting rod, which was, after all, Watt's first choice for producing rotary motion, and would be everybody's after the Wasbrough patent expired in 1794) was a huge step toward the introduction of steam power into mills and factories, rather than pumps. But it was only a step. The lesson of the Washrough imbrasilia mon not Get data & graph this; how does this immei ory, pro but compare with later trends in patents unissued per year? con protect by 178 ary that pac ohn ĥad Locke in the centur, preceding. Consider that from 1700 to 1740, fewer than five patents were issued in Britain annually; from 1740 to 1780, the annual number had

441 of 850



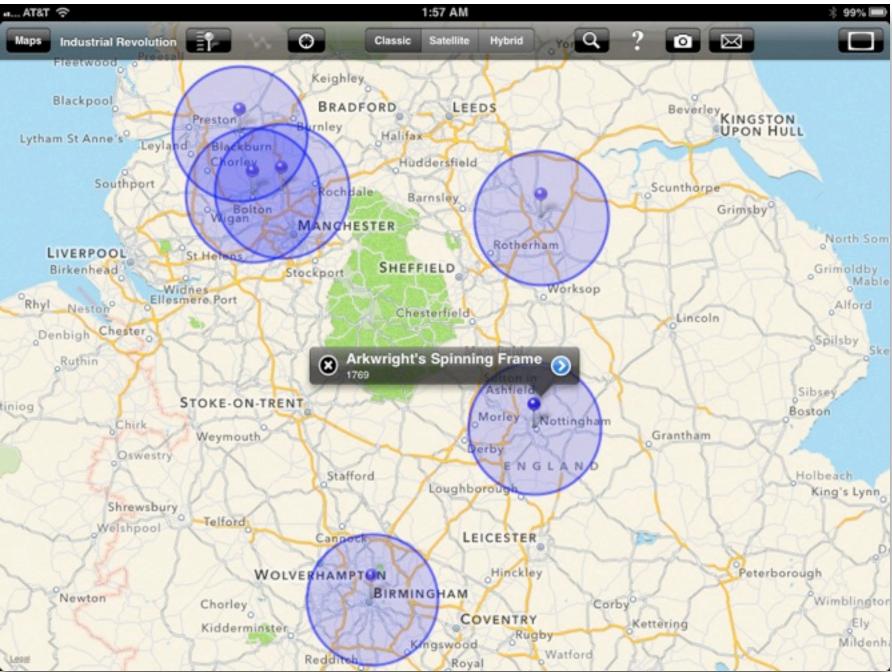
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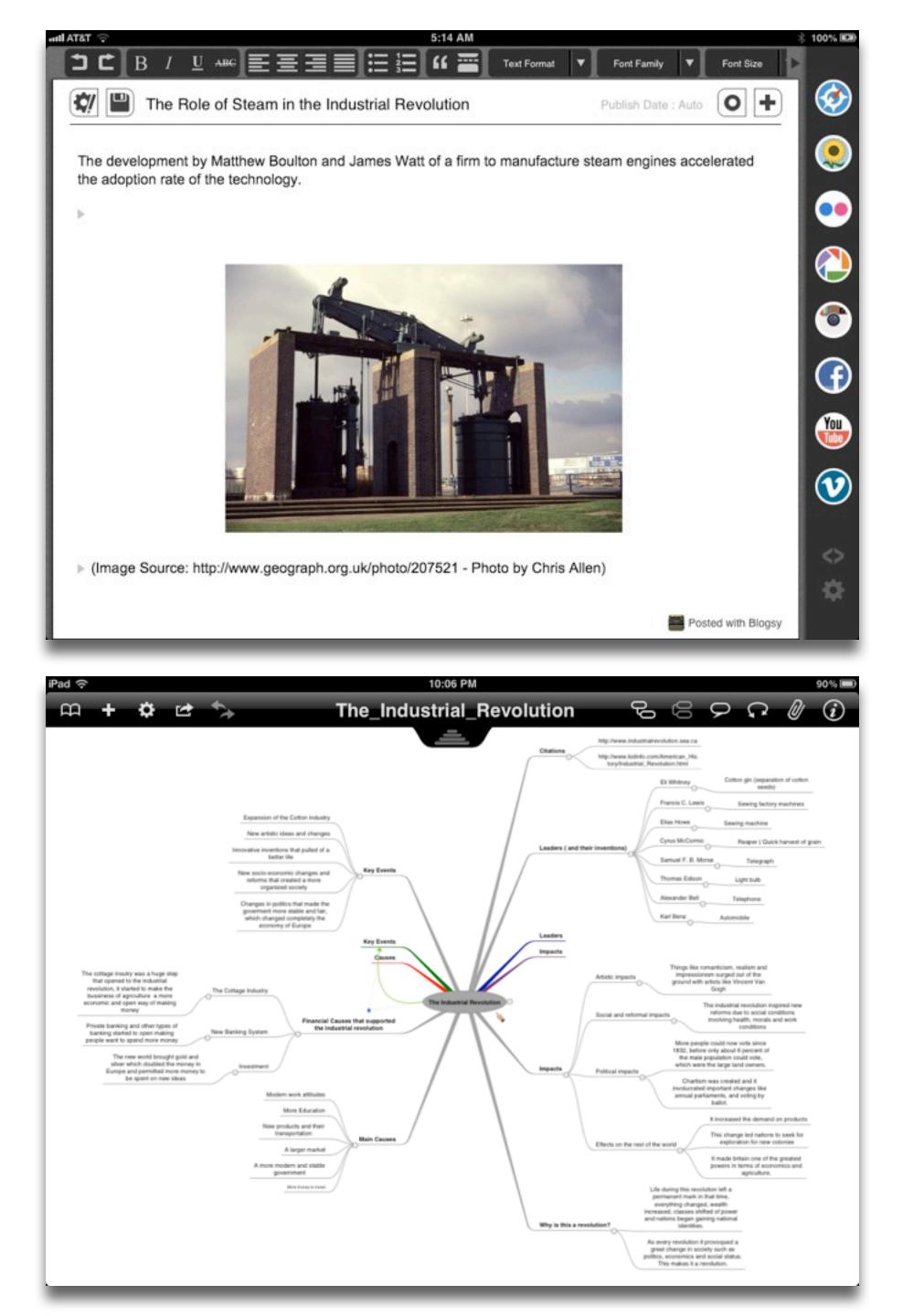


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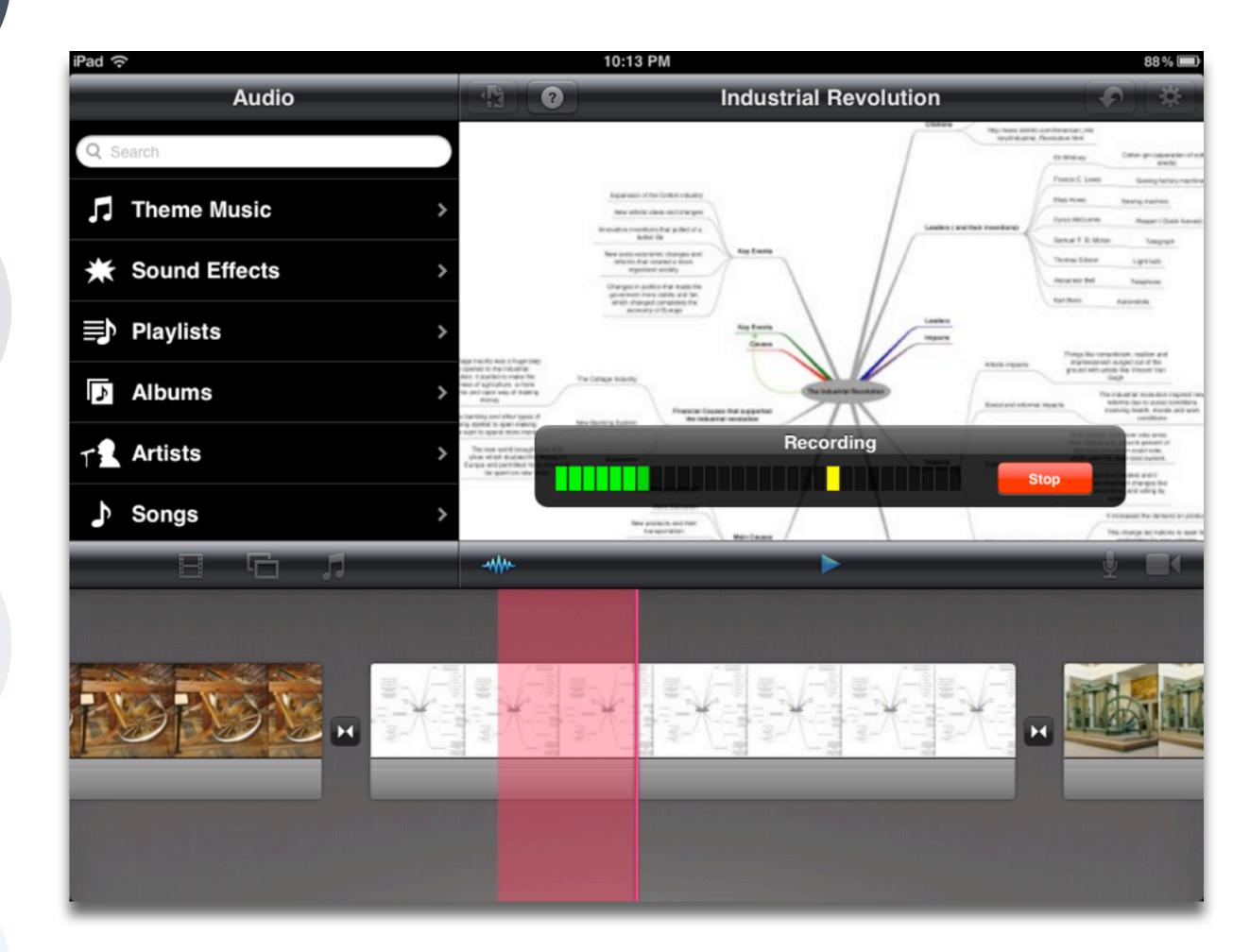


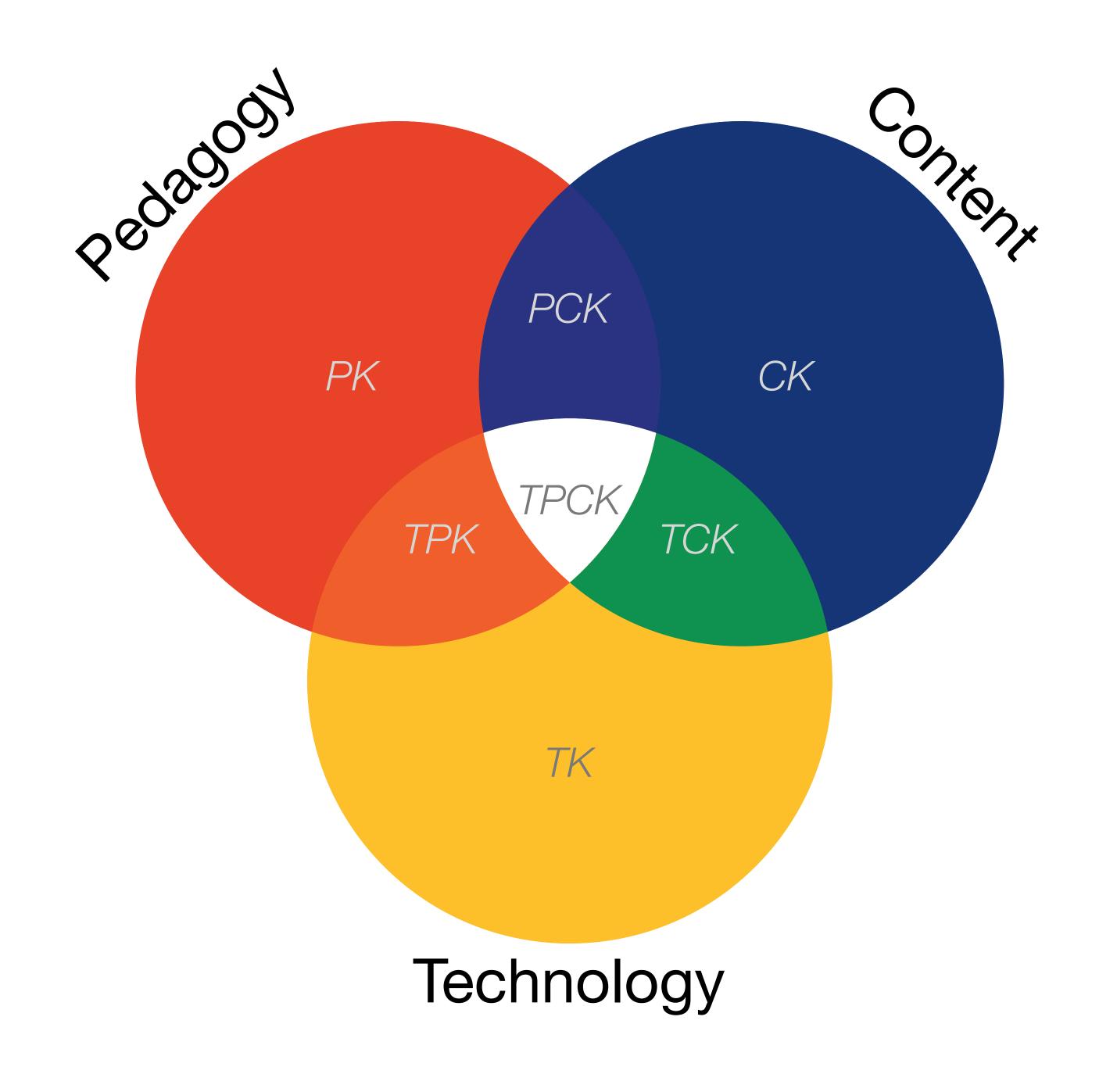
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Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
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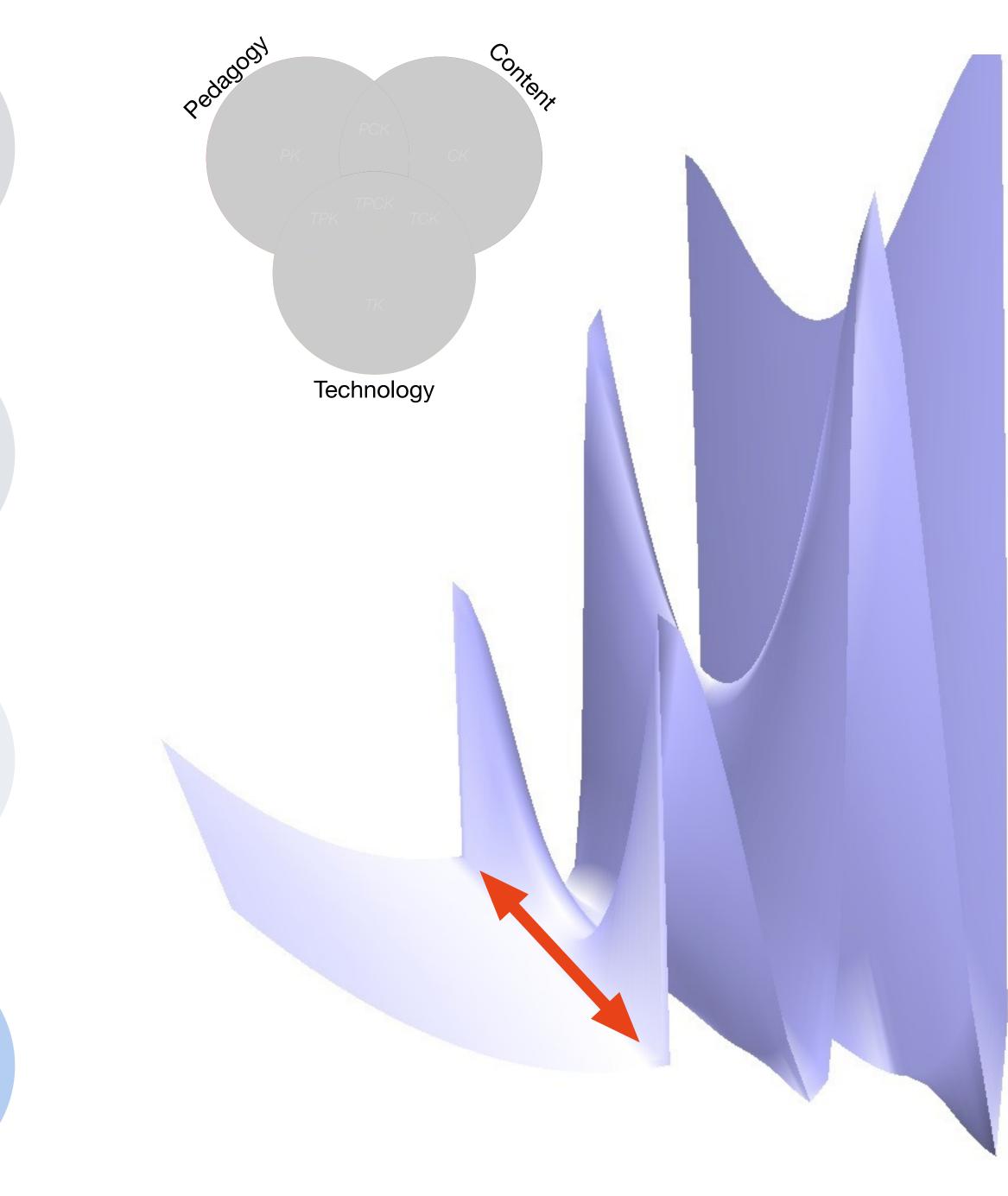




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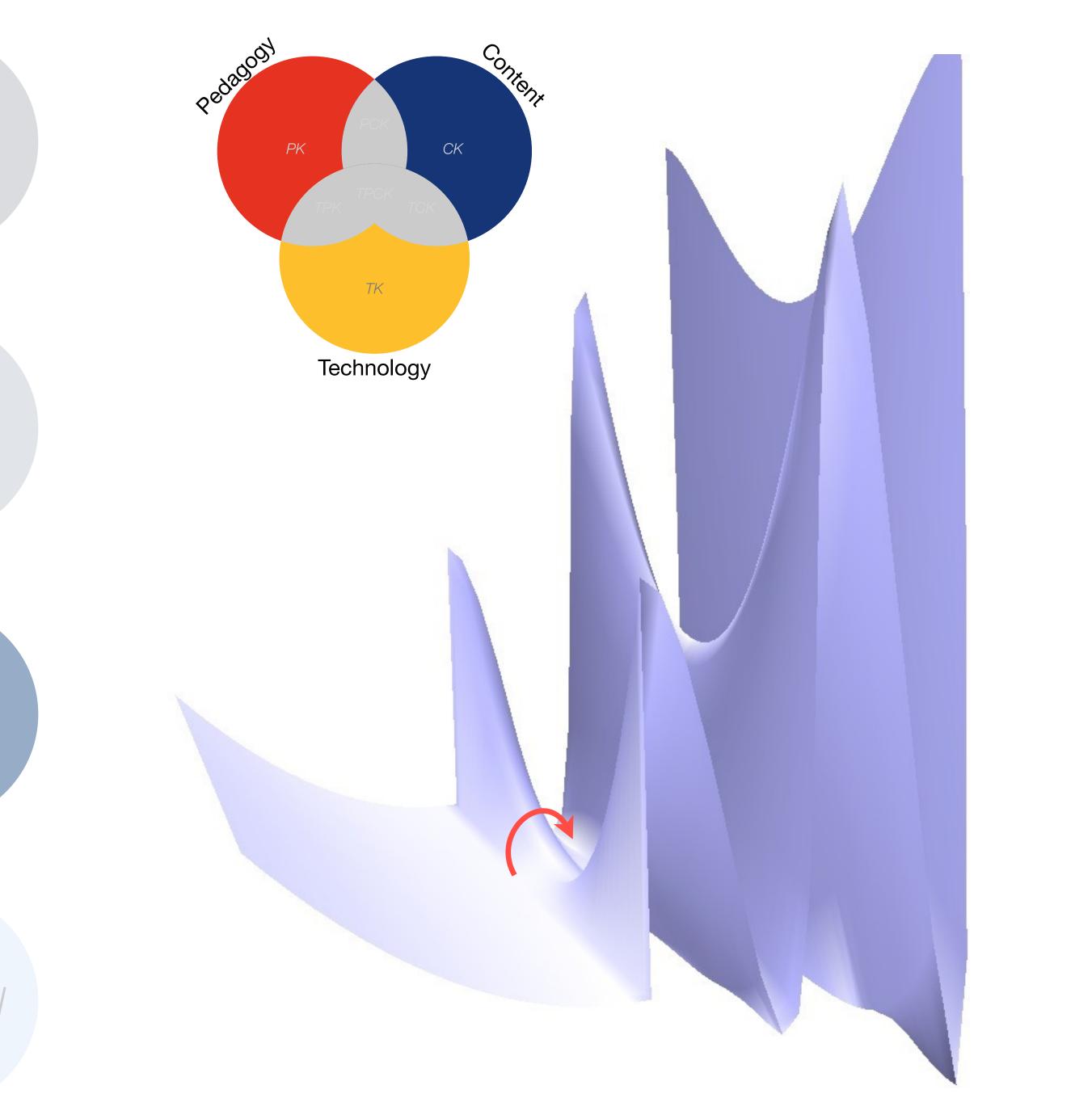


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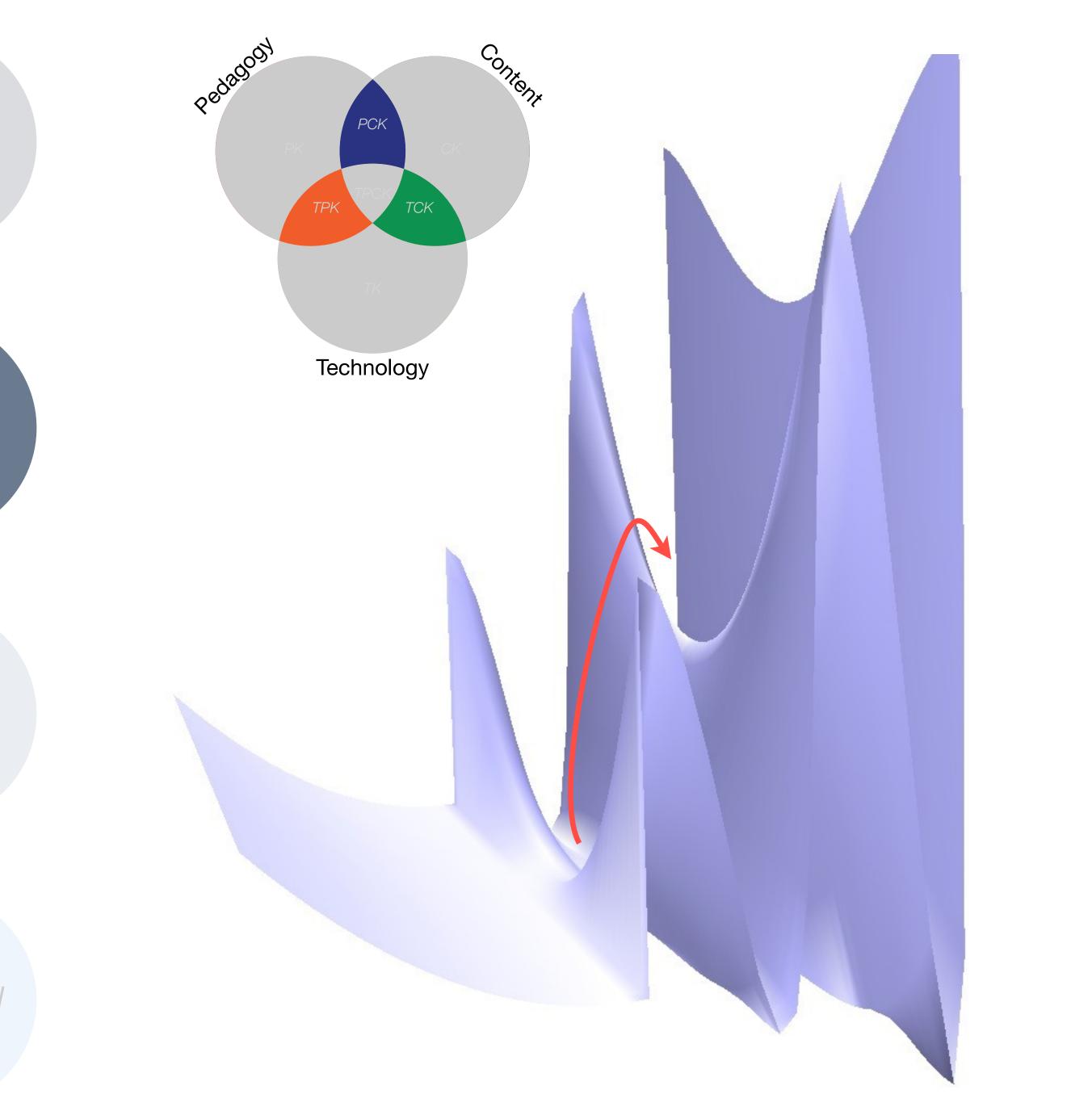


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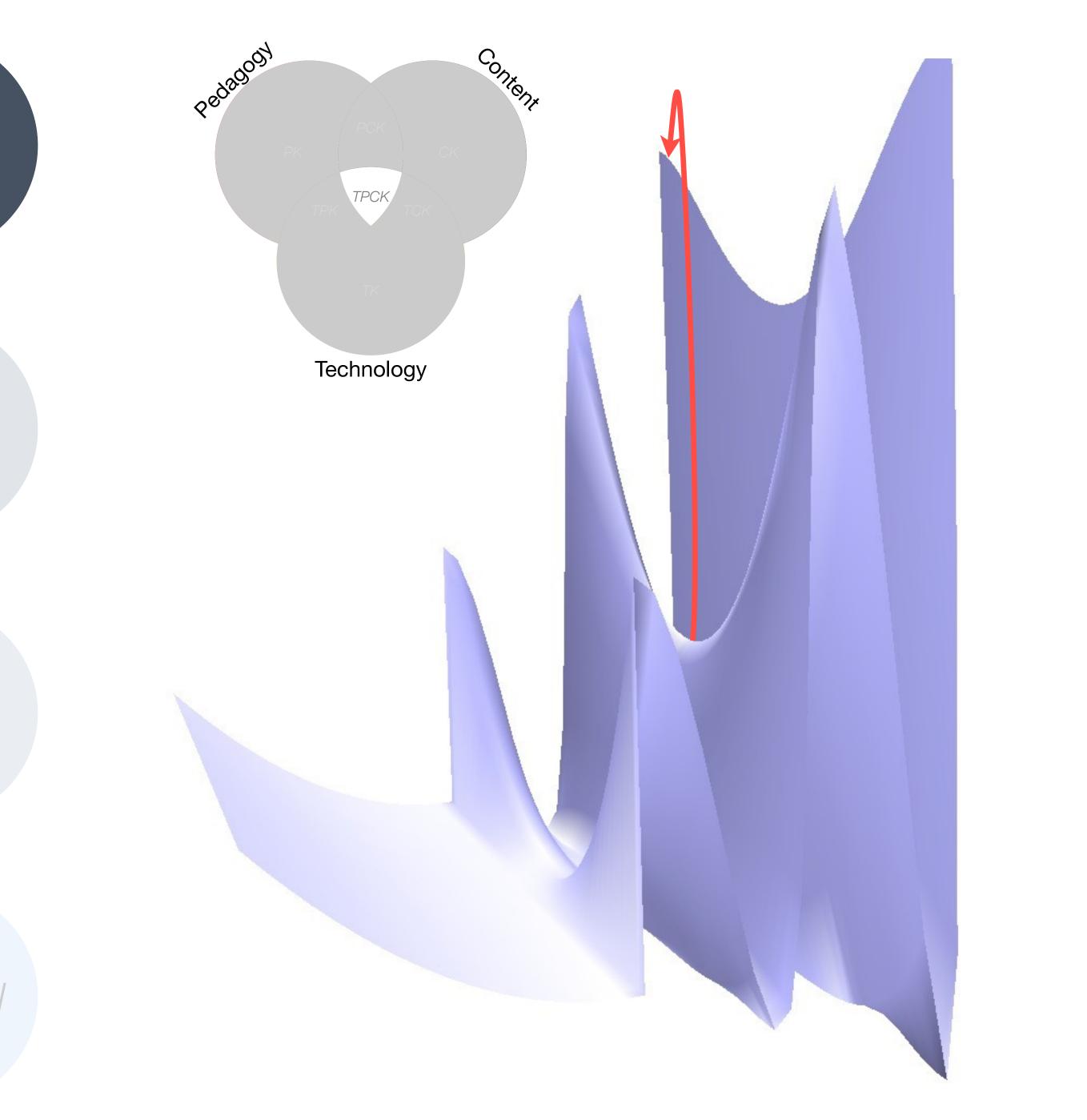


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Study	SAMR Classification	Description	Effect Size
<b>Algebra I</b> <i>Effectiveness of Cognitive</i> <i>Tutor Algebra I at Scale</i> , by John F. Pane, Beth Ann Griffin, Daniel F. McCaffrey, Rita Karam	S to A	<ul> <li>S: Computerized algebra drills,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

Evaluation

Implementation

Solution



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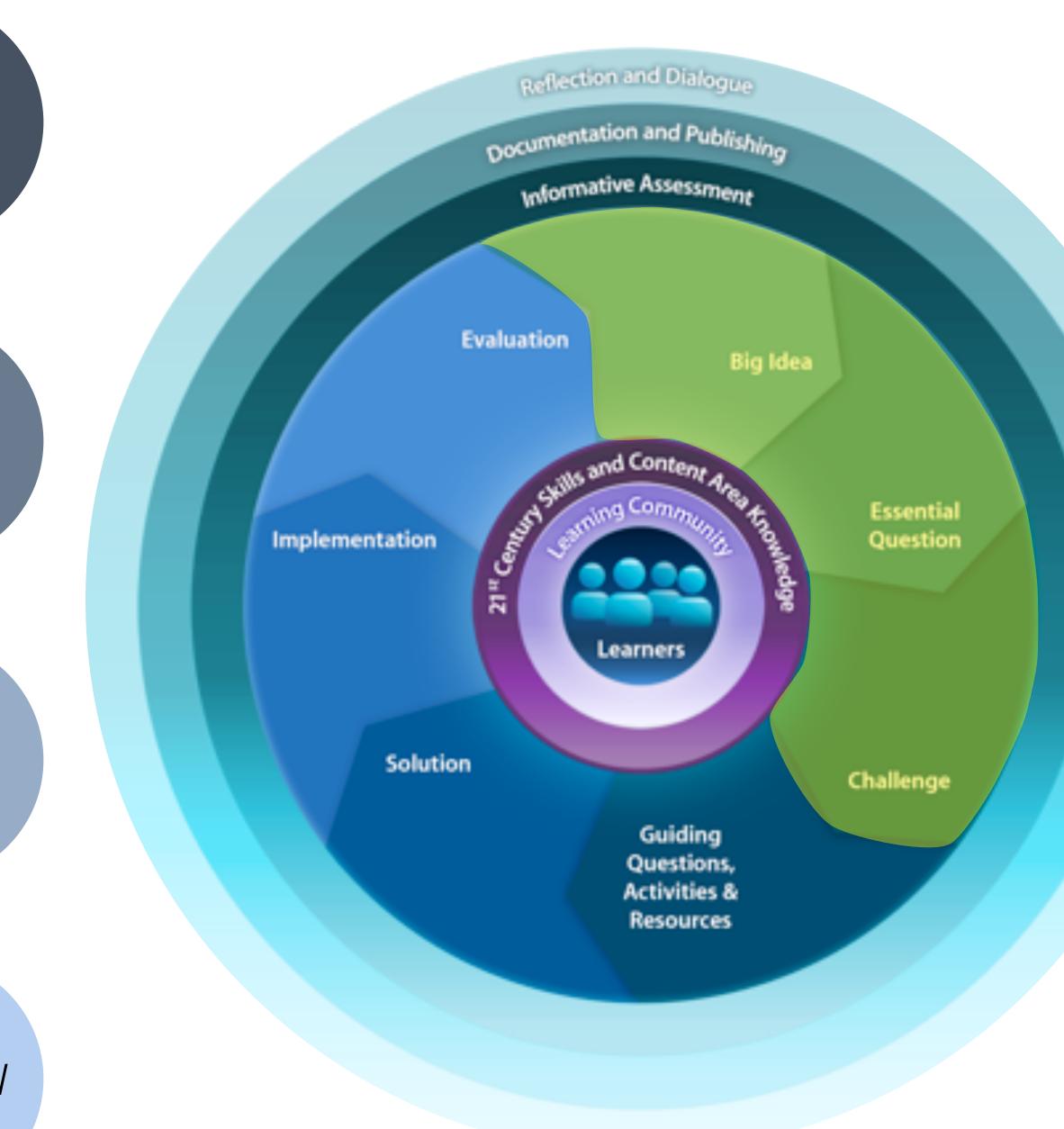
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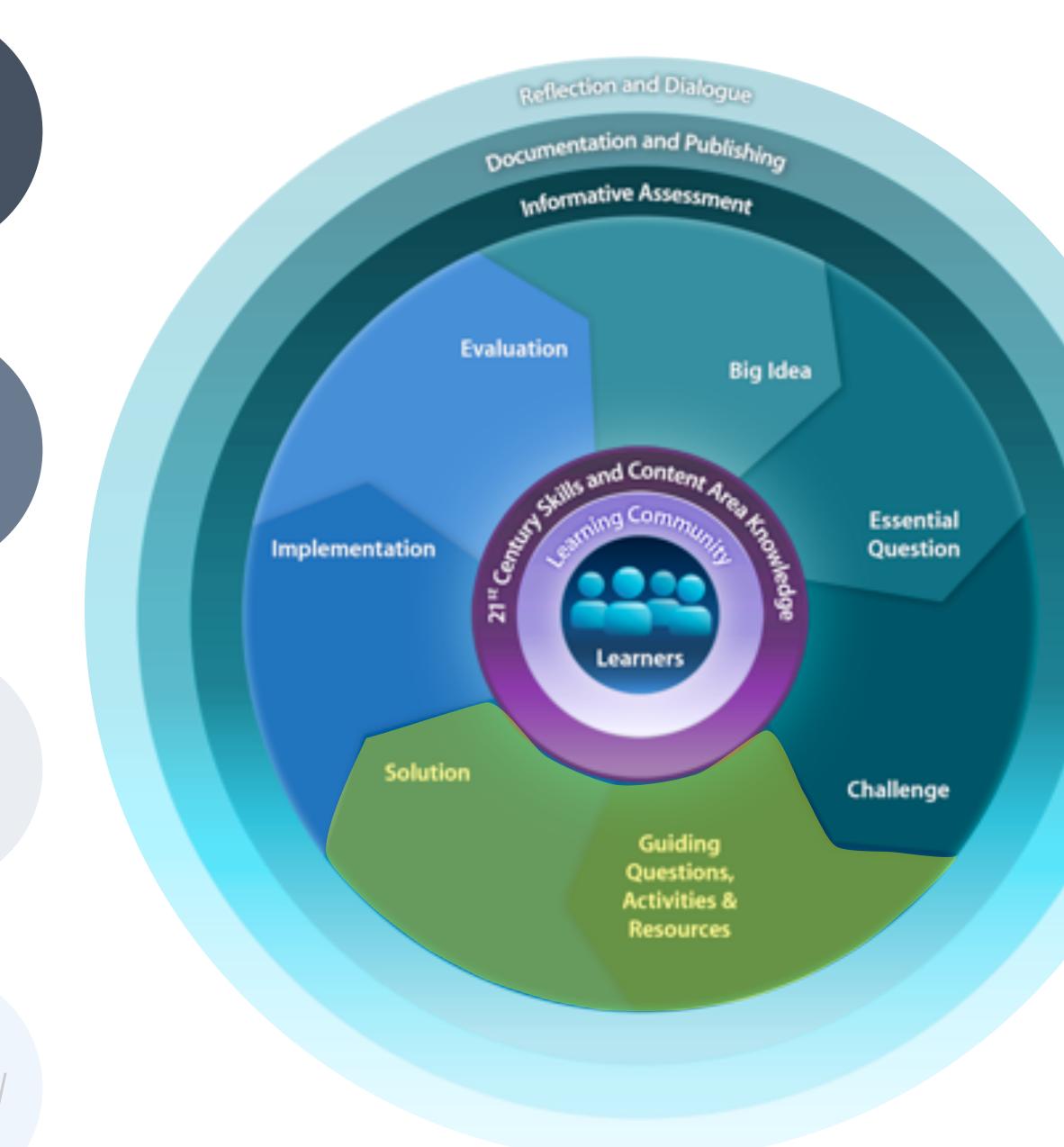
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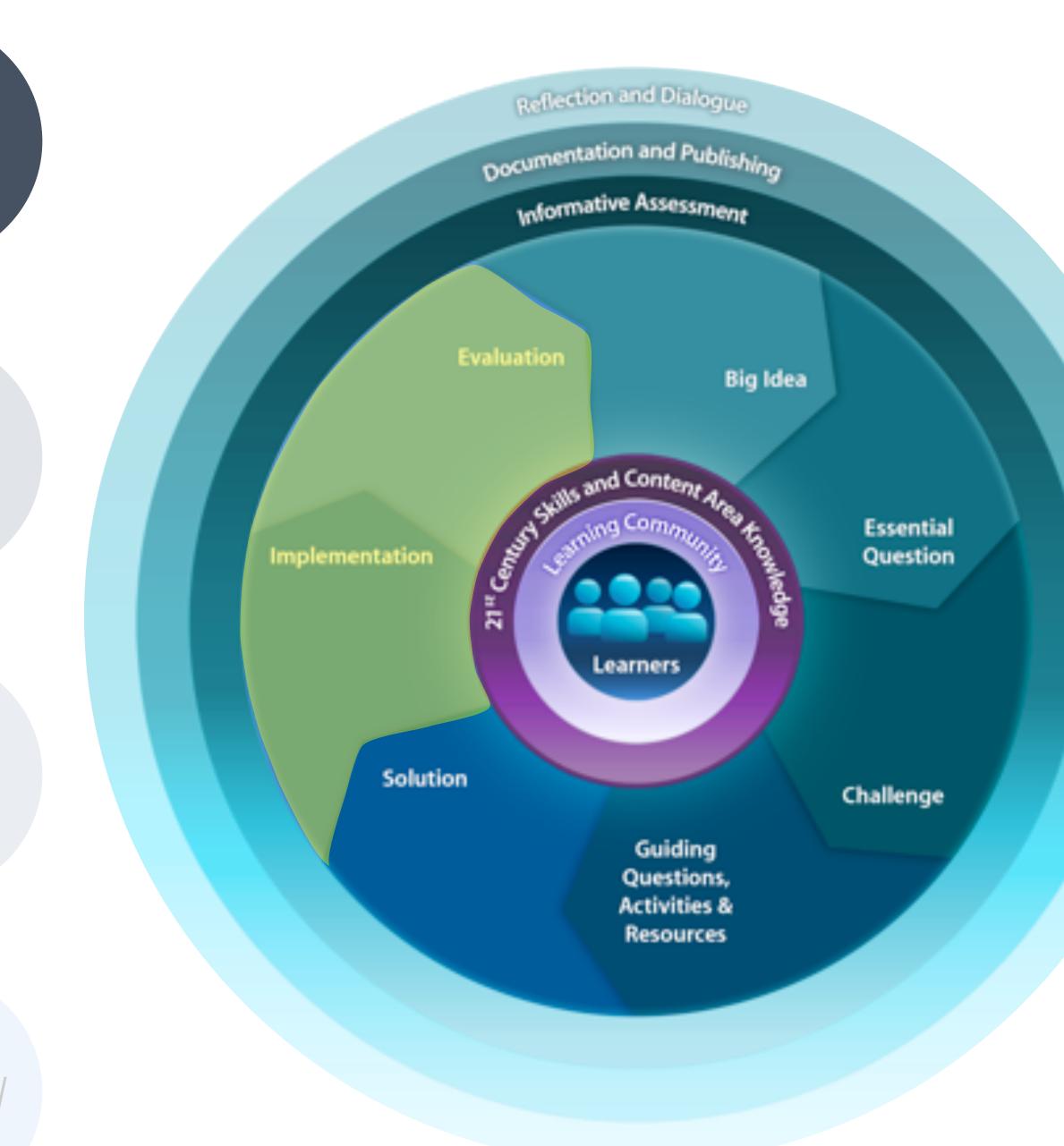


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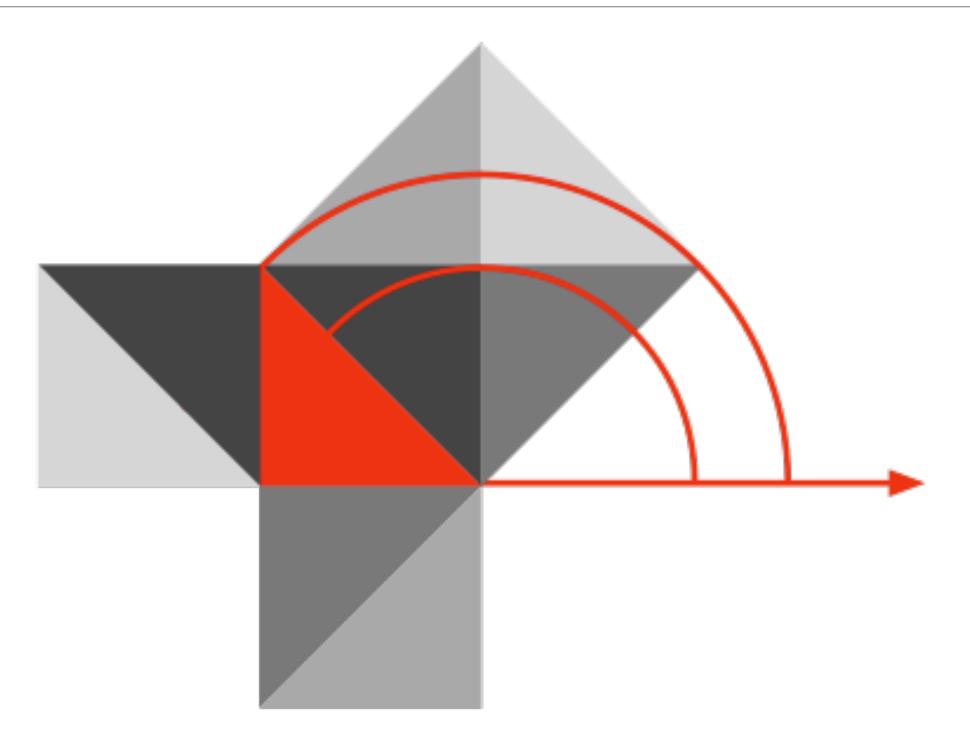
# AugmentationTech acts as a direct tool substitute, with functionalimprovement

**Substitution** 





# Hippasus



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

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