The iPad in Practice: Designing Flows and Ladders for the Classroom

Ruben R. Puentedura, Ph.D.



Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

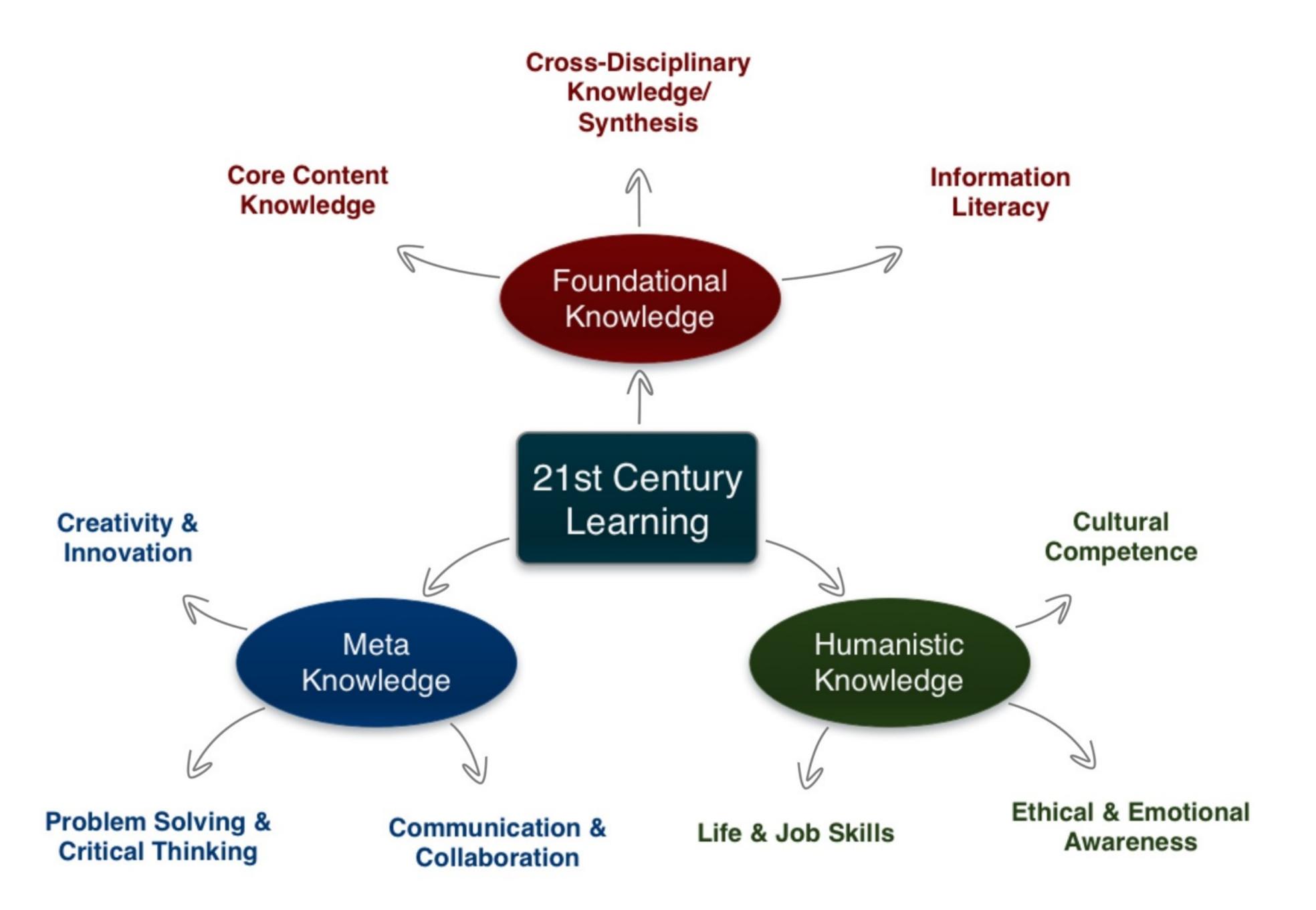
Augmentation

Tech acts as a direct tool substitute, with functional improvement

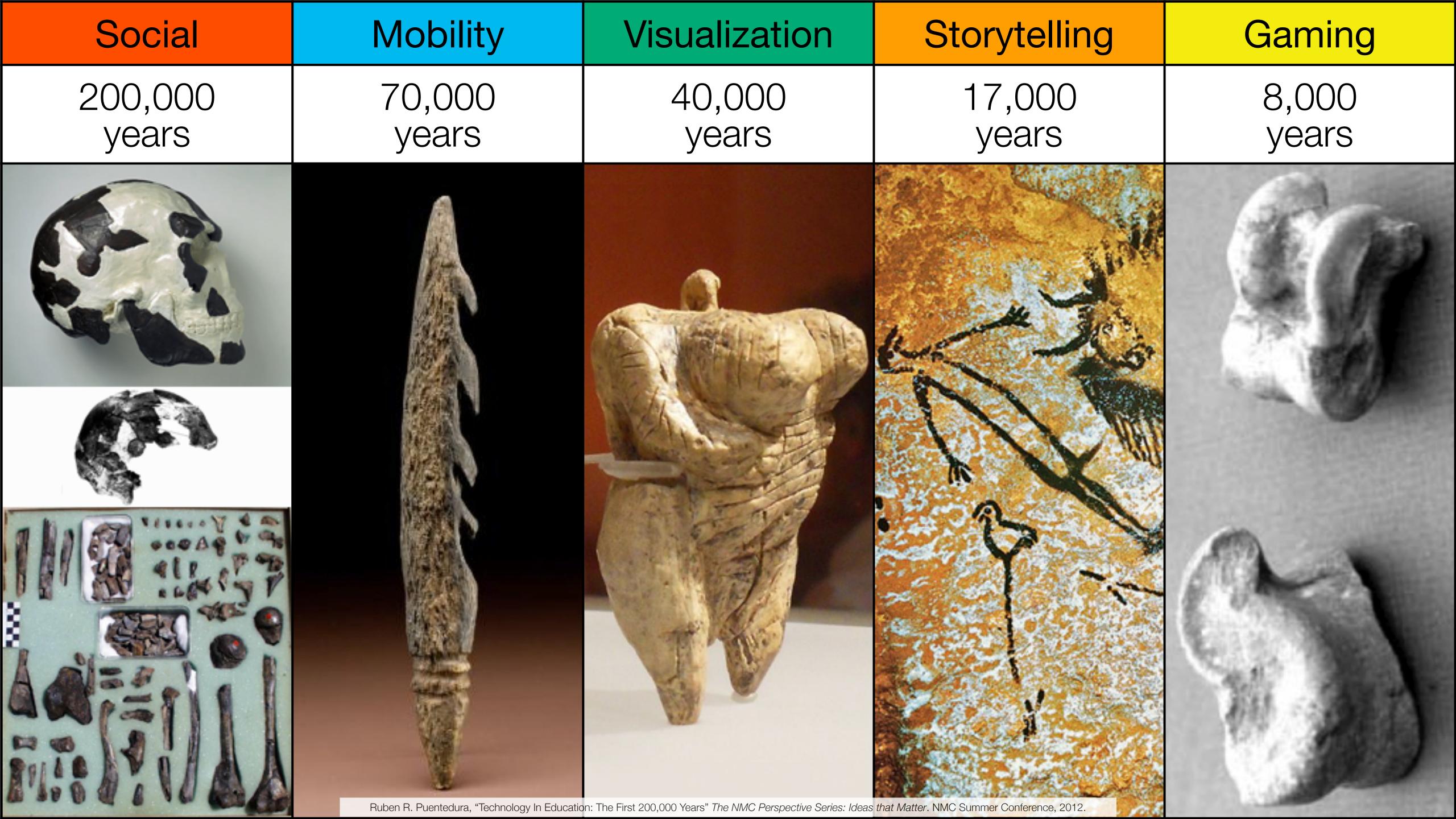
Substitution

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 principlesComparing 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 		



The EdTech Quintet



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

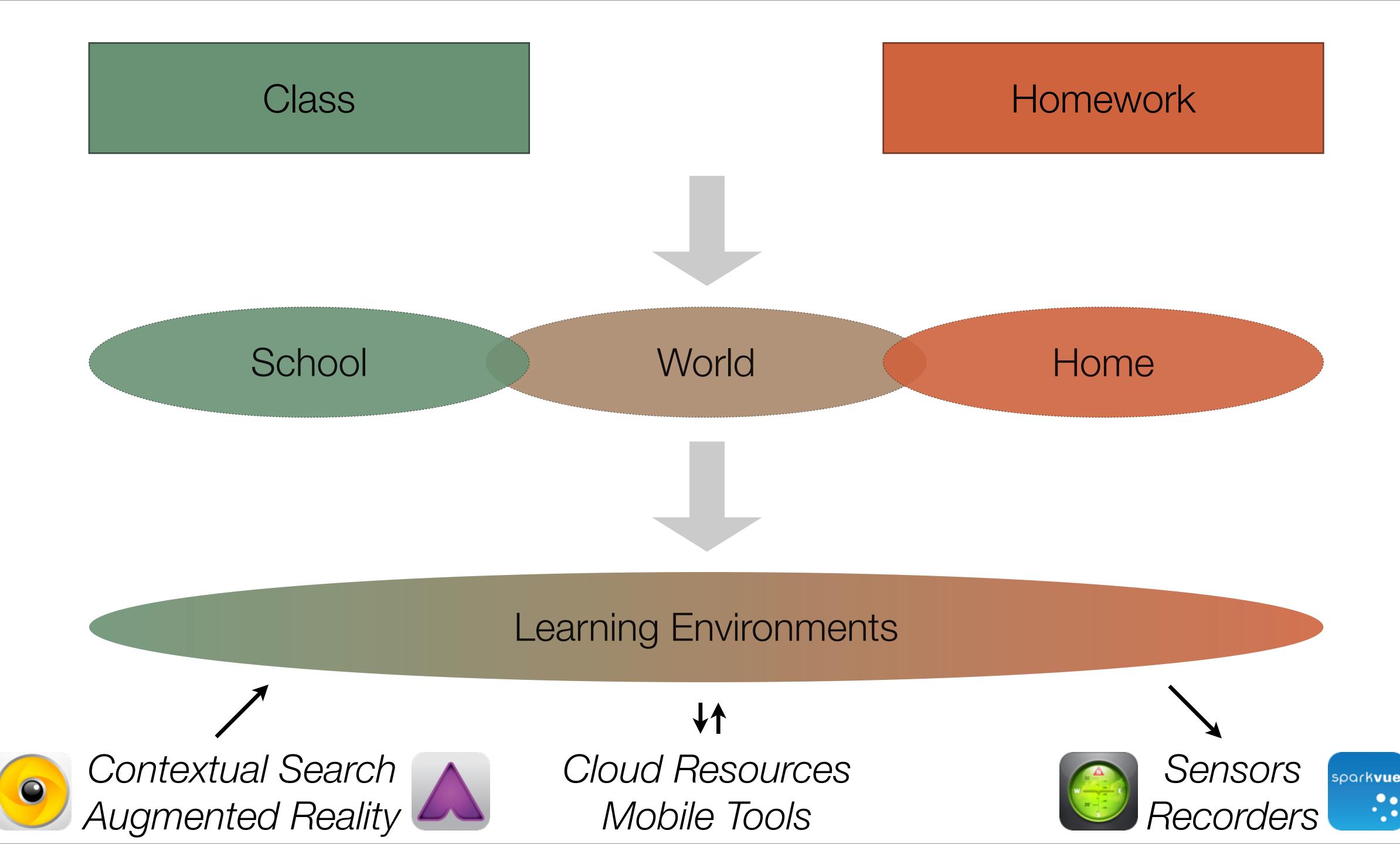
Telepresence





File Sharing

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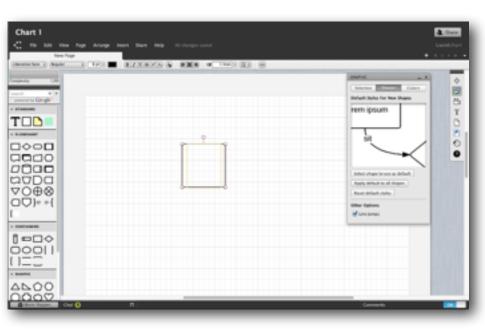






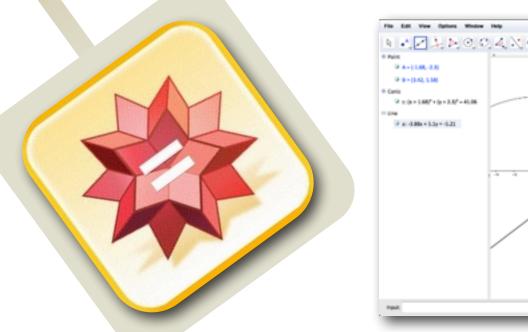


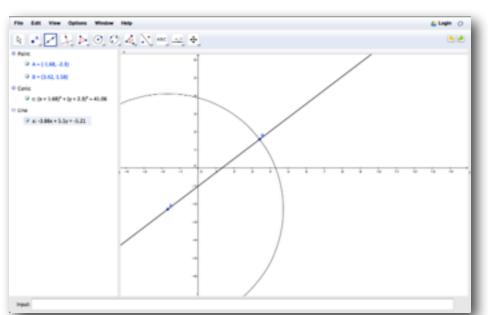




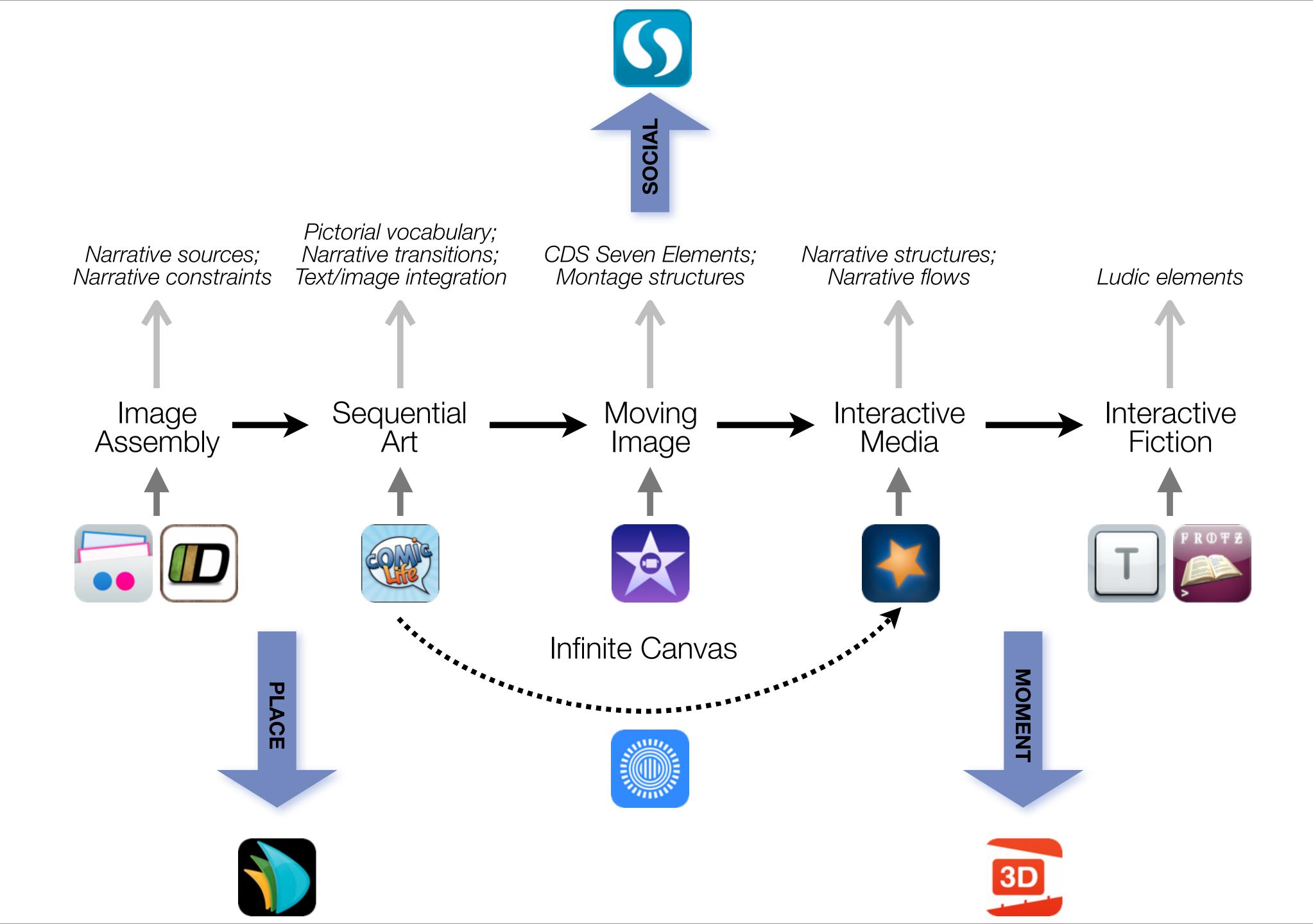








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Formal Definition of **Game** (Salen & Zimmerman)

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











Example #1: Science

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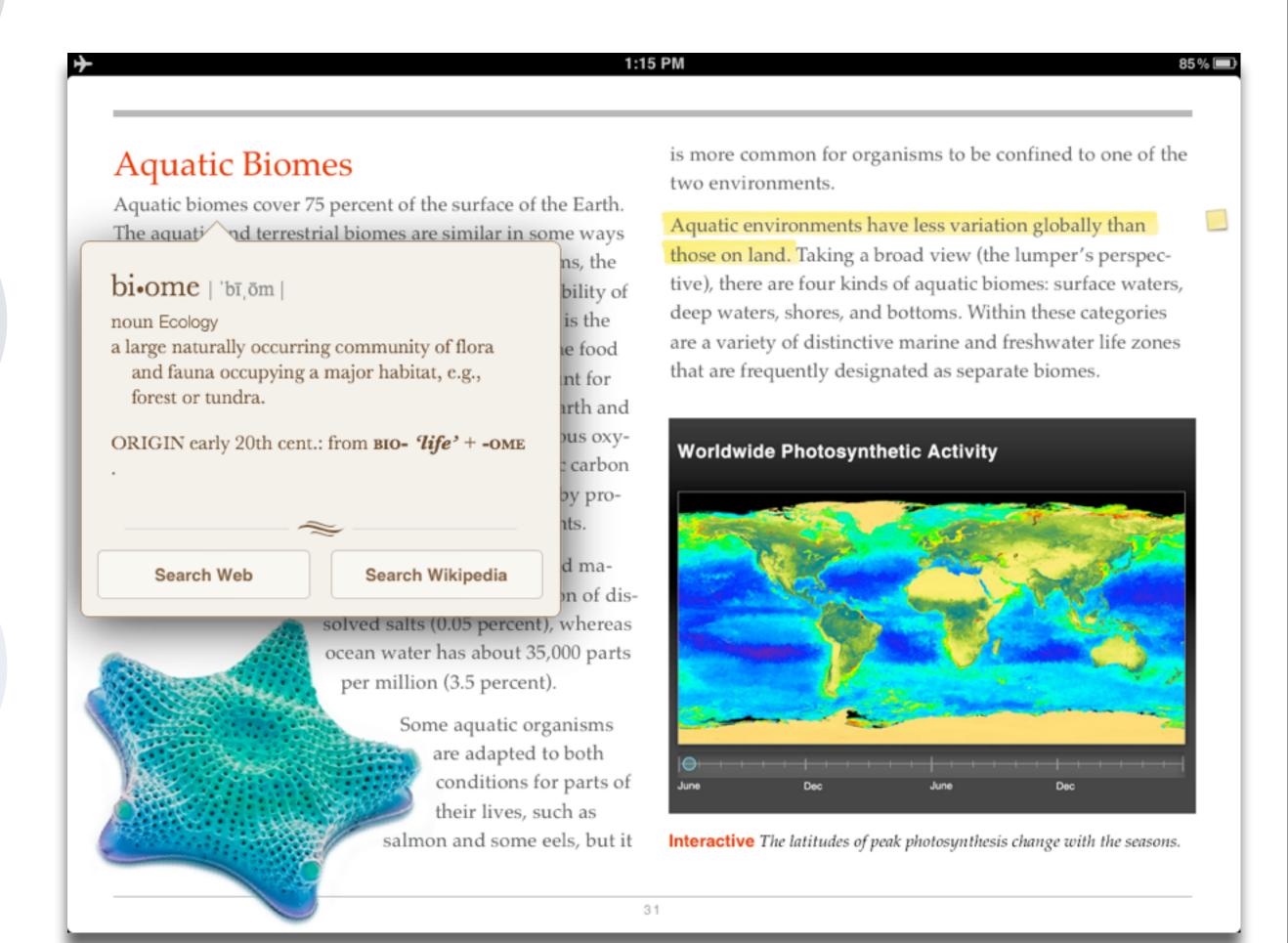
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EURASIAN COLLARED-DOVE

Streptopelia decaocto Locally common, exotic

12½-13 in. (32-33 cm)

Recent colonizer of N. America from Caribbean but native to Eurasia; rapidly increasing and spreading. Slightly chunkier than Mourning Dove, paler beige, and with square-cut tail. Note narrow black ring on hindneck. Grayish undertail coverts. Three-toned wing pattern in flight.

SPOTTED DOVE

Streptopelia chinensis Uncommon, local, exotic

12 in. (30-31 cm)

Note broad collar of black and white spots on hindneck. A bit larger than Mourning Dove; tail rounded with much white in corners. Juvenile: Lacks collar, but can be told by shape of spread tail.

ROCK PIGEON (ROCK DOVE, DOMESTIC PIGEON)

Columba livia
Common, exotic

12½ in. (32 cm)

Typical birds are gray with whitish rump, two black wing bars, and broad, dark tail band.

Domestic stock or feral birds may have many color variants.



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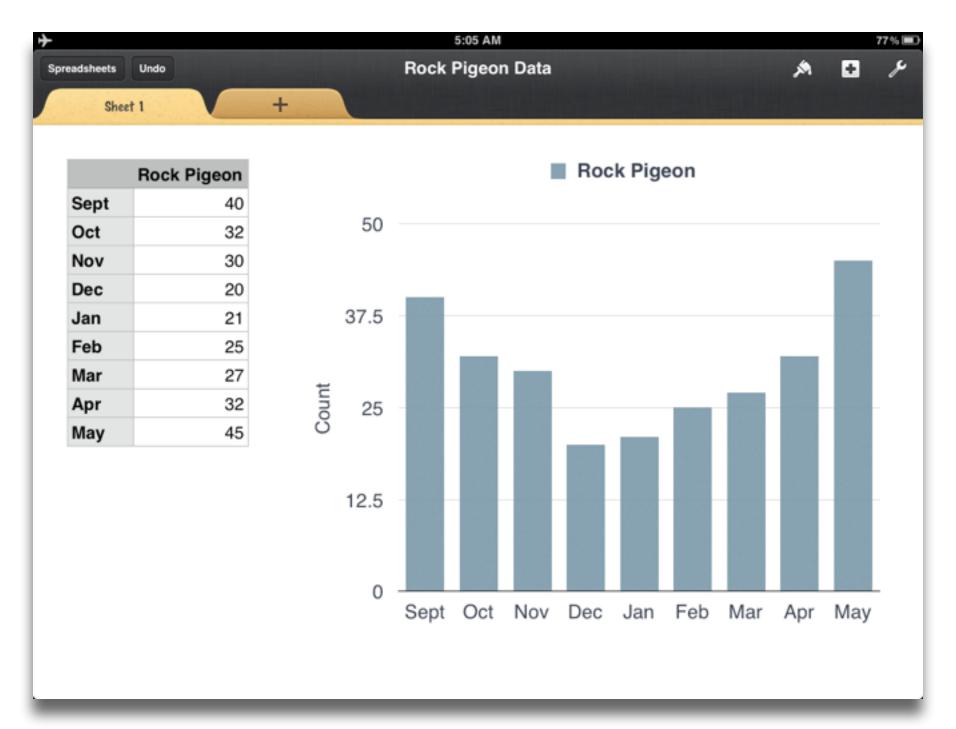
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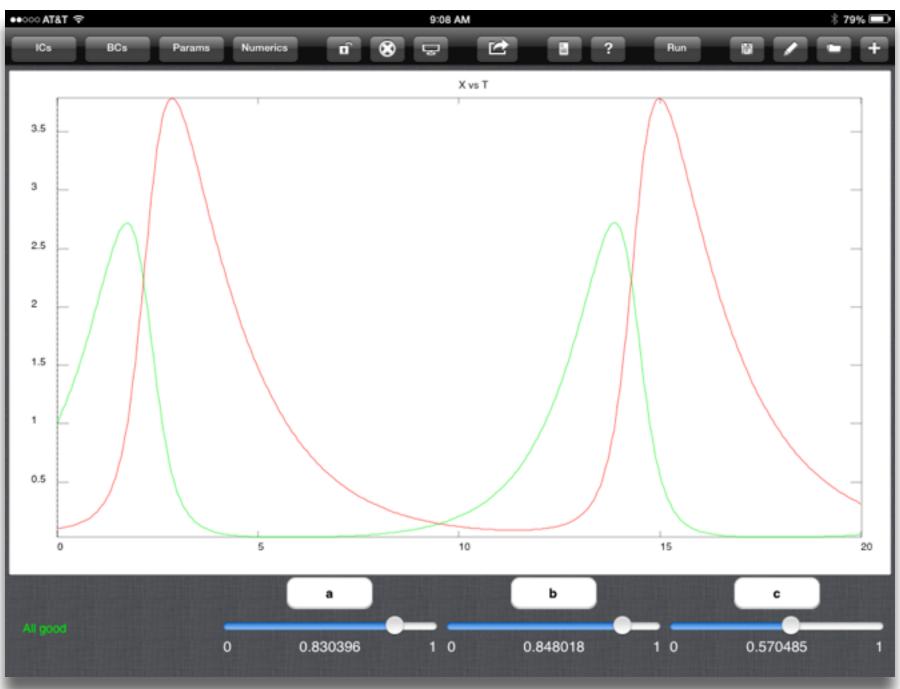
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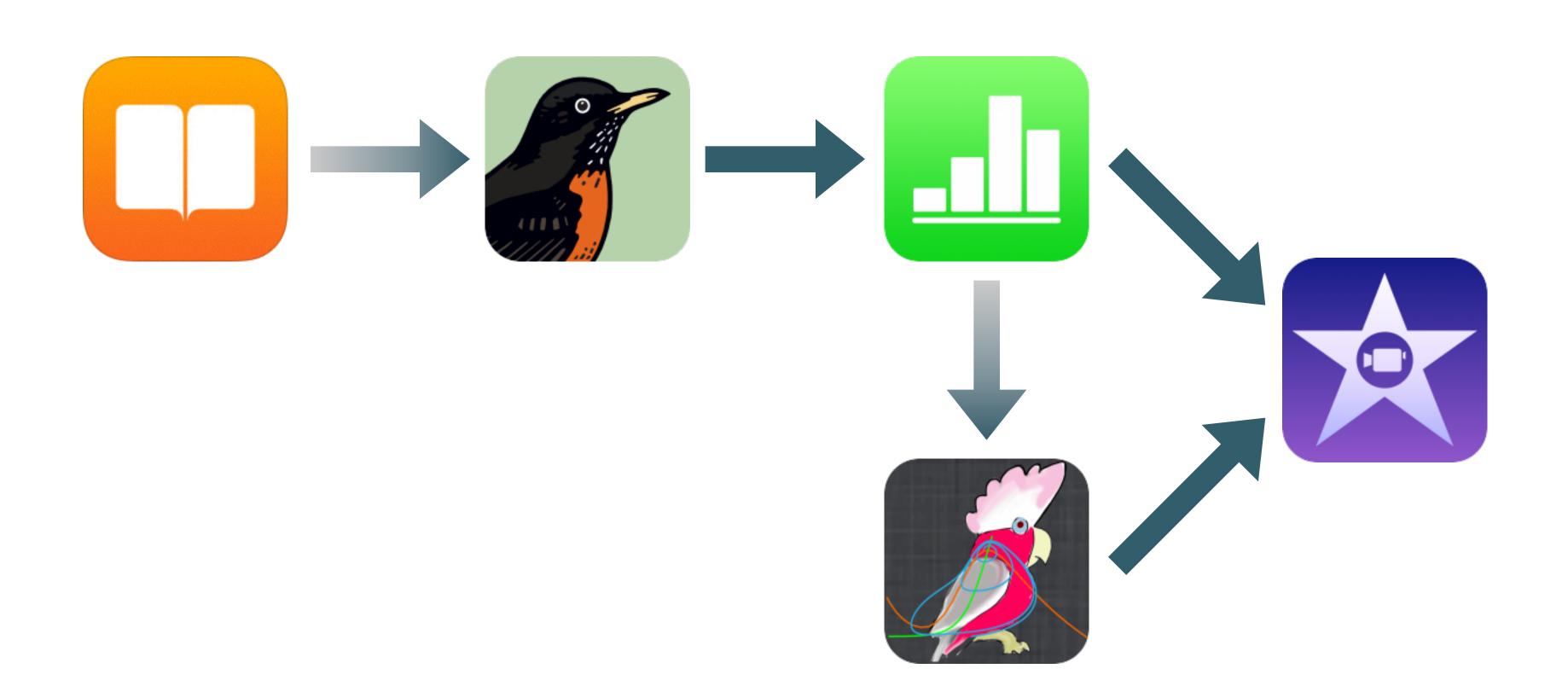
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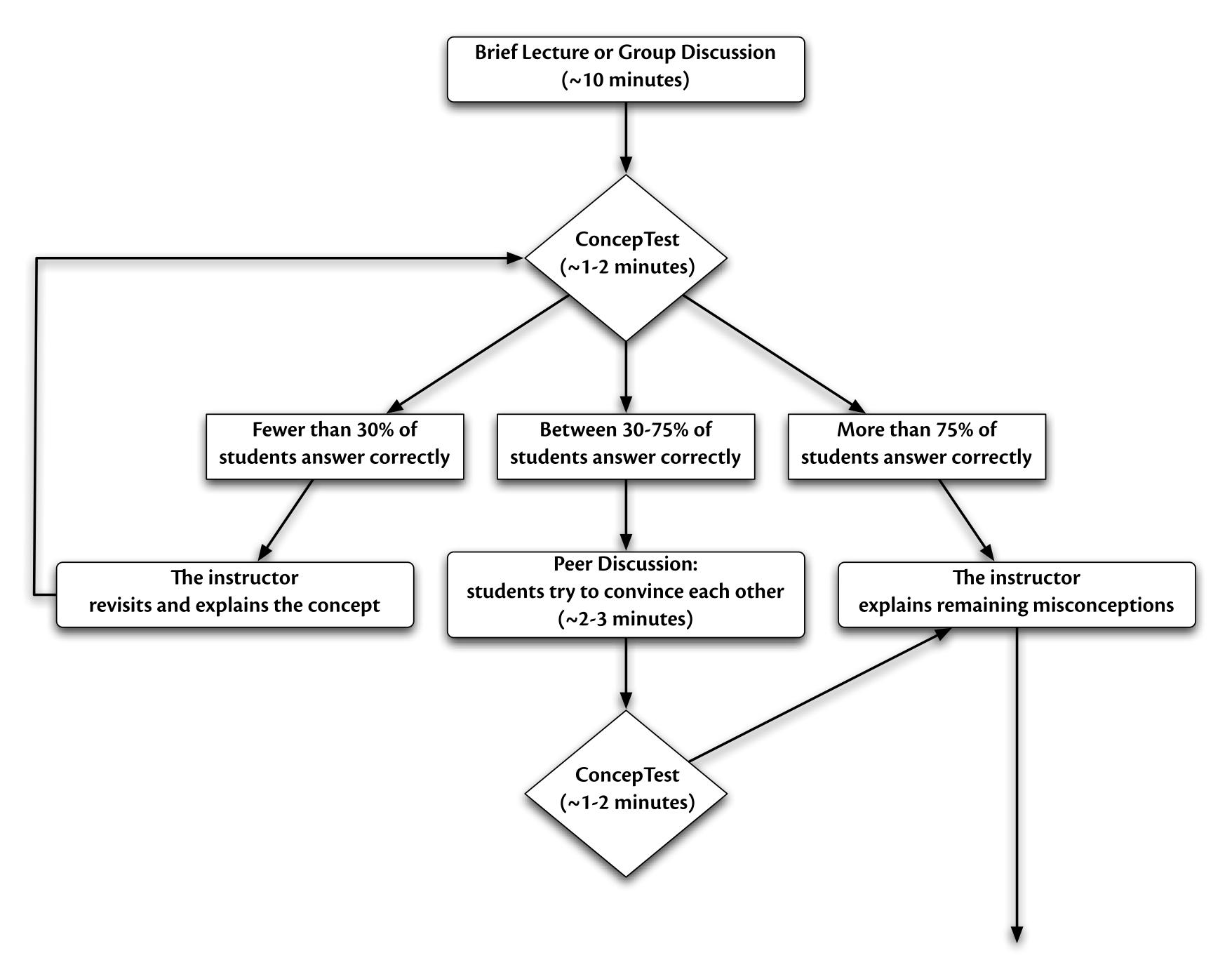
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Example #2: ELA



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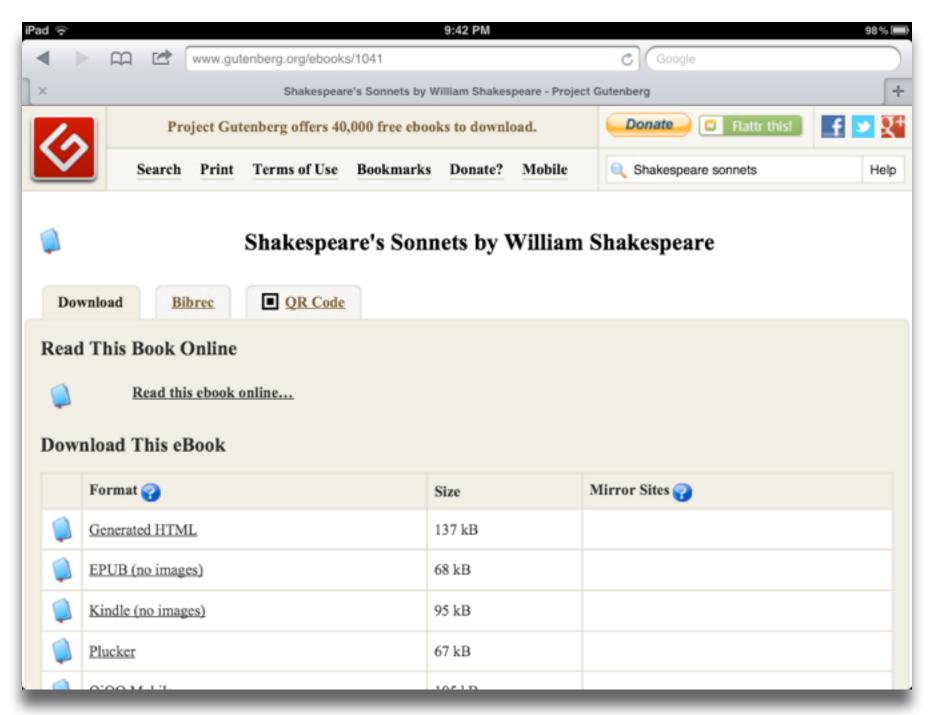
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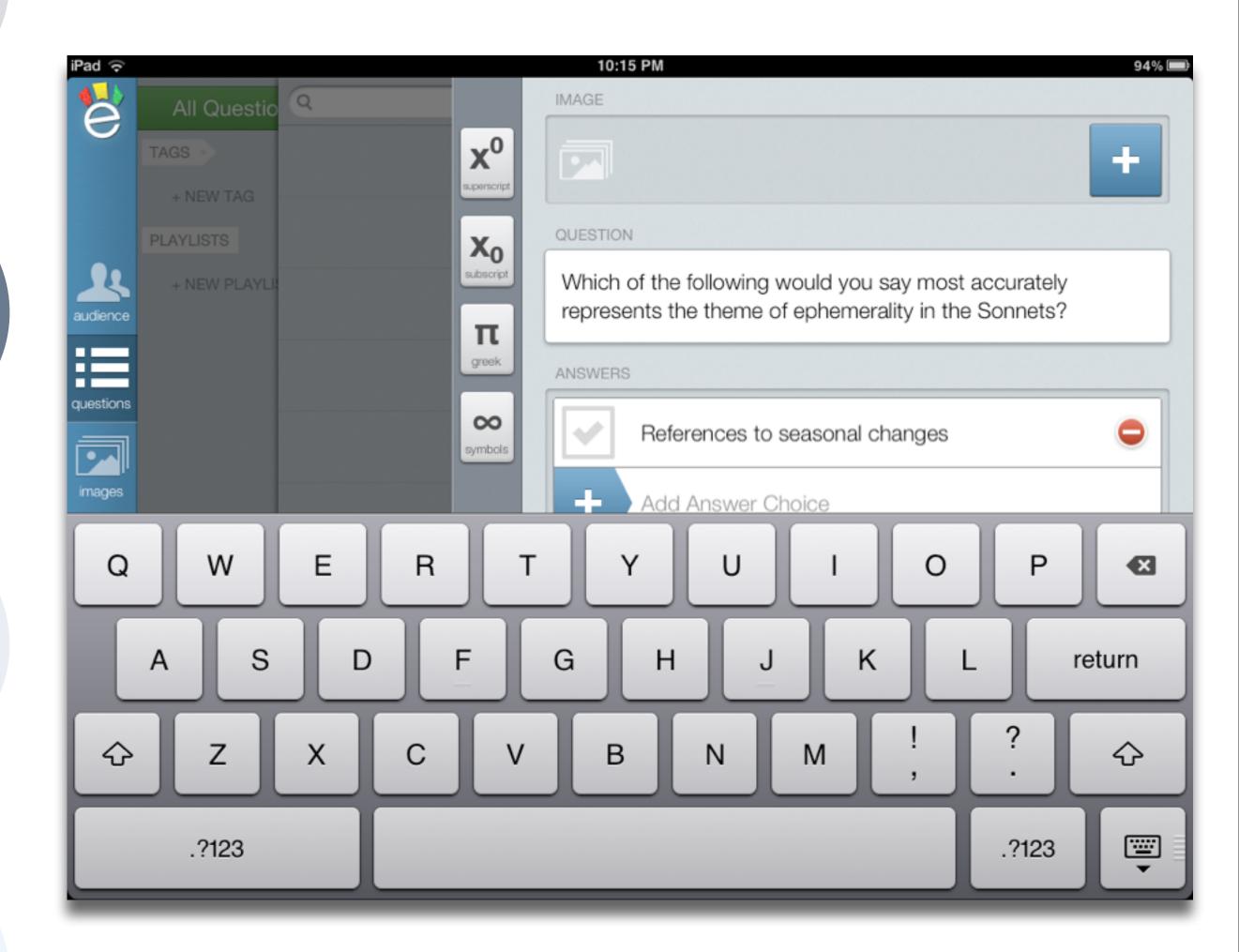
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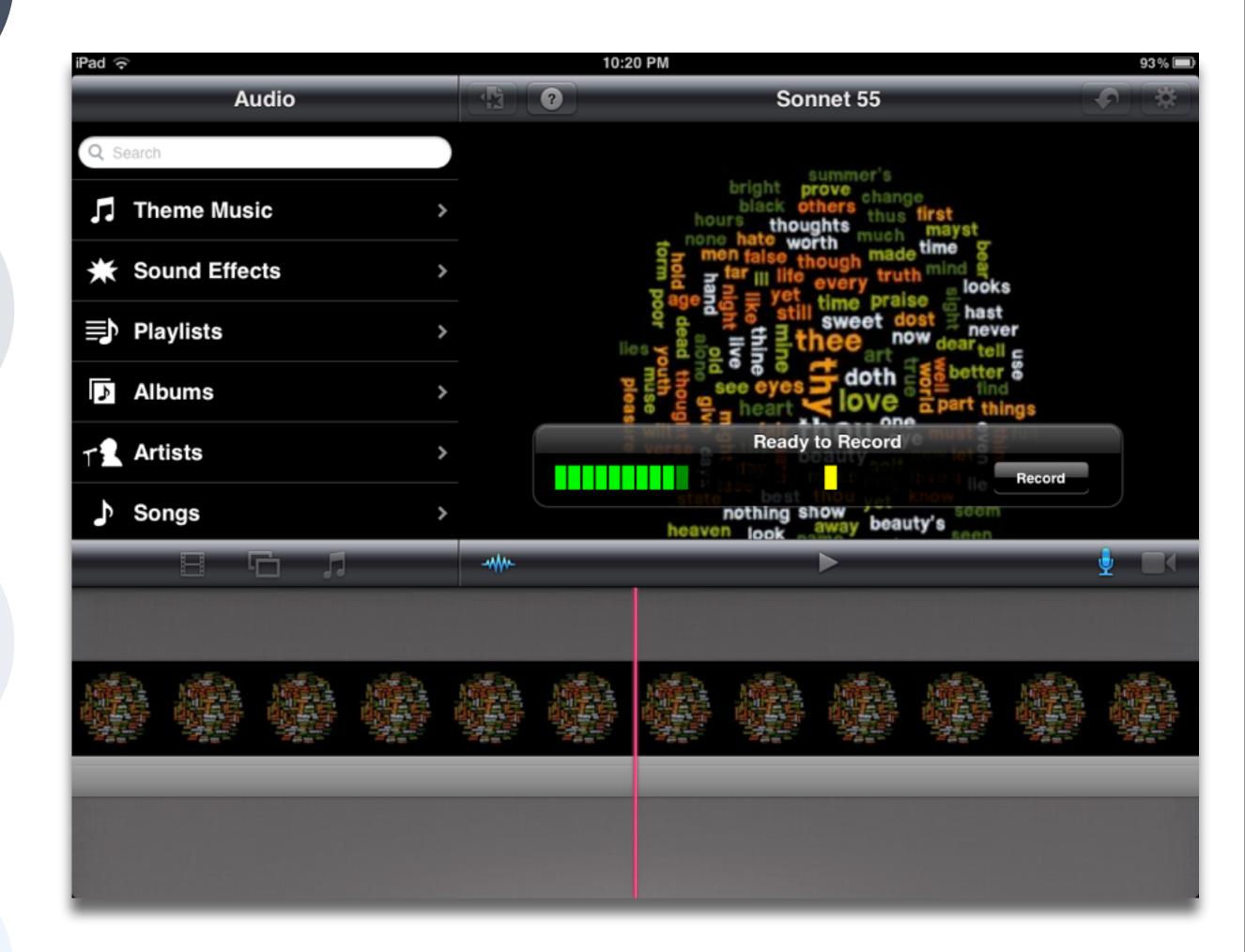
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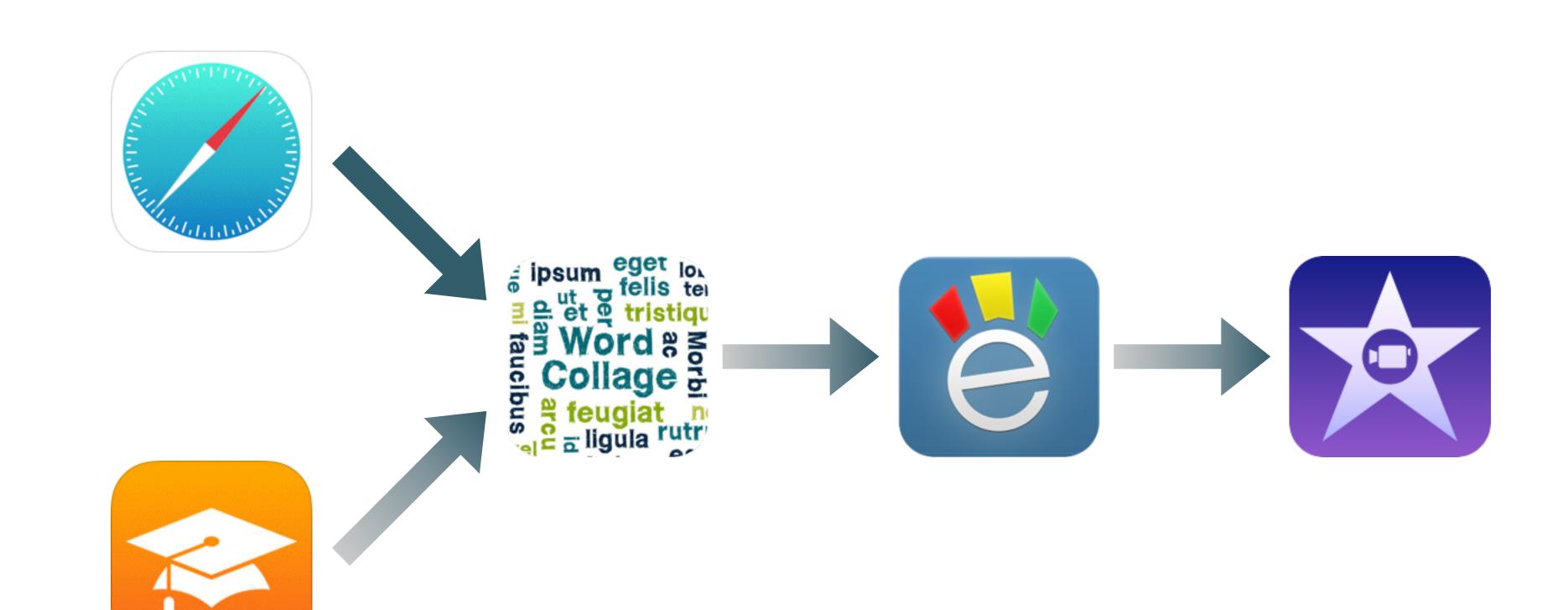
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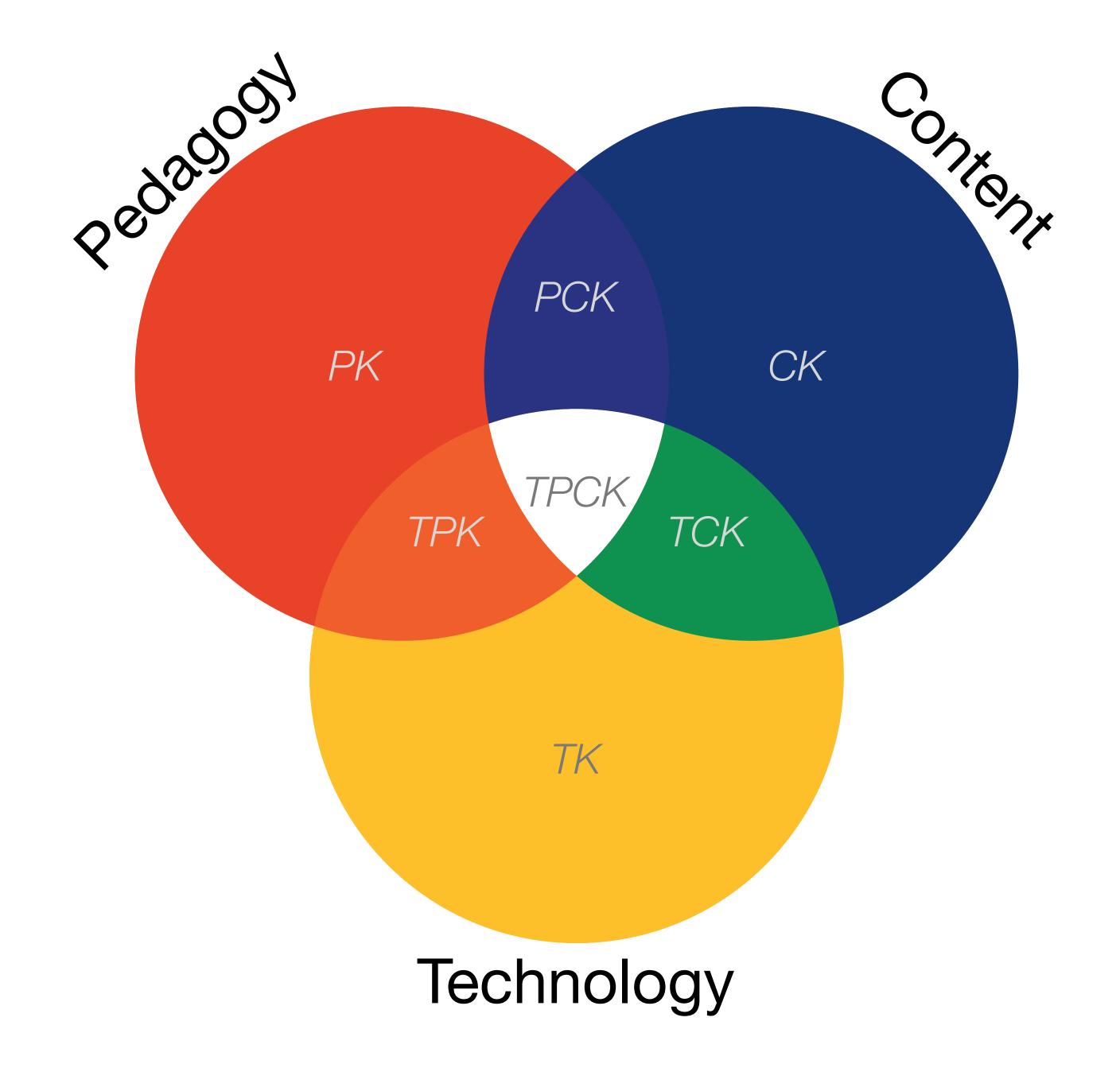
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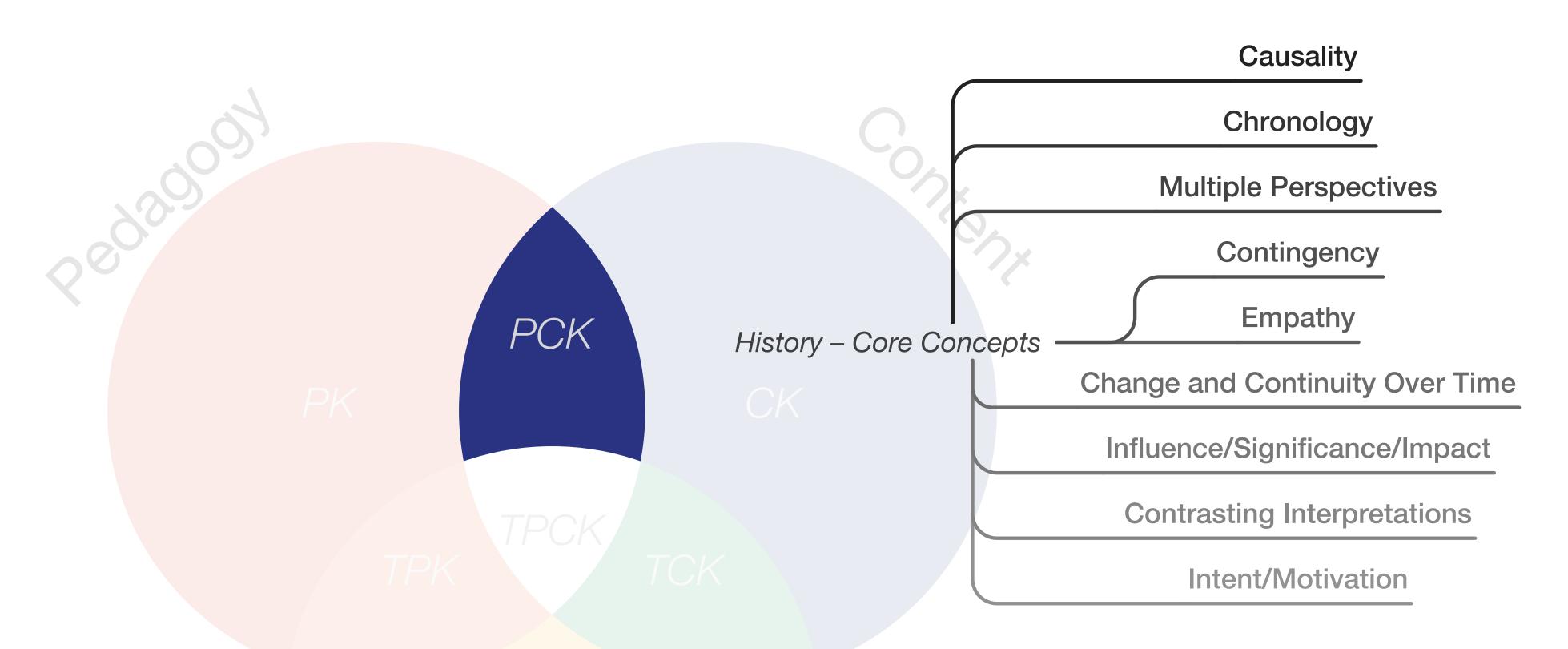
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Example #3: History





History - Guiding Criteria

Does the question represent an important issue to historical and contemporary times?

Is the question debatable?

Does the question represent a reasonable amount of content?

Will the question hold the interest of students?

Is the question appropriate given the materials available?

Is the question challenging for the students you are teaching?

What organizing historical concepts will be emphasized?

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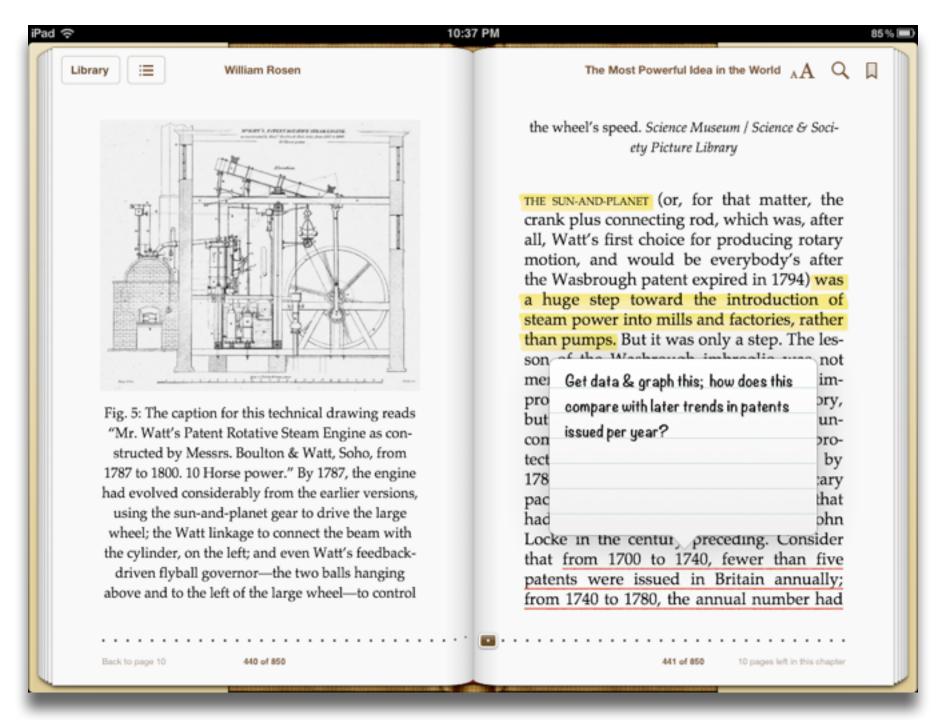
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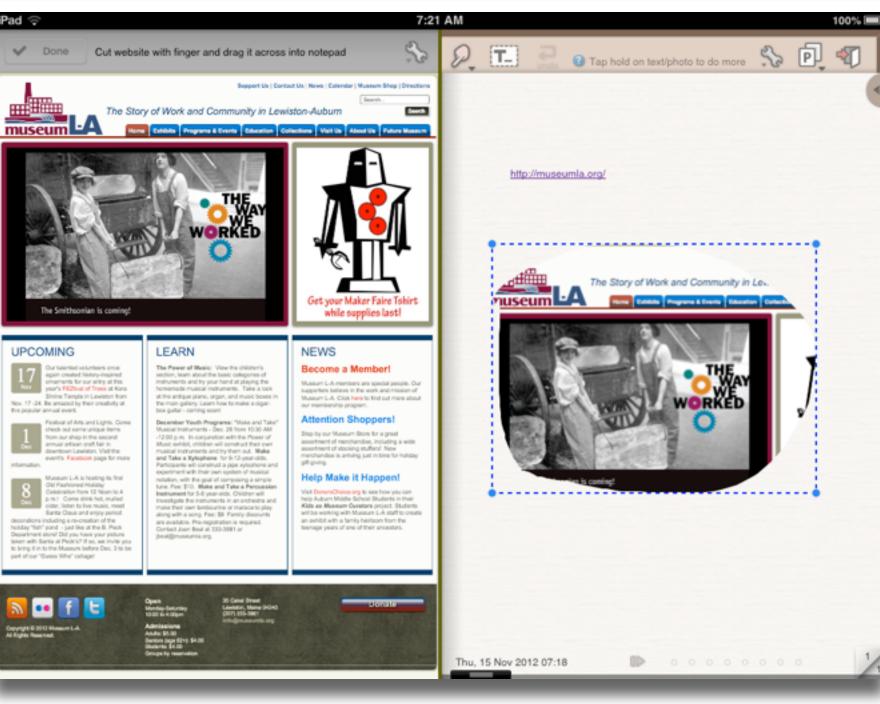
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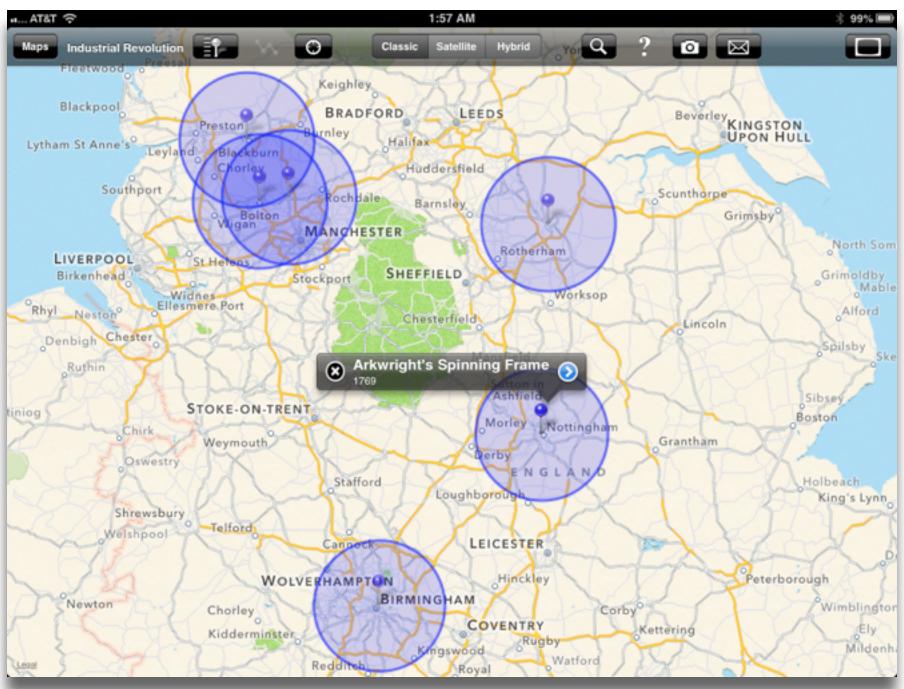
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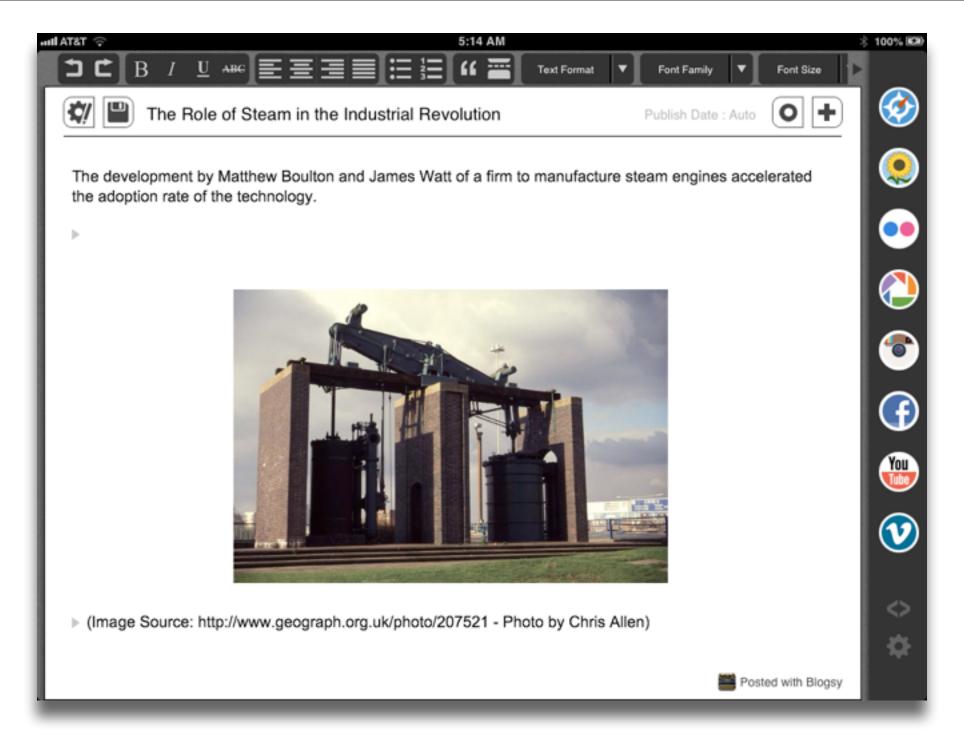
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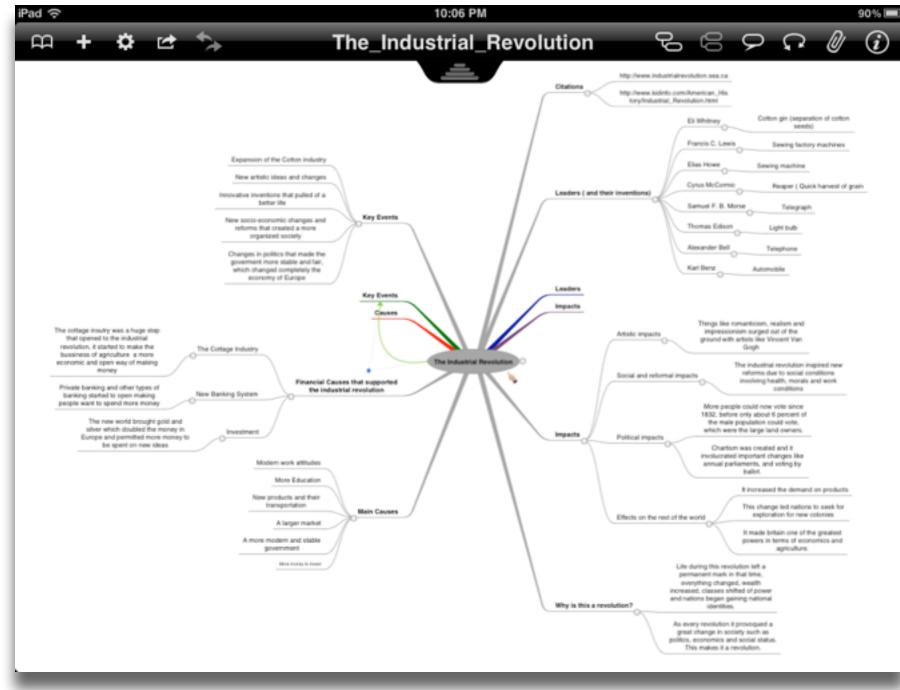
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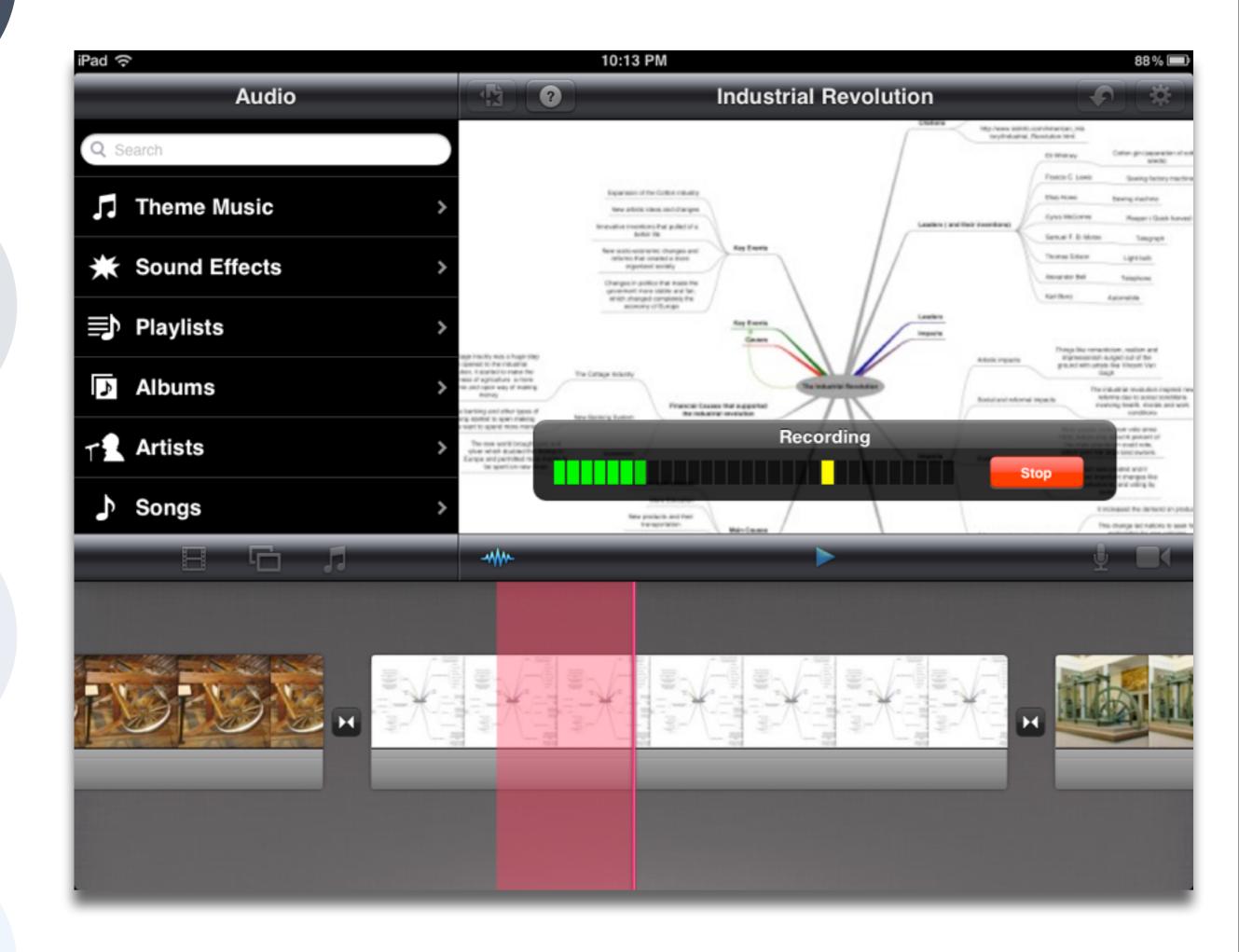
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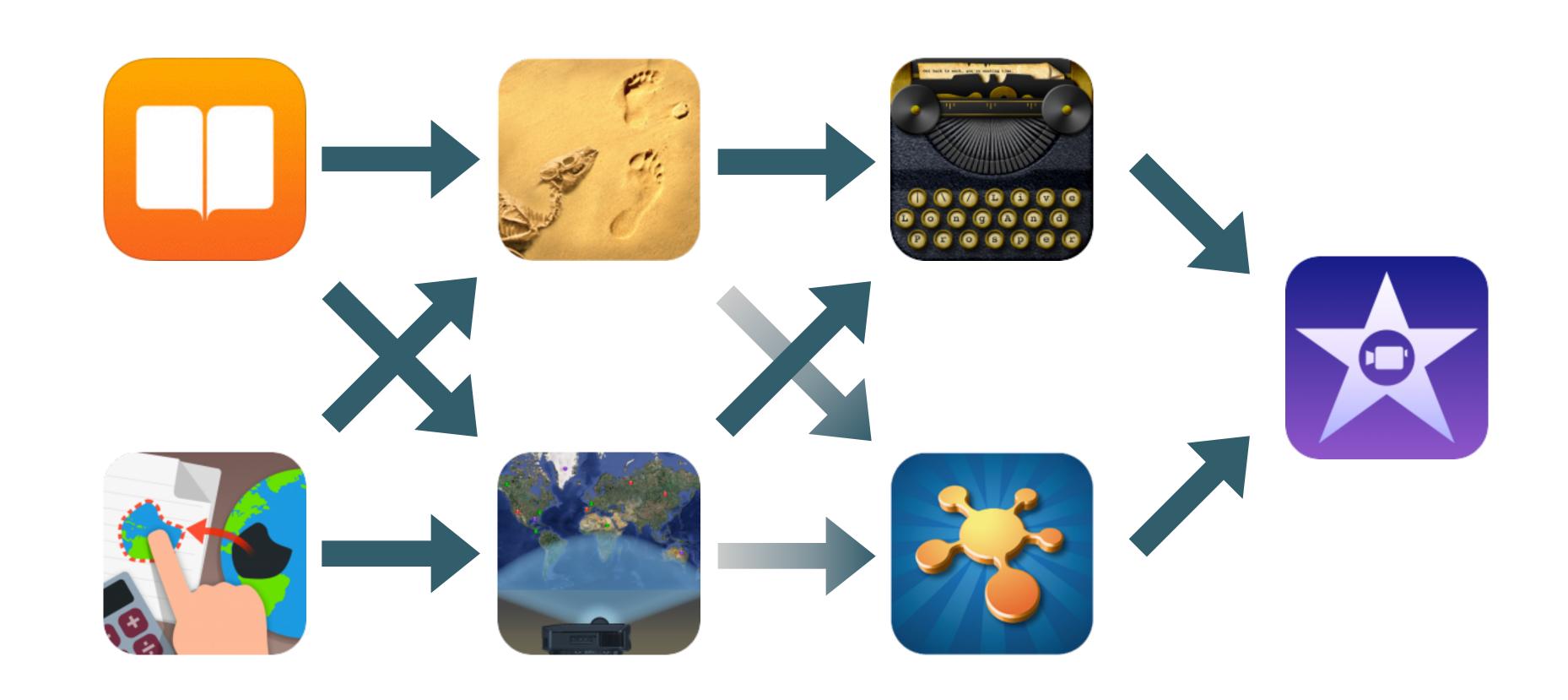
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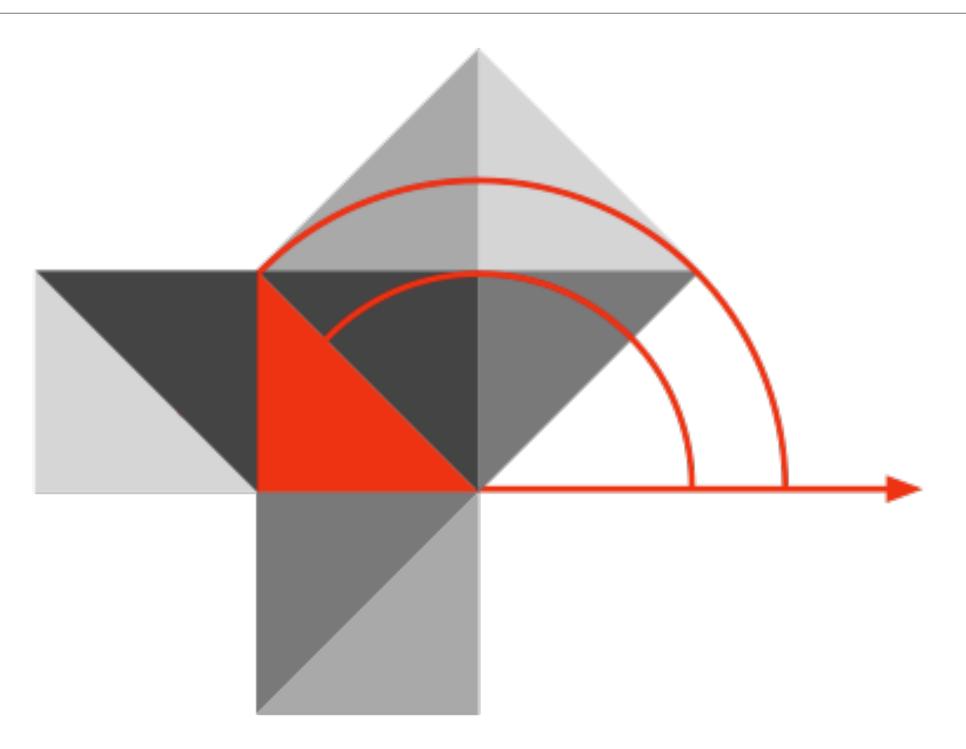
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Hippasus



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