# Frameworks for Learning and Intentional Technology Integration

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1. Black Swans and Antifragility



## Black Swan Events

- Cannot be predicted ahead of time
- Have a major effect
- Can be rationalized retrospectively

Taleb, Nassim Nicholas, The Black Swan: The Impact of the Highly Improbable (2007)



s

in HINDSIGHT

BLACK GWAN EVENTS

HIGHLY IMPACTFUL







![](_page_4_Picture_6.jpeg)

*ConverSketch* by Karina Branson – https://www.conversketch.com

## Nesting Grounds for Black Swans

![](_page_5_Figure_1.jpeg)

![](_page_6_Figure_0.jpeg)

	Near term, 2021–2040		Mid-term, 2	2041–2060	Long term, 2081–2100		
Scenario	Best estimate (°C)	<i>Very likely</i> range (°C)	Best estimate (°C)	<i>Very likely</i> range (°C)	Best estimate (°C)	<i>Very likely</i> range (°C)	
SSP1-1.9	1.5	1.2 to 1.7	1.6	1.2 to 2.0	1.4	1.0 to 1.8	
SSP1-2.6	1.5	1.2 to 1.8	1.7	1.3 to 2.2	1.8	1.3 to 2.4	
SSP2-4.5	1.5	1.2 to 1.8	2.0	1.6 to 2.5	2.7	2.1 to 3.5	
SSP3-7.0	1.5	1.2 to 1.8	2.1	1.7 to 2.6	3.6	2.8 to 4.6	
SSP5-8.5	1.6	1.3 to 1.9	2.4	1.9 to 3.0	4.4	3.3 to 5.7	

Masson-Delmotte et al. (eds.) IPCC, 2021: Summary for Policymakers. In: Climate Change 2021: The Physical Science Basis. Contribution of Working Group I to the Sixth Assessment Report of the Intergovernmental Panel on Climate Change. Cambridge University Press (2021).

#### Hot temperature extremes over land

#### 10-year event

Frequency and increase in intensity of extreme temperature event that occurred **once in 10 years** on average **in a climate without human influence** 

#### Future global warming levels 1850-1900 Present 1 °C 1.5 °C 2 °C 4 °C per 10 yea •• FREQUENCY now likely will likely will likely will likely Once occurs occur occur occur 2.8 times 4.1 times 5.6 times 9.4 times (2.8 - 4.7) (3.8 - 6.0) (1.8 - 3.2) (8.3 - 9.6) rease +6 °C +5 °C incr +4 °C +3 °C INTENSITY +2 °C -+1 °C 0 °C +1.2 °C +1.9 °C +2.6 °C +5.1 °C hotter hotter hotter hotter

#### Heavy precipitation over land 10-year event

Frequency and increase in intensity of heavy 1-day precipitation event that occurred **once in 10 years** on average **in a climate without human influence** 

![](_page_6_Figure_9.jpeg)

![](_page_6_Figure_10.jpeg)

#### Agricultural & ecological droughts in drying regions

#### 10-year event

Frequency and increase in intensity of an agricultural and ecological drought event that occurred **once in 10 years** on average **across drying regions in a climate without human influence** 

![](_page_6_Figure_14.jpeg)

#### 50-year event

Frequency and increase in intensity of extreme temperature event that occurred **once in 50 years** on average **in a climate without human influence** 

# Distribution of Automatibility in the US (Task-Based vs. Occupation-Based Approach)

![](_page_7_Figure_1.jpeg)

Arntz, M., T. Gregory and U. Zierahn (2016), "The Risk of Automation for Jobs in OECD Countries: A Comparative Analysis", OECD Social, Employment and Migration Working Papers, No. 189, OECD Publishing, Paris.

## After the Swan: Four Paths

![](_page_8_Figure_1.jpeg)

## Unpacking the Impact: Three Layers

![](_page_9_Figure_1.jpeg)

![](_page_9_Figure_2.jpeg)

![](_page_10_Picture_0.jpeg)

![](_page_10_Picture_1.jpeg)

Networks

ConverSketches by Karina Branson – https://www.conversketch.com

![](_page_10_Picture_4.jpeg)

![](_page_10_Picture_5.jpeg)

![](_page_10_Picture_6.jpeg)

![](_page_11_Picture_0.jpeg)

- How do I make this course antifragile?
- How do I make this degree antifragile?
- How do I make this institution antifragile?

# How do I make this student learning antifragile?

How do I make this unit of instruction antifragile?

Given these Black Swan nesting grounds, what do you see as the three most pressing challenges for your school?

Given what you have seen thus far, including the challenges listed by participants, what questions do you have at this point?

## 2. SAMR and Antifragility

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

Ruben R. Puentedura, As We May Teach: Educational Technology, From Theory Into Practice. (2009)

Social	Mobility	Visualization	Storytelling	Gamin
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
			the that the the the the the the the the the th	

![](_page_17_Picture_1.jpeg)

![](_page_17_Picture_2.jpeg)

The E	EdTech Quinte
Social	Commur
Mobility	Anytime,
Visualization	Making
Storytelling	Knowledg
Gaming	Feedback L

## et – Associated Practices

- nication, Collaboration, Sharing
- Anyplace Learning and Creation
- g Abstract Concepts Tangible
- ge Integration and Transmission
- Loops and Formative Assessment

# Building Antifragility 1. Before the Swan

![](_page_19_Picture_1.jpeg)

# Building Antifragility 2. Unfolding the Unit

# Resilience

## Resilience

## Infrastructure

![](_page_20_Picture_4.jpeg)

## Learning

## Antifragility

Environment

# Building Antifragility 3. Scaffolding with SAMR

![](_page_21_Figure_1.jpeg)

**Modification** Tech allows for significant task redesign

Resilience

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

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

## Infrastructure

Redefinition Tech allows for the creation of new tasks, previously inconceivable **Modification** Tech allows for significant task redesign Antifragility Augmentation Tech acts as a direct tool substitute, with functional improvement **Substitution** Tech acts as a direct tool substitute, with no functional change Learning Tech allows for the creation of new tasks, previously inconceivable Antifragility Tech allows for significant task redesign Tech acts as a direct tool substitute, with functional improvement Tech acts as a direct tool substitute, with no functional change

Environment

Redefinition

**Modification** 

Augmentation

**Substitution** 

ilience

![](_page_21_Picture_10.jpeg)

# Building Antifragility 4. An Example in 3 Parts

![](_page_22_Picture_1.jpeg)

#### Telepresence

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

Modification Tech allows for significant task redesign

Resilience

Augmentation

Tech acts as a direct tool substitute, with functional improvement

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

### Infrastructure

# STEM Activity

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

**Modification** Tech allows for significant task redesign

Antifragility

#### Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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

#### Learning

#### Collaboration

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

**Modification** 

Tech allows for significant task redesign

Antifragility

Augmentation

Tech acts as a direct tool substitute, with functional improvemen

Substitution Tech acts as a direct tool substitute,

with no functional change

Environment

![](_page_22_Picture_29.jpeg)

![](_page_23_Figure_0.jpeg)

![](_page_23_Figure_2.jpeg)

# Defining Hybrid Modes of Learning

Hybrid Modes of Learning are those where:

- *(f2f)* mode;
- At least some of the instruction takes place *synchronously* for both groups;
- *unpredictable* fashion for example:
  - half the students are remote one week, and f2f the next;
  - exposure, and have to attend class remotely.

• Some students attend class *remotely online*, and some students attend class in *face to face* 

• The students that are remote, and those that are f2f may change over time in *predictable* or

• *Predictable*: a rotation schedule, required by classroom COVID-19 occupancy limits, where

Unpredictable: in any given week, a student may not be able to attend f2f due to COVID-19

![](_page_24_Picture_12.jpeg)

## Infrastructure: Telepresence and Hybrid Modes

	S	A	Μ	R
Design Focus	Robust Substitutive Use of Zoom	Enhancing Telepresence	Defining Collaboration	Scaffolding Agency
Practices	<ul> <li>Personal space</li> <li>On/off choice</li> <li>Total "on" time</li> <li>Limited duration</li> <li>Environmental space</li> <li>Backgrounds</li> <li>Space differentiation</li> <li>Breakout rooms</li> <li>Classroom materials</li> <li>Resource libraries</li> </ul>	<ul> <li>Spaces</li> <li>physical</li> <li>conceptual</li> <li>Uses</li> <li>learning</li> <li>social</li> <li>recreational</li> <li>Presence</li> <li>local/remote</li> <li>sync/async</li> </ul>	<ul> <li>Collective functions</li> <li>create asymmetric actions</li> <li>Local/Remote</li> <li>define reciprocal options</li> </ul>	<ul> <li>Creating student spaces</li> <li>Supporting student projects</li> <li>Framing student worlds</li> </ul>

## 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

![](_page_26_Picture_5.jpeg)

#### Infrastructure Primary Focus: Shared Telepresence

![](_page_26_Picture_7.jpeg)

#### Augmentation

Tech acts as a direct tool substitute, with functional improvement

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

![](_page_27_Figure_5.jpeg)

### **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

#### Integration Primary Focus: Enhanced Social Networks

![](_page_28_Figure_5.jpeg)

![](_page_28_Picture_6.jpeg)

## 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

#### **Differentiation** Primary Focus: Shared Video Creation

![](_page_29_Figure_5.jpeg)

![](_page_29_Picture_6.jpeg)

## 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

![](_page_30_Figure_5.jpeg)

#### Infrastructure Primary Focus: Analytic/Modeling Tools

![](_page_30_Picture_7.jpeg)

#### Augmentation

Tech acts as a direct tool substitute, with functional improvement

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

![](_page_31_Figure_5.jpeg)

### **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

### Integration Primary Focus: Computational Thinking

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![](_page_32_Picture_6.jpeg)

![](_page_32_Picture_7.jpeg)

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

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

#### Differentiation Primary Focus: Making/Measuring

![](_page_33_Picture_5.jpeg)

![](_page_33_Picture_6.jpeg)

## **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

## Differentiation Primary Focus: Agents Develop learner/community agency

### Integration Primary Focus: Networks Create people/practice networks

#### **Amplification** *Primary Focus: System Dynamics Enhance selected leverage points*

#### Infrastructure Primary Focus: EdTech Baseline Implement shared tools and practices

![](_page_34_Picture_10.jpeg)

# Additional Resources

#### • SAMR and the EdTech Quintet:

- For an overview of both models in one location, this video covering the basics is probably the best place to start:
  - Technology in Education: A Brief Introduction <a href="https://youtu.be/rMazGEAiZ9c">https://youtu.be/rMazGEAiZ9c</a>
- One particularly accessible and concise introduction focusing exclusively on the SAMR model was codeveloped with Common Sense Education:
  - What is the SAMR Model? <u>https://youtu.be/9b5yvgKQdqE</u>
  - How to Apply the SAMR Model <u>https://youtu.be/ZQTx2UQQvbU</u>
  - The Impact of the SAMR Model <u>https://youtu.be/SWU0Dzz6gs0</u>
- The EdTech Quintet has a rather interesting set of connections to older much older technologies, as discussed in this presentation:
  - The NMC Perspective Series: Ideas that Matter <u>https://youtu.be/NemBarqD6qA</u>
- Finally, for those wishing to dig a little deeper, a conversation between Dr. Bebell and Dr. Puentedura has more of the inside story on the research:
  - Demystifying SAMR <u>https://youtu.be/L9h9ePoXqS8</u>

#### • Black Swan Thinking:

- Dr. Puentedura's ongoing project, sponsored by ASU under its ShapingEDU umbrella:
  - What Are Black Swan Events?
  - Of Swans, Dragons, and How to Tell Them Apart (Without Getting Singed)
  - Session 1: Why The Little Dutch Boy Was The Little Doomed Boy
  - Session 2: How The Leopard Didn't Get Its Spots
  - Session 3: Who Framed The Narrative Of Cock Robin?
  - Black Swan Thinking Foundations
  - A Black Swan Game

## Hippasus

![](_page_36_Picture_1.jpeg)

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

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![](_page_36_Picture_4.jpeg)