

SAMR and UDL

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

Universal Design for Learning - Three Principles

1. Provide Multiple Means of Representation

- Provide options for perception
- Provide options for language, expressions, and symbols
- Provide options for comprehension

2. Provide Multiple Means of Action and Expression

- Provide options for physical action
- Provide options for expression and communication
- Provide options for executive function

3. Provide Multiple Means of Engagement

- Provide options for recruiting interest
- Provide options for sustaining effort and persistence
- Provide options for self-regulation

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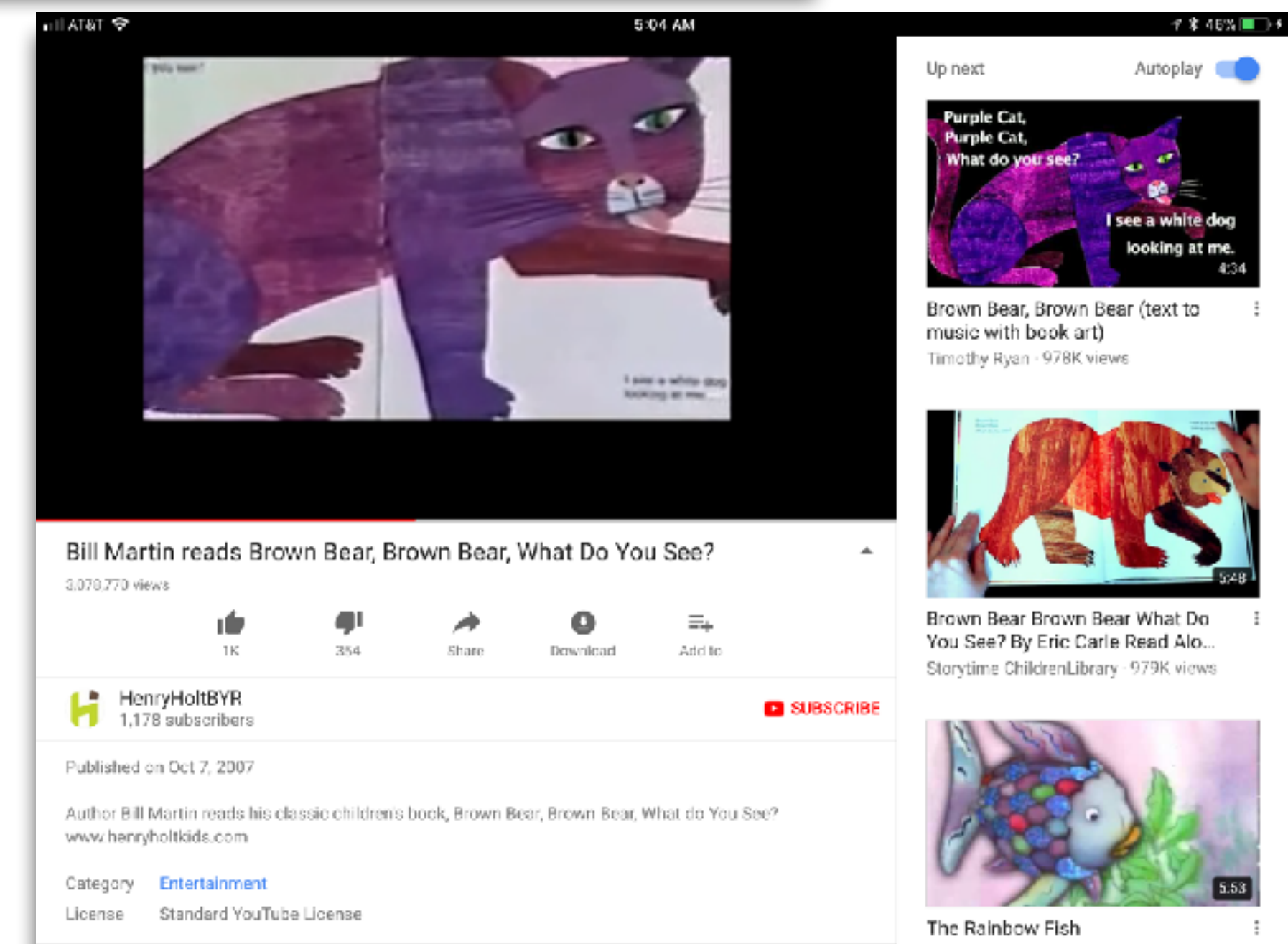
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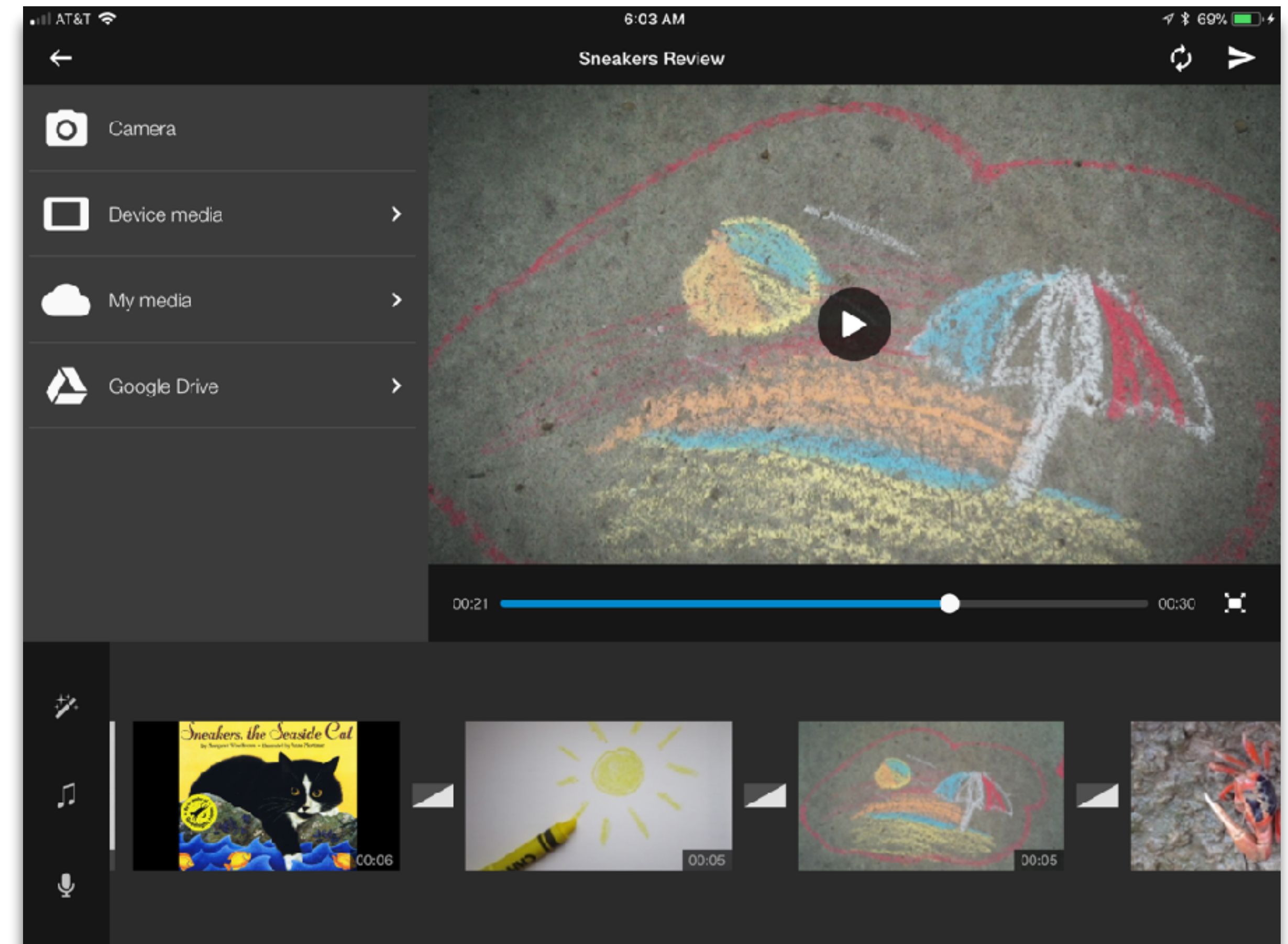
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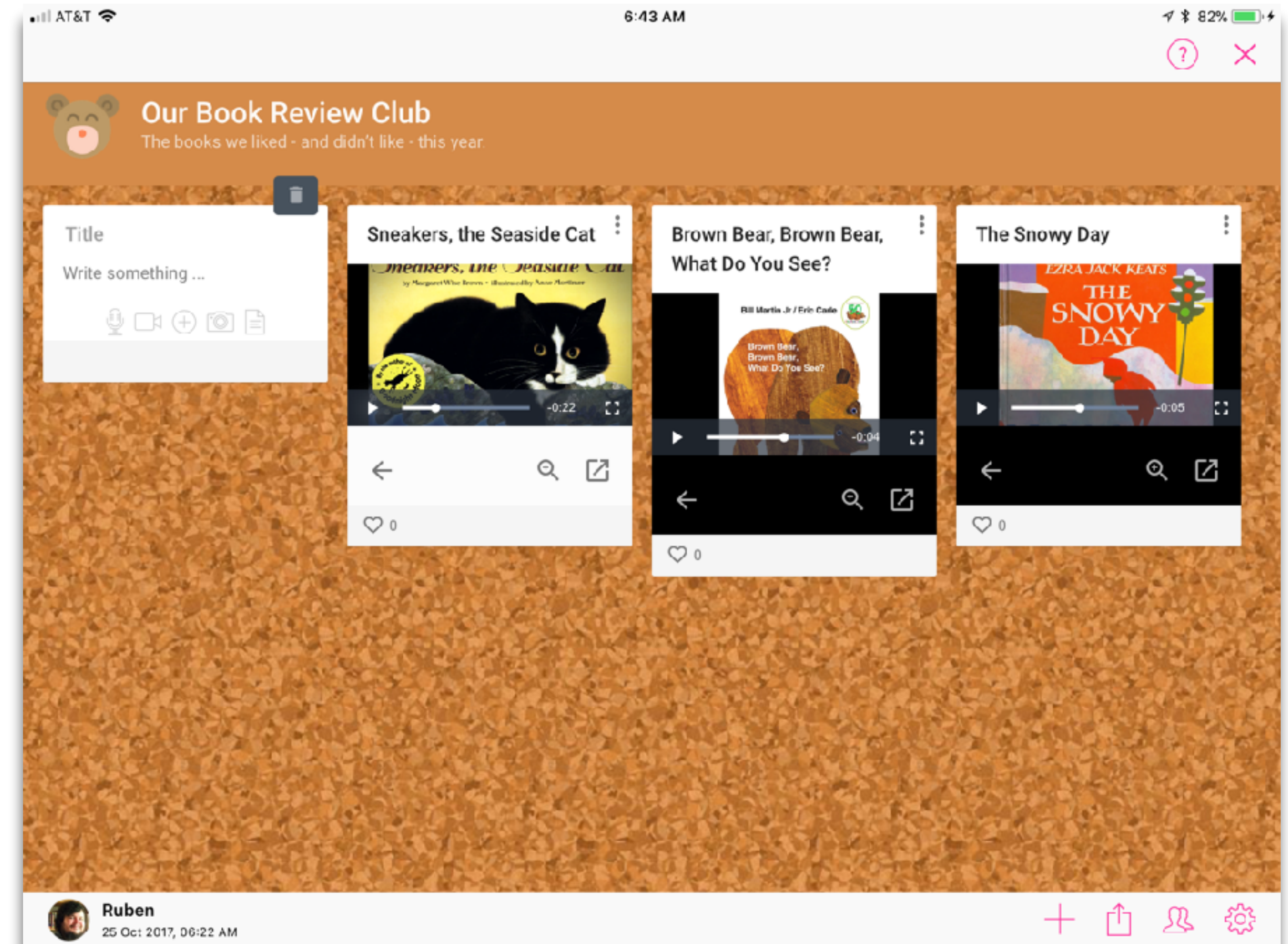
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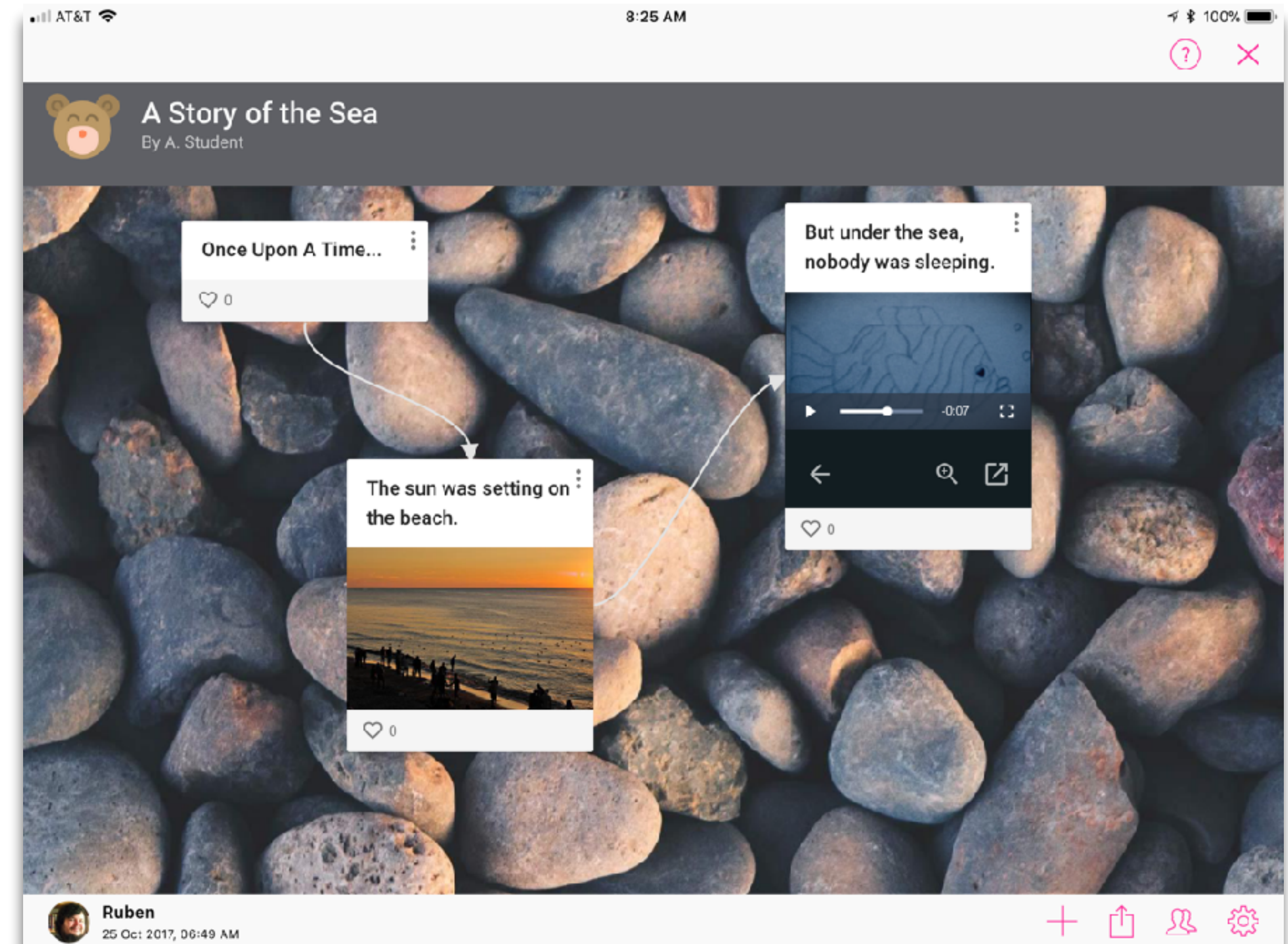
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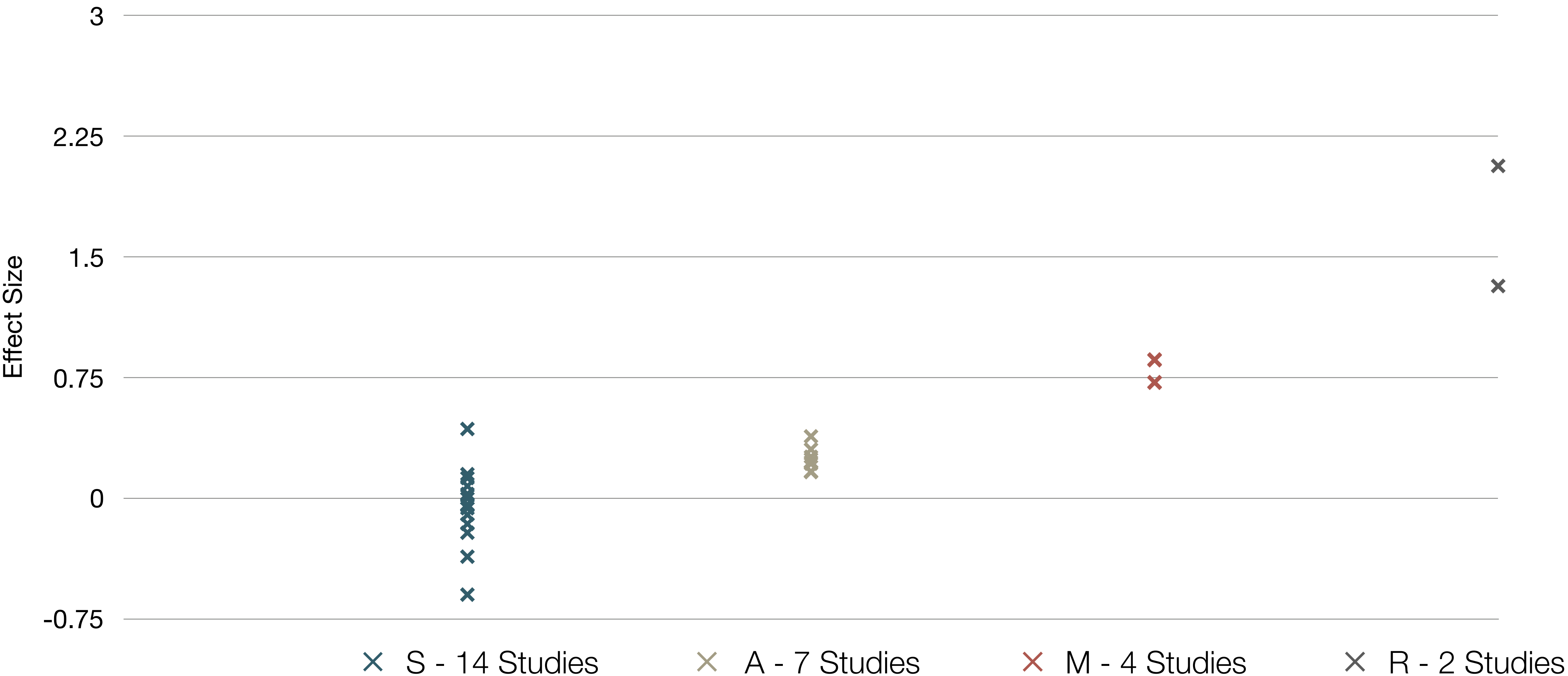
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SAMR and the Use of Tablets in Education



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

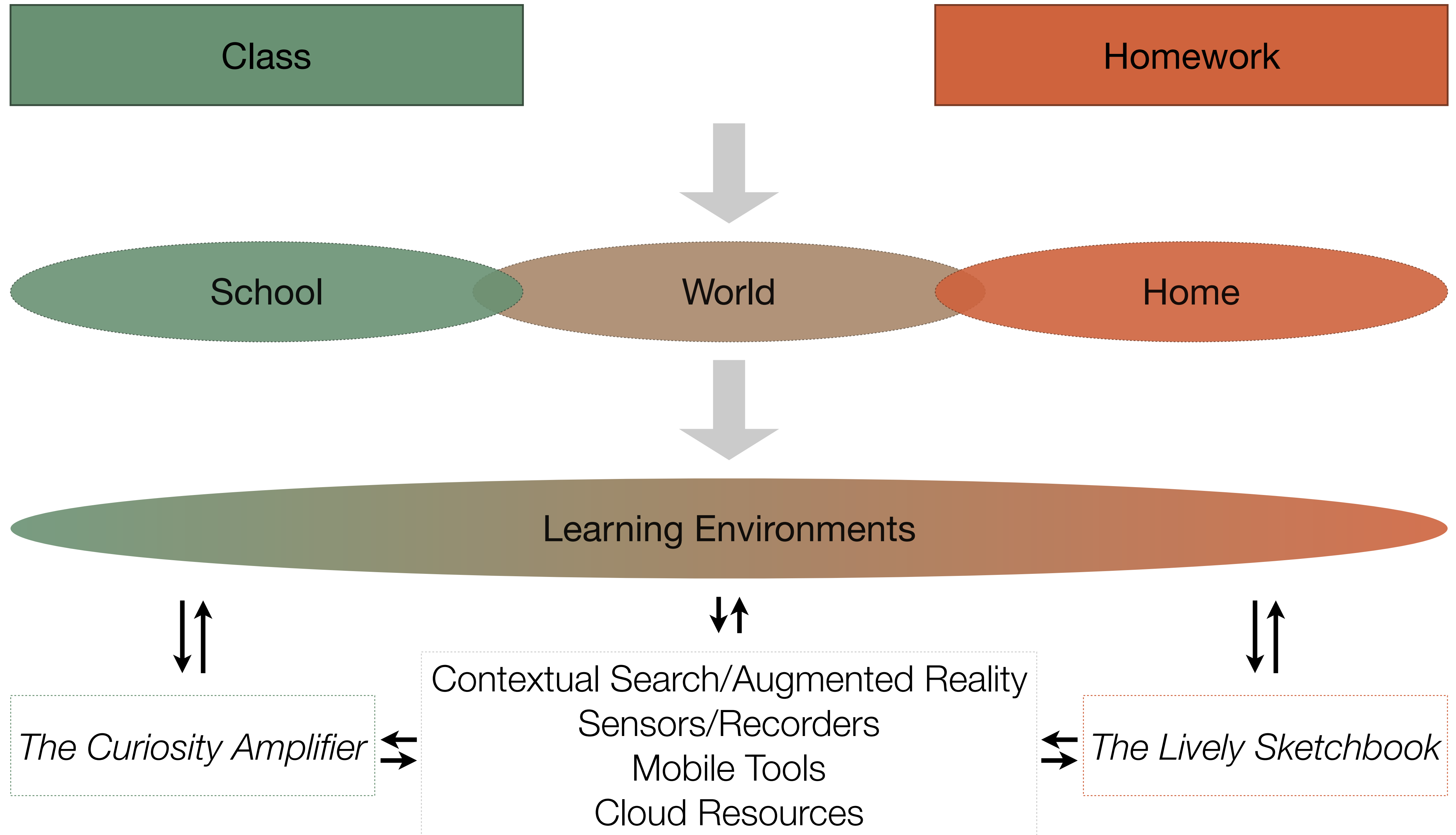


Wikis

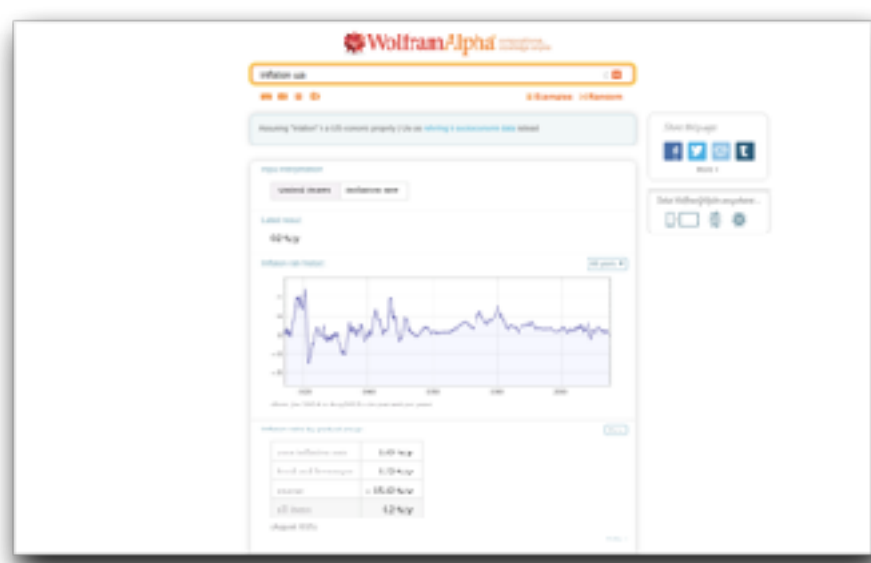
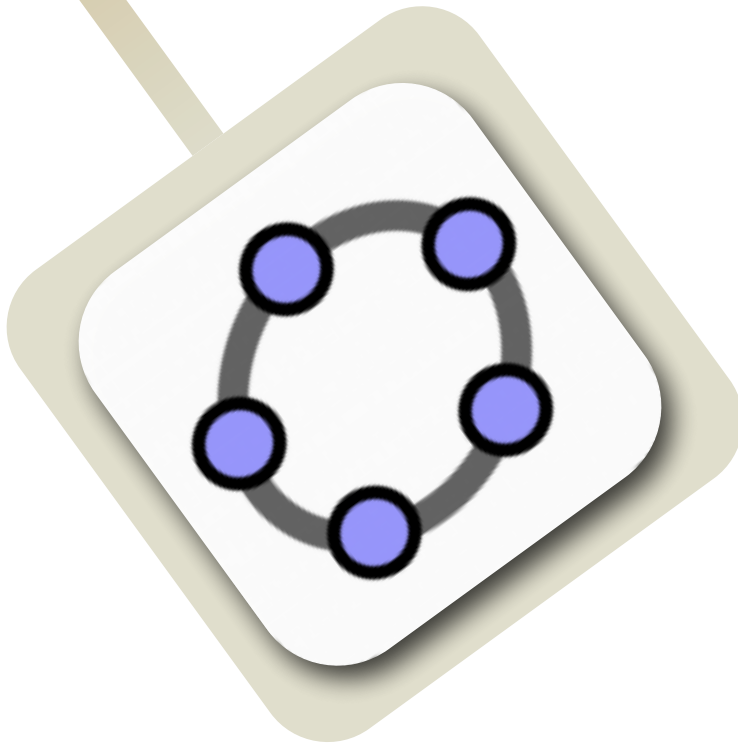
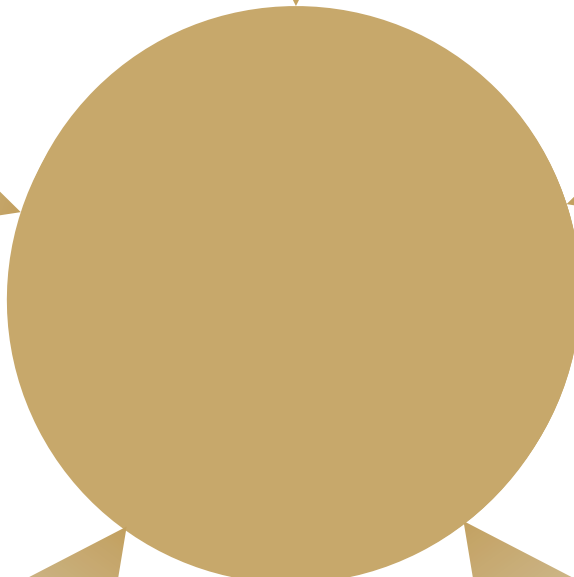
Telepresence

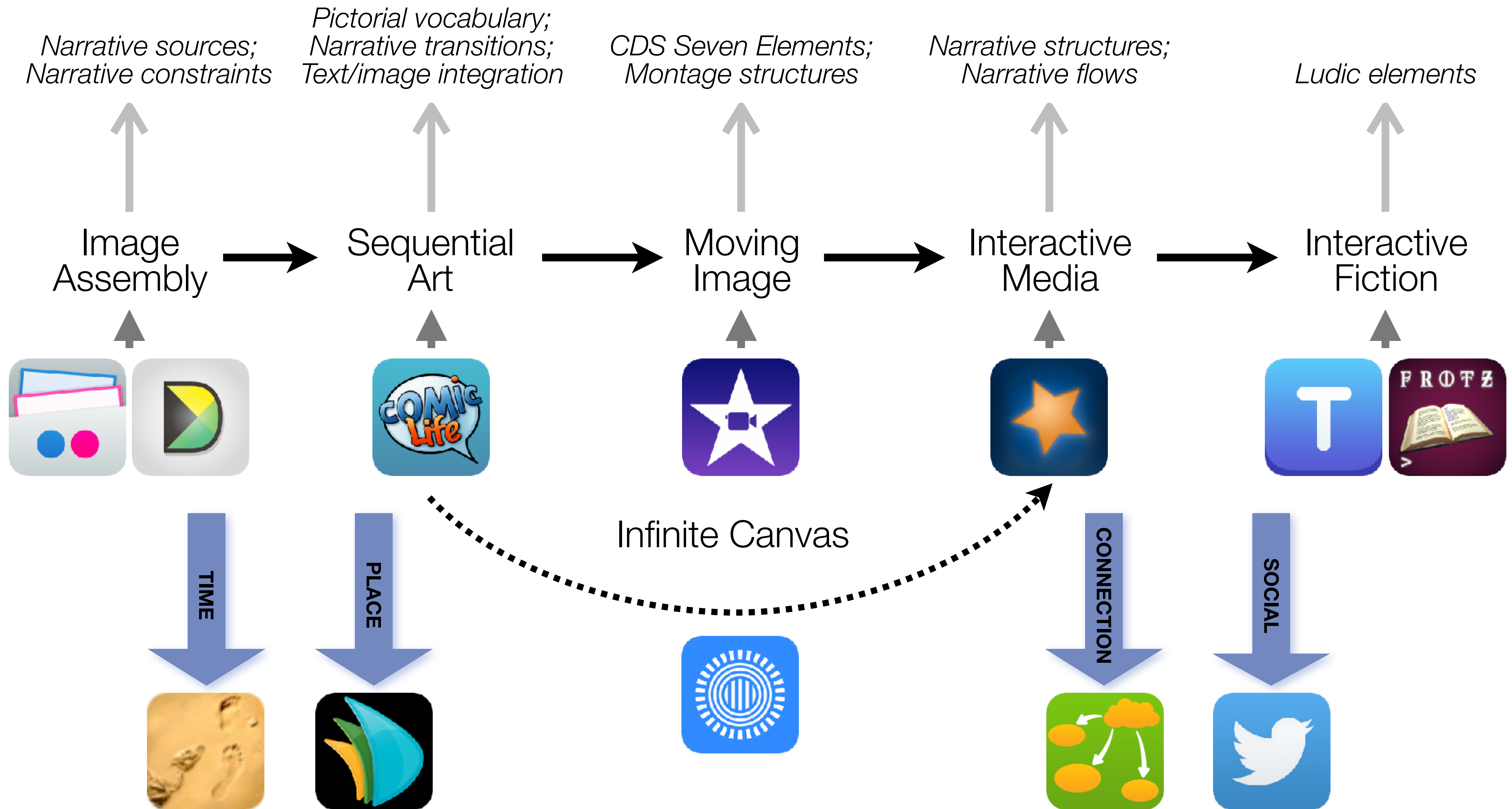


File Sharing



Visualization





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

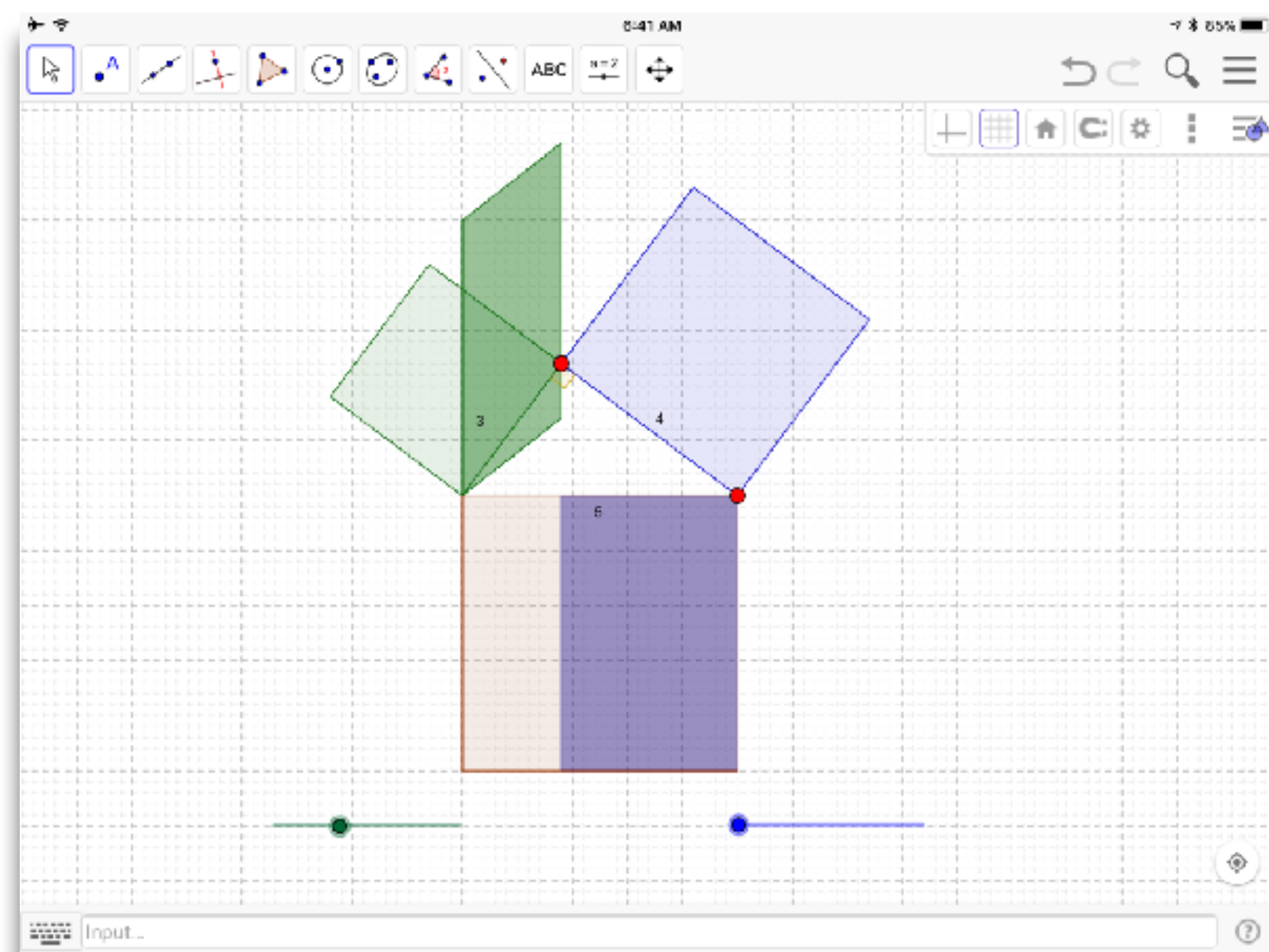
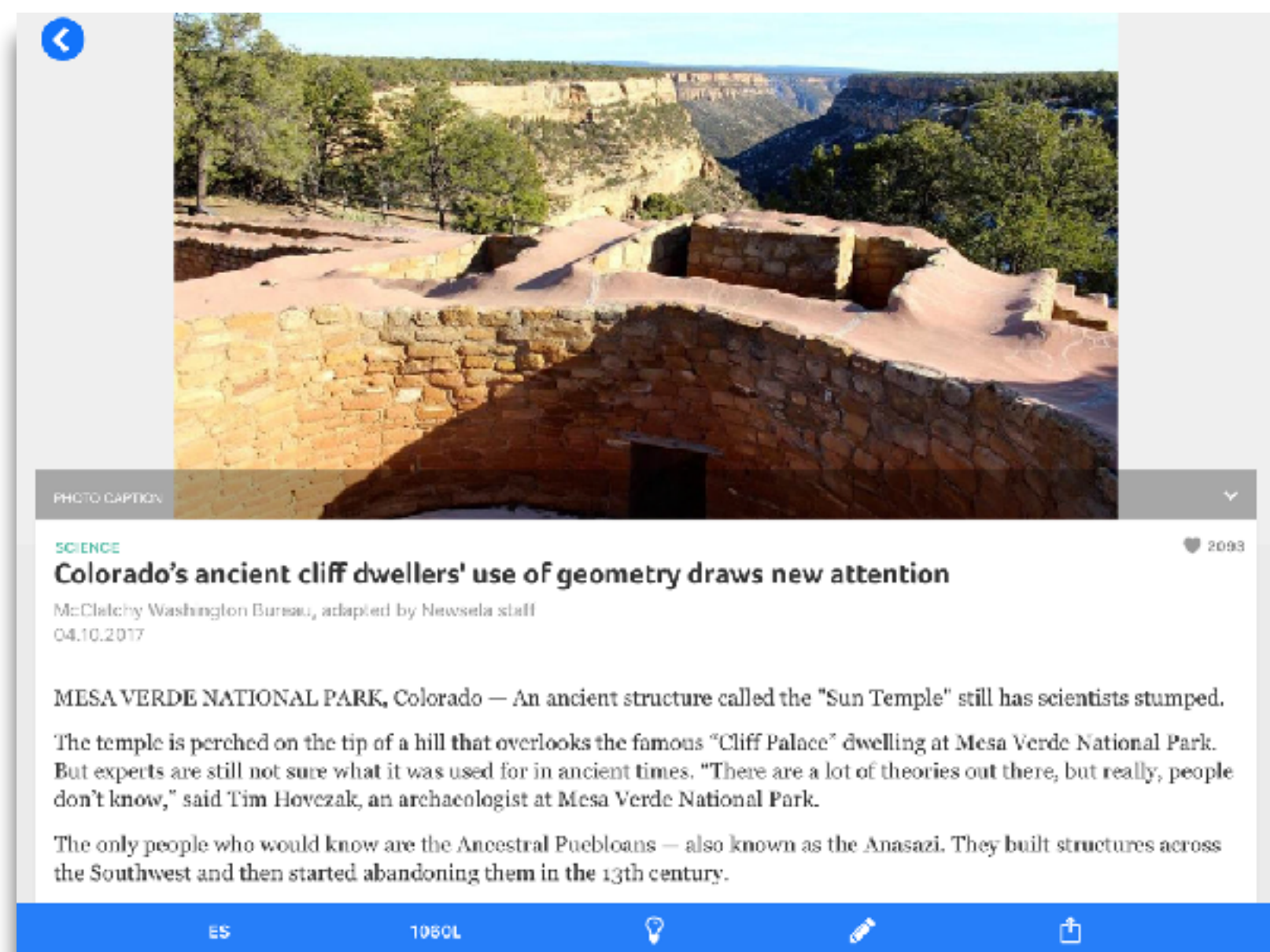
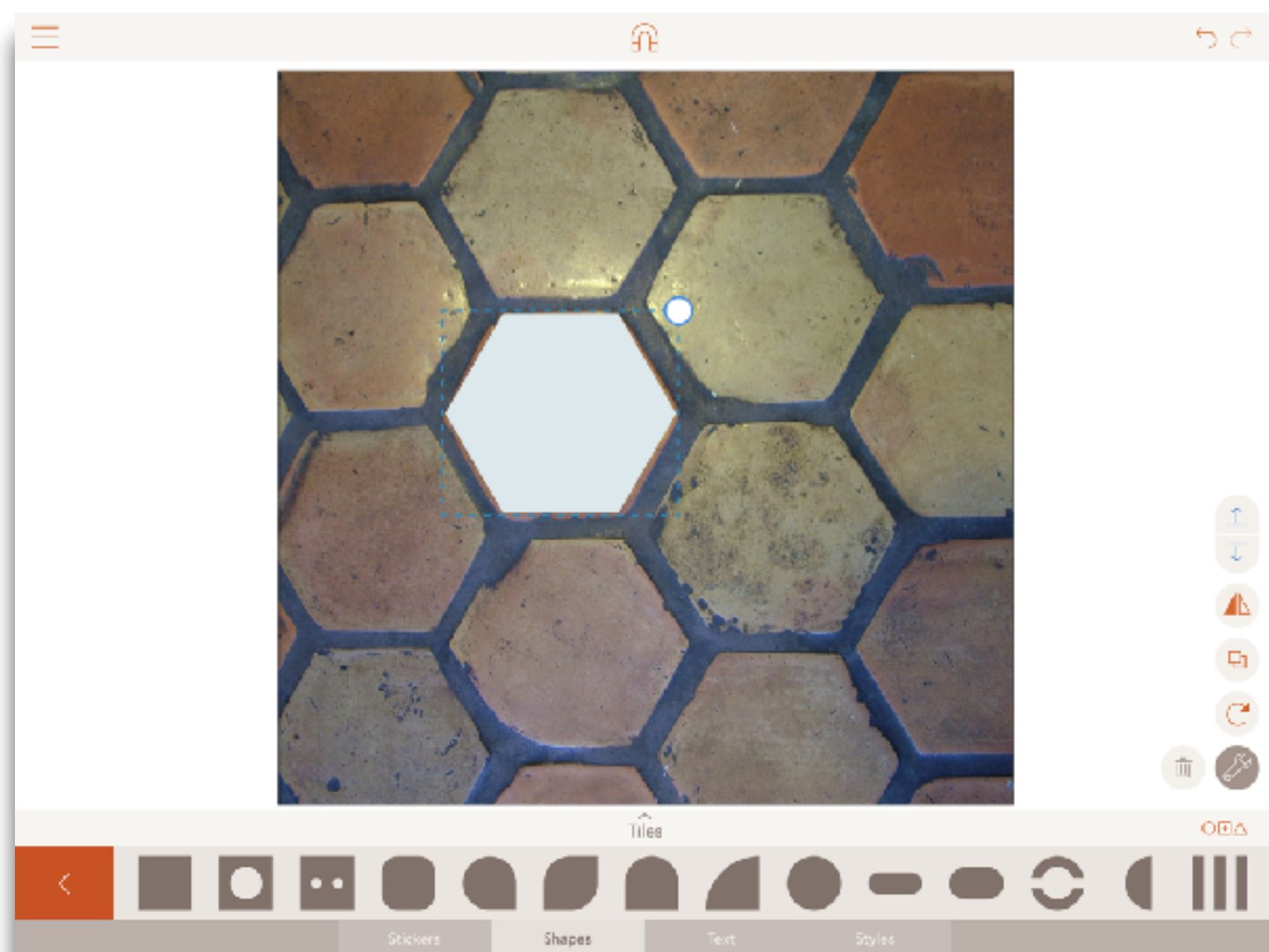
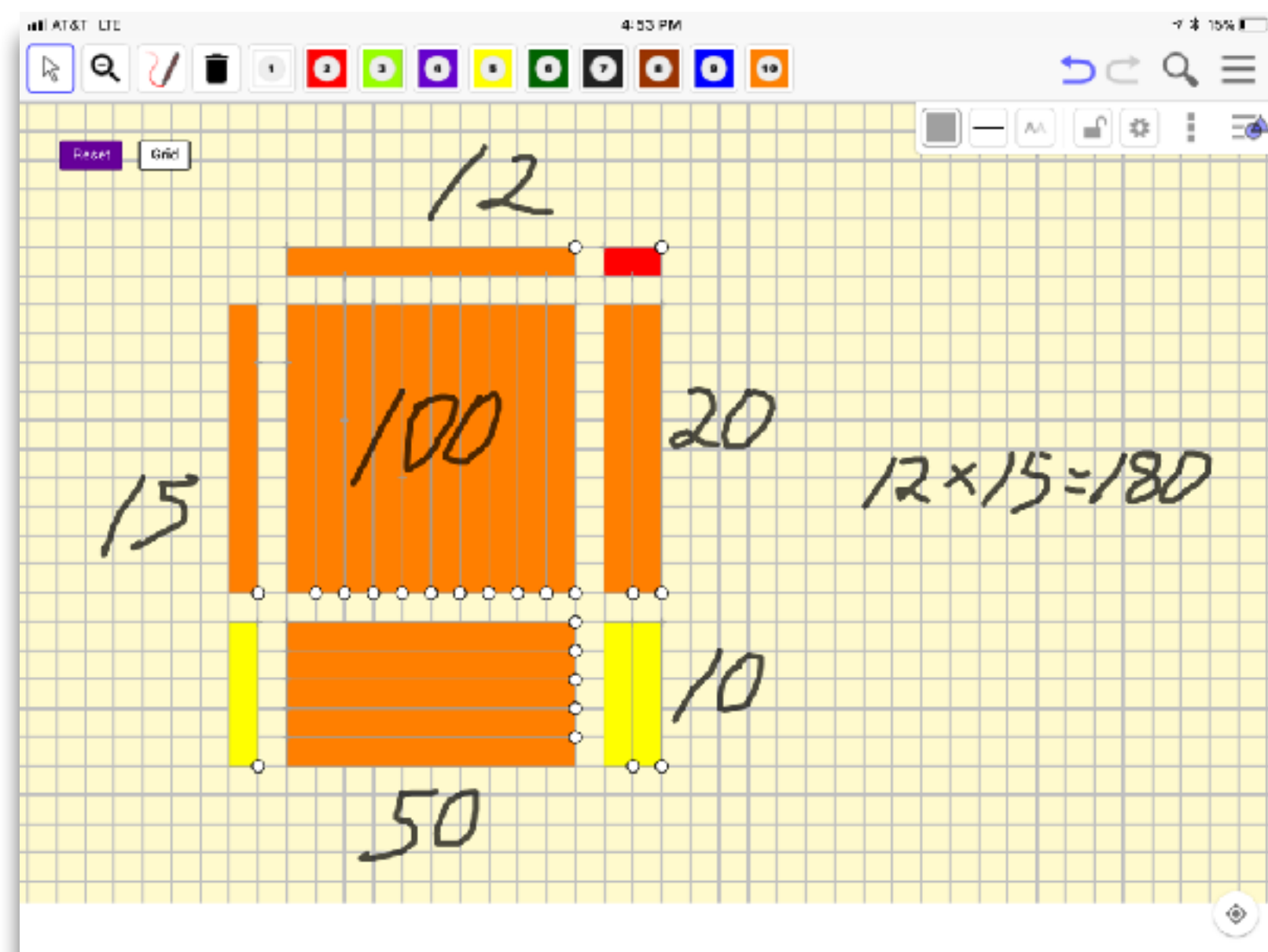
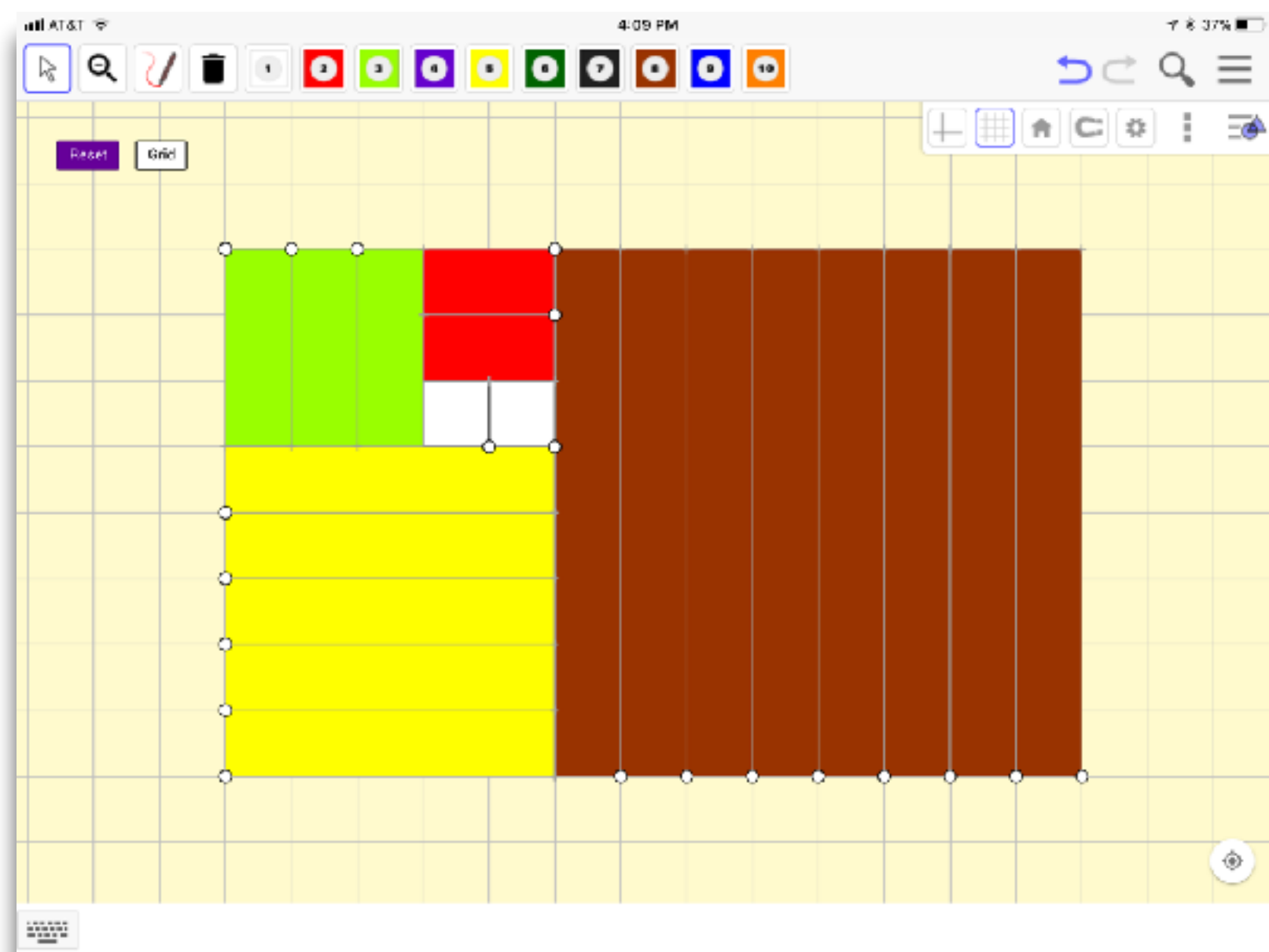
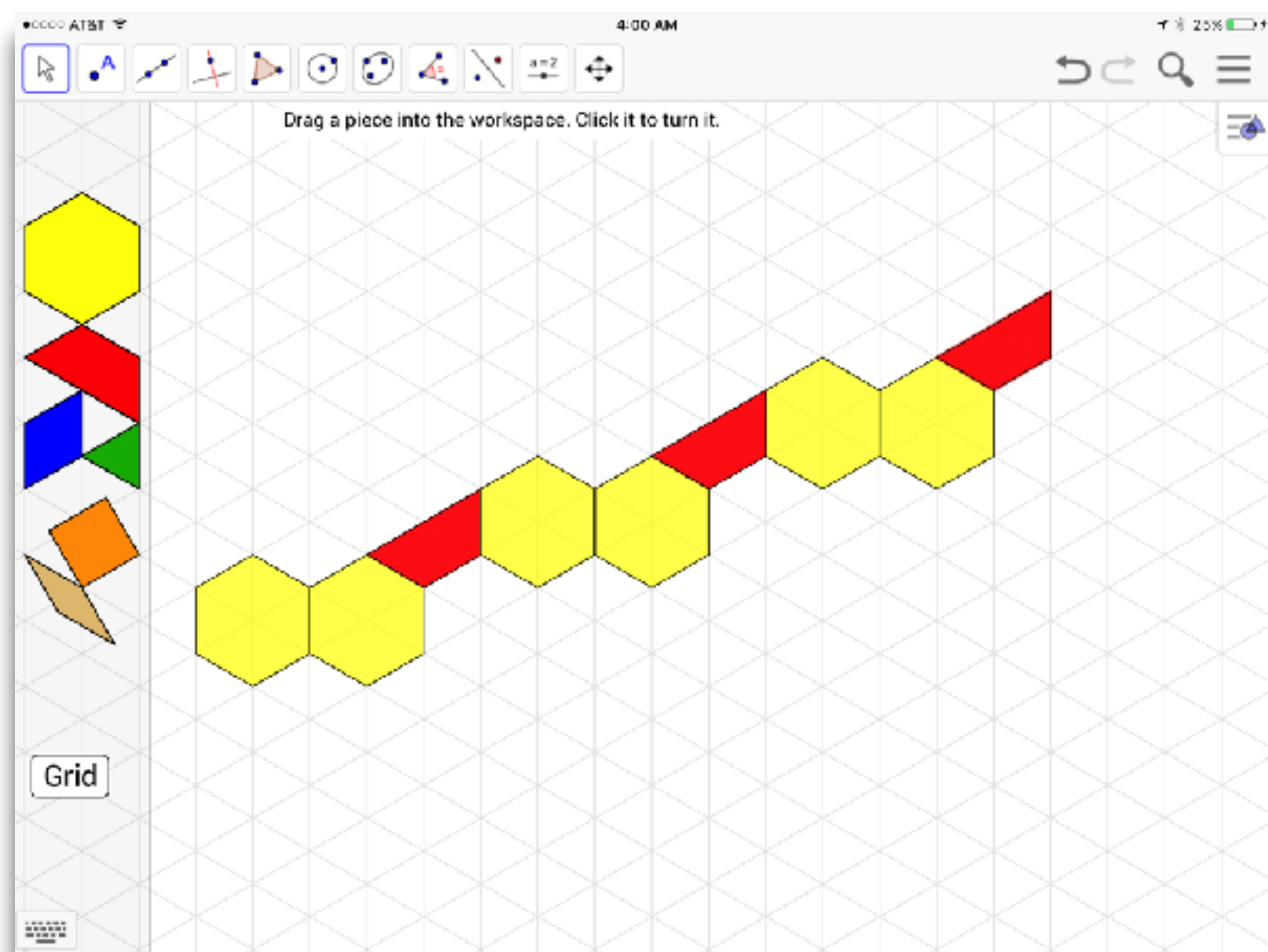
“A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.”

The EdTech Quintet – Associated Practices

Social	Communication, Collaboration, Sharing
Mobility	Anytime, Anyplace Learning and Creation
Visualization	Making Abstract Concepts Tangible
Storytelling	Knowledge Integration and Transmission
Gaming	Feedback Loops and Formative Assessment

S to A: The Value of Shared Practices

- Augmented Note Taking and Annotation
- Visualization Methods:
 - 5 Primary Domains: Space, Time, Networks, Text, Number
- Simple Blogging
- Simple Digital Storytelling Video
- Flipped Classroom:
 - Materials Creation
 - Peer Discussion/Instruction Methods
- Simple Interactive Fiction
- LMS Practices



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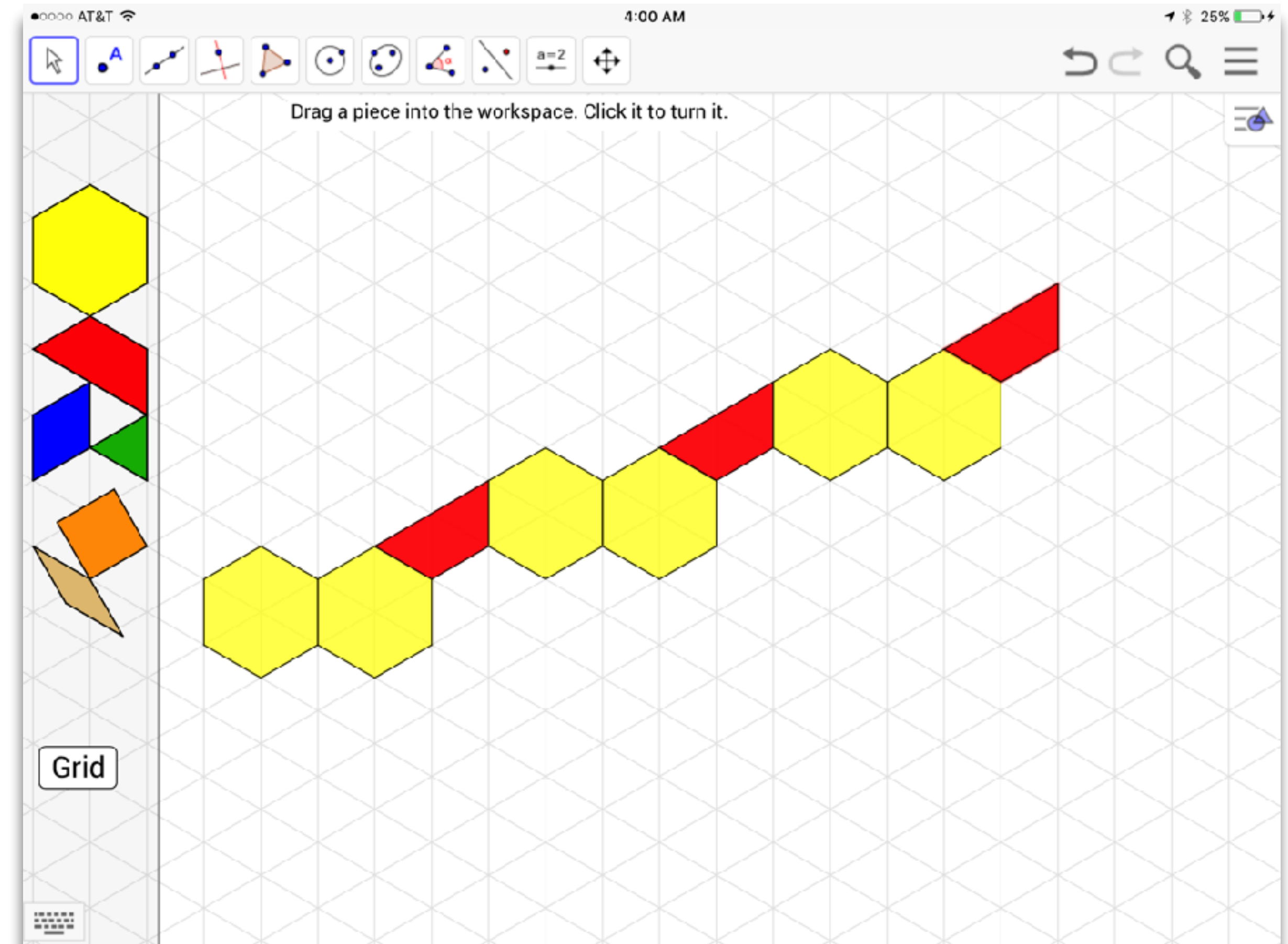
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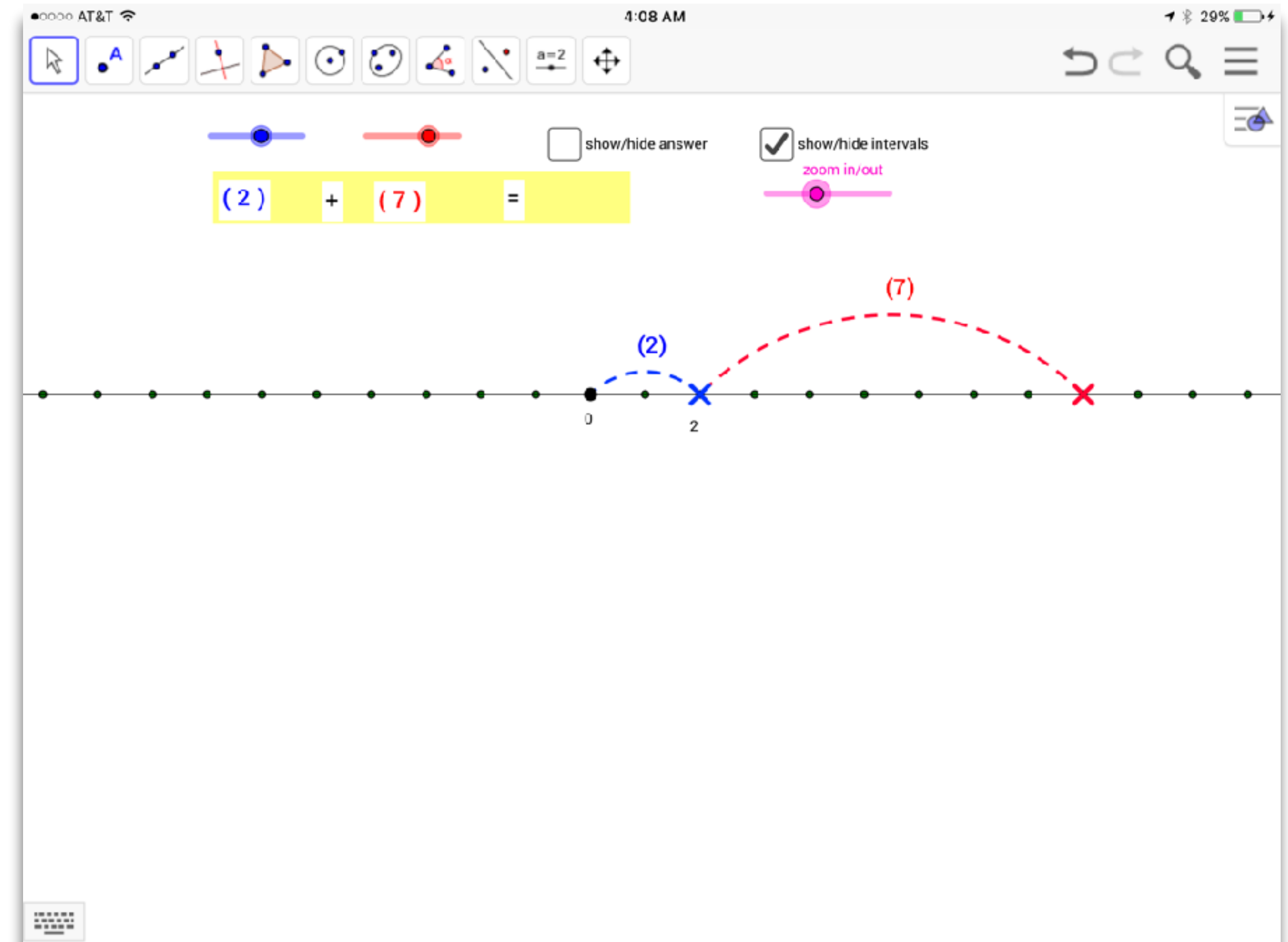
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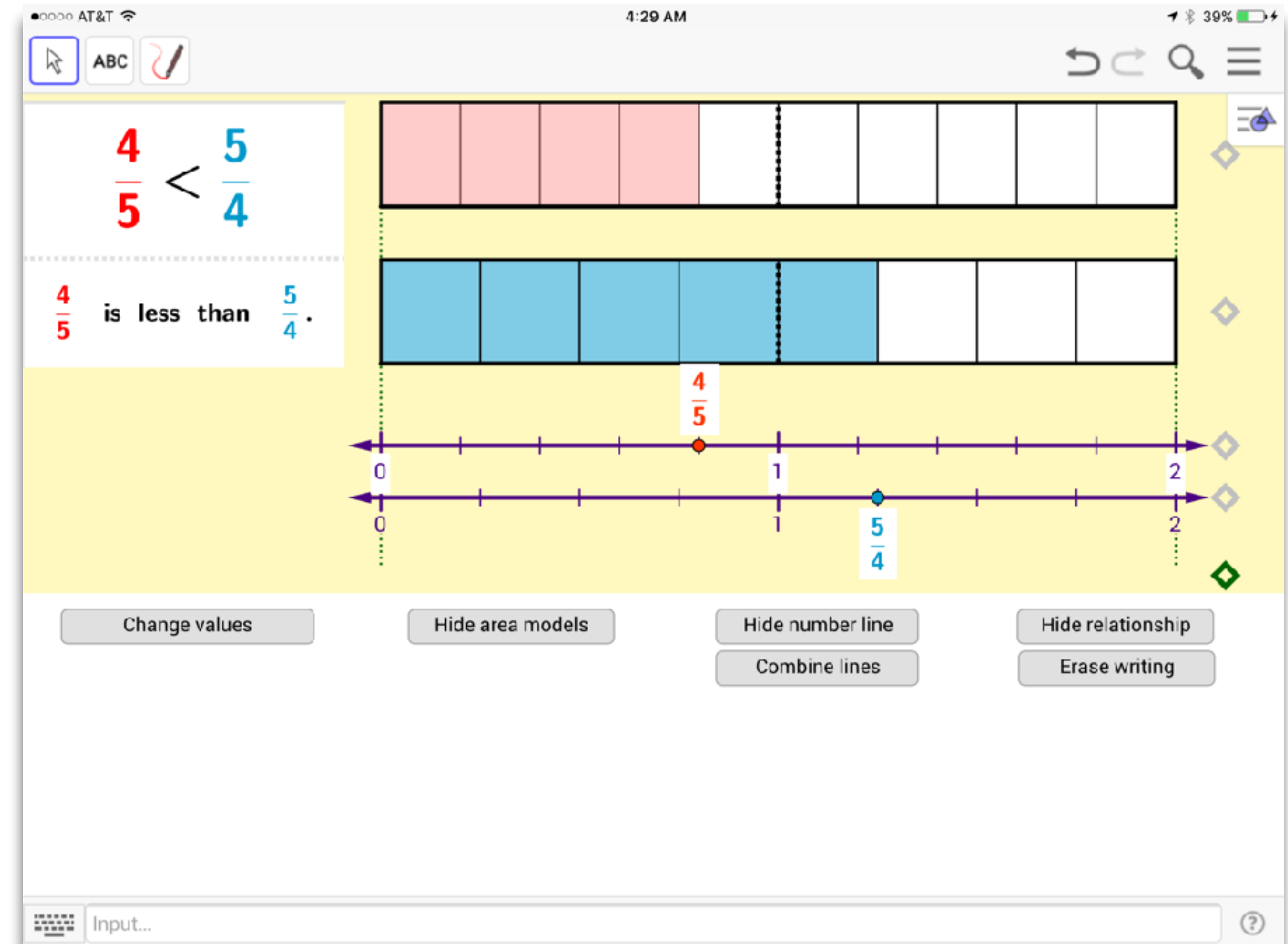
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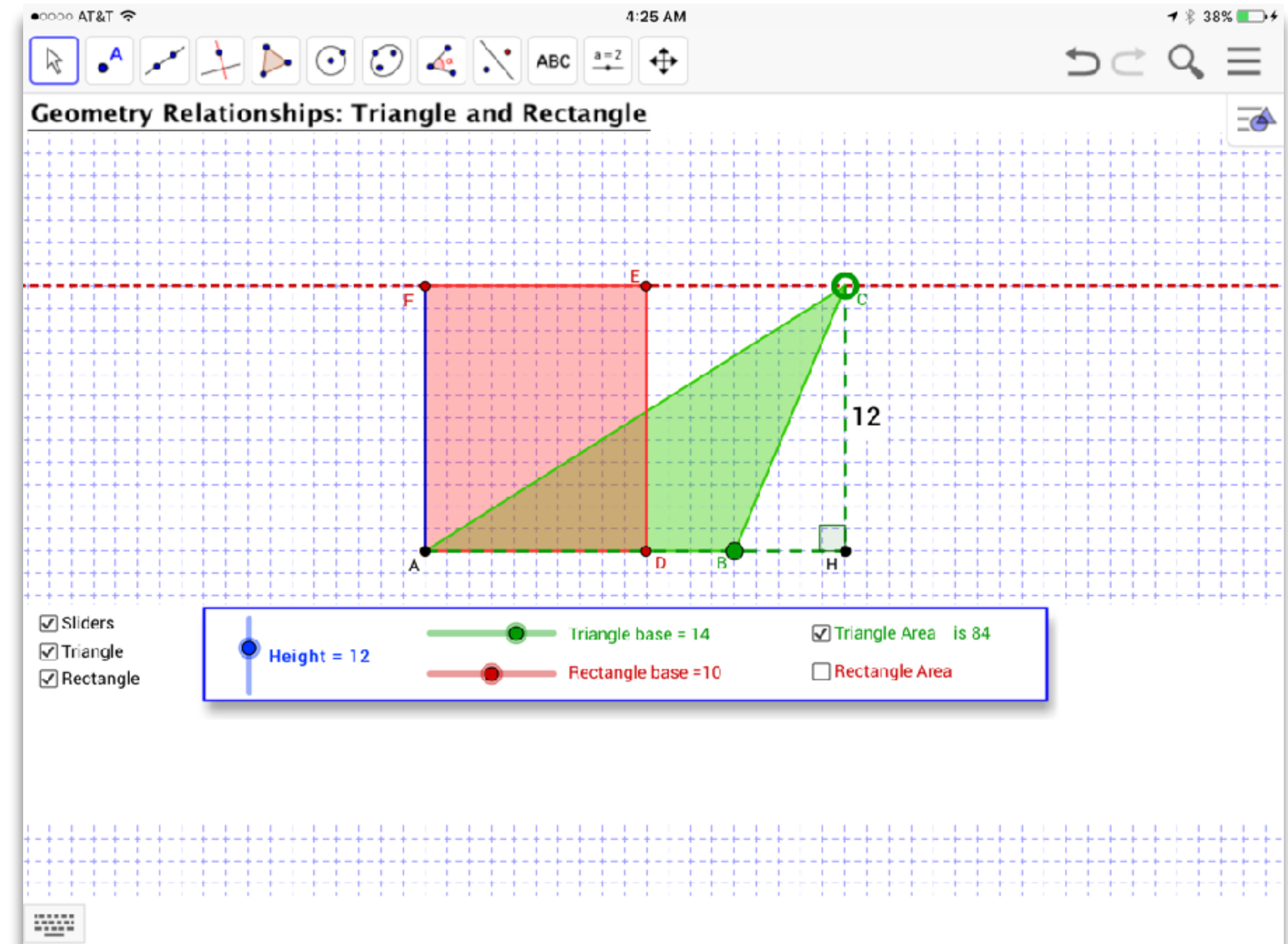
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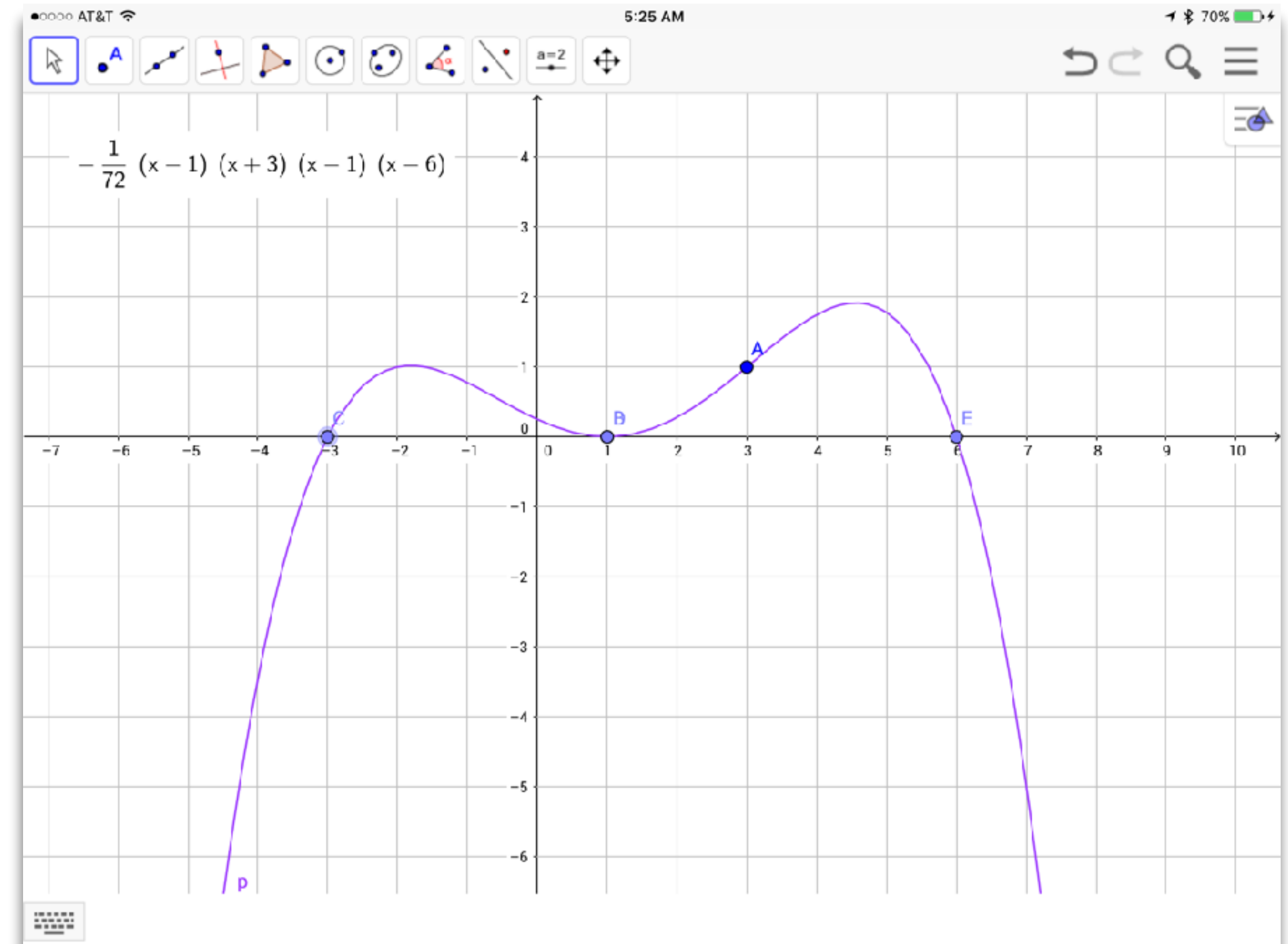
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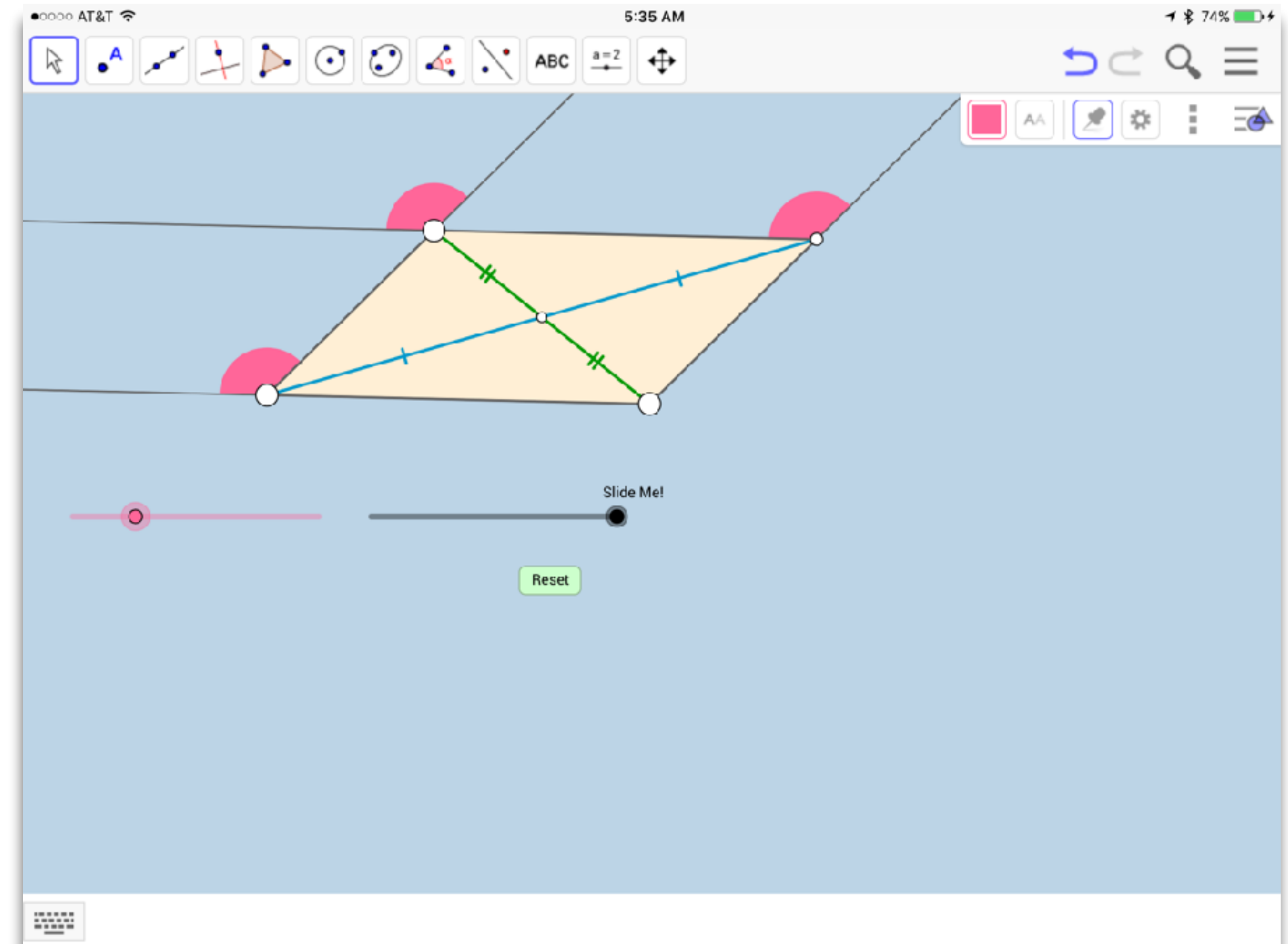
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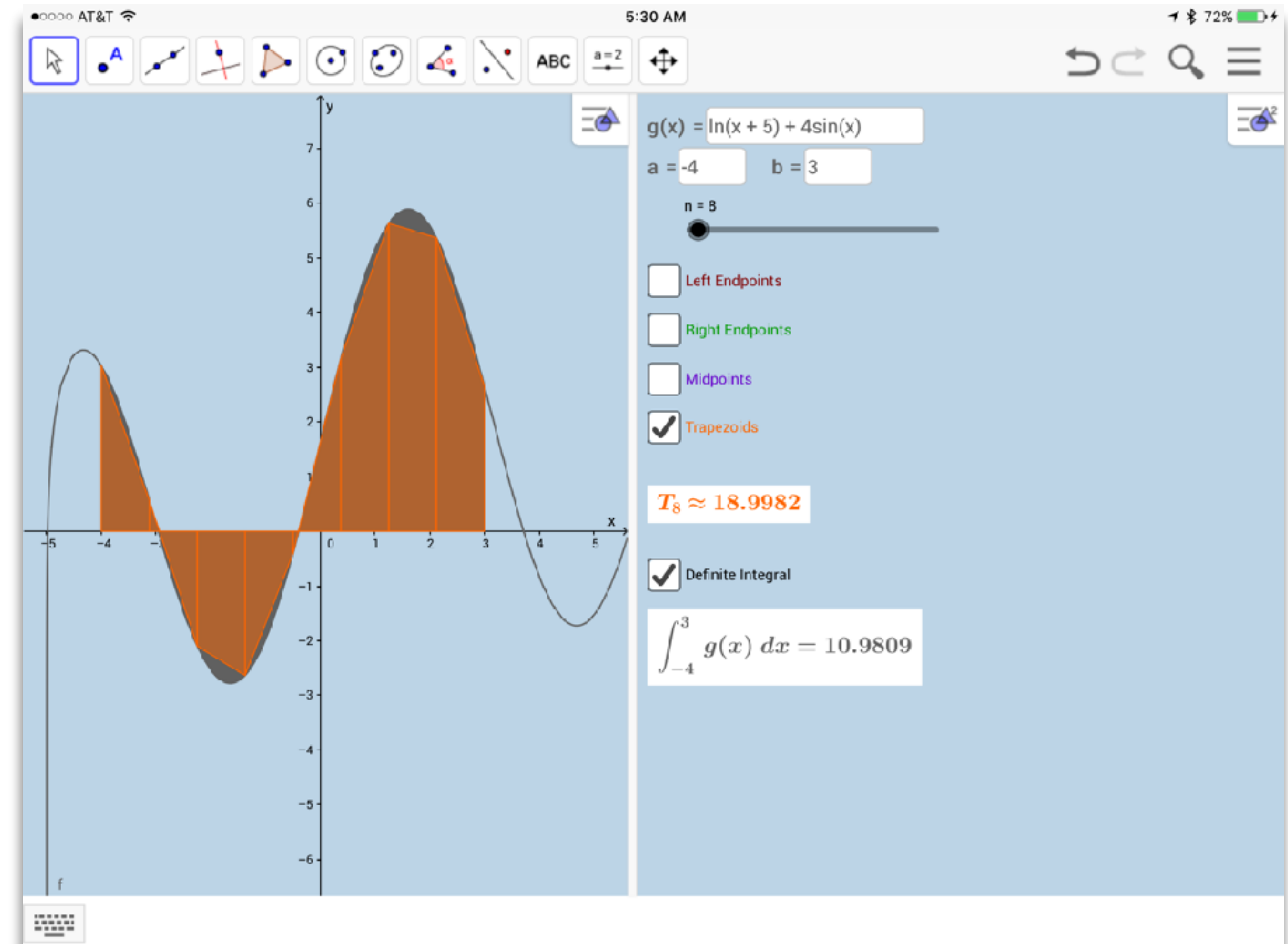
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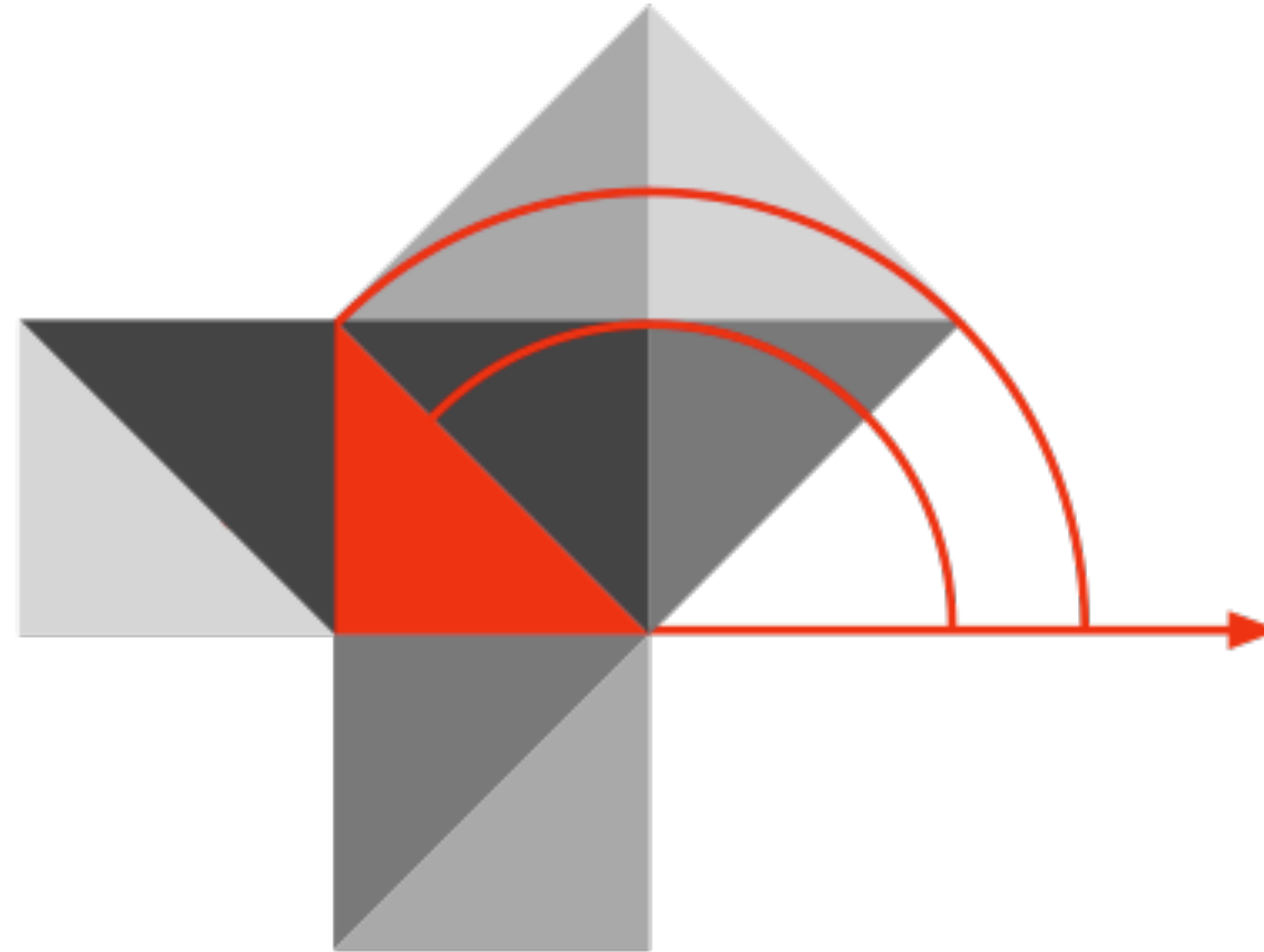
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