Transforming for Sustainability: A SAMR Master Class

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

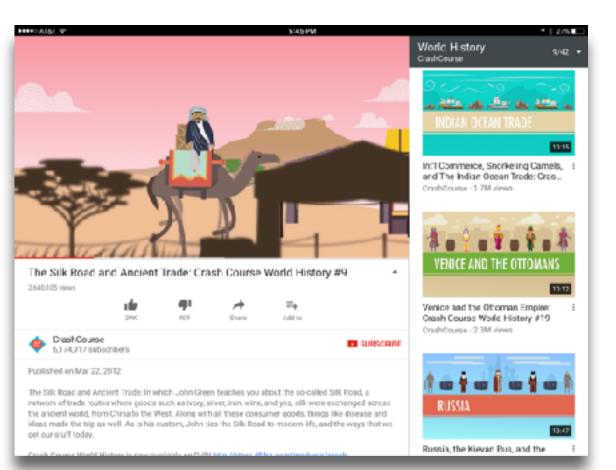
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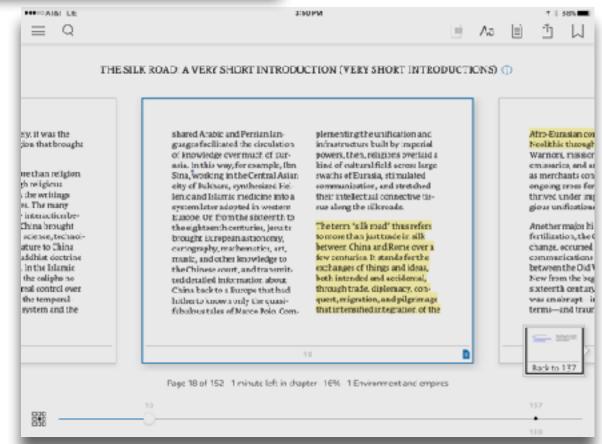
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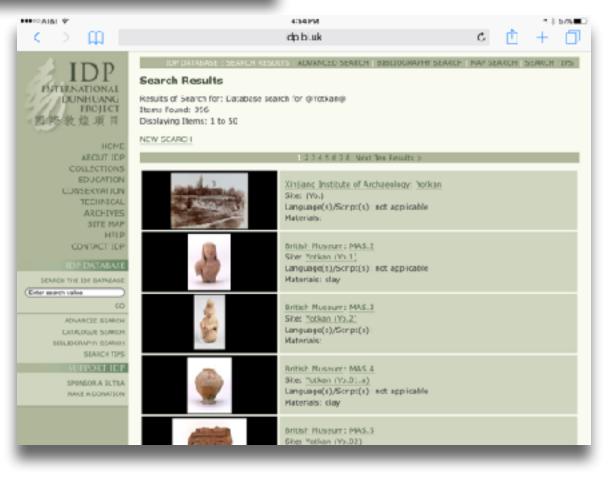
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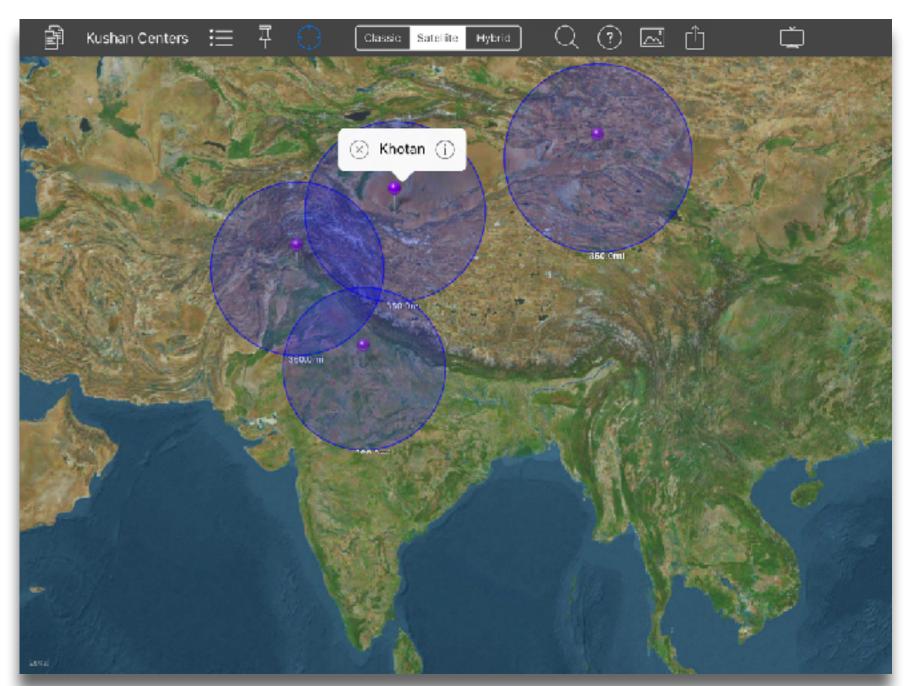
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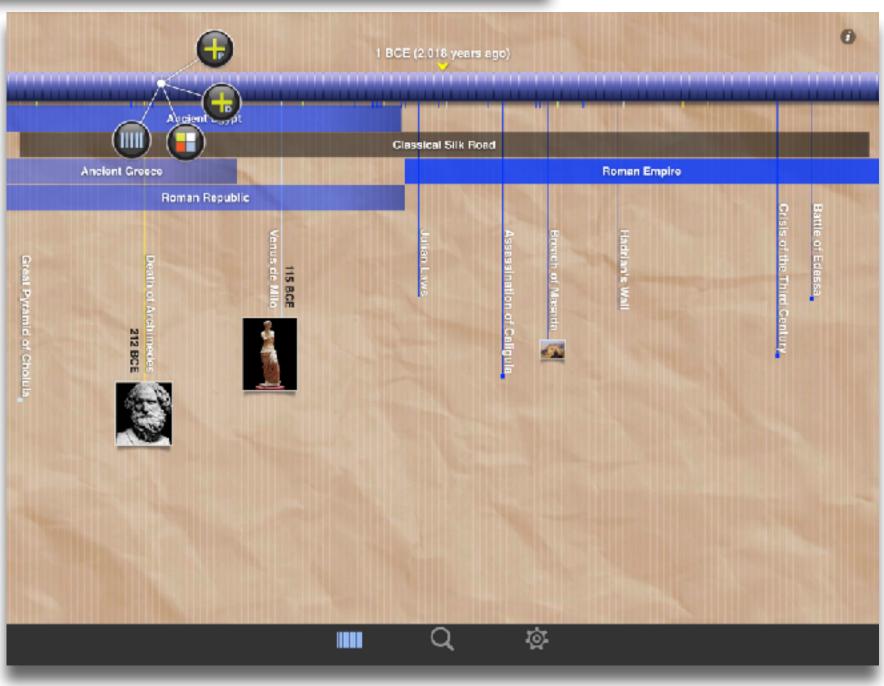
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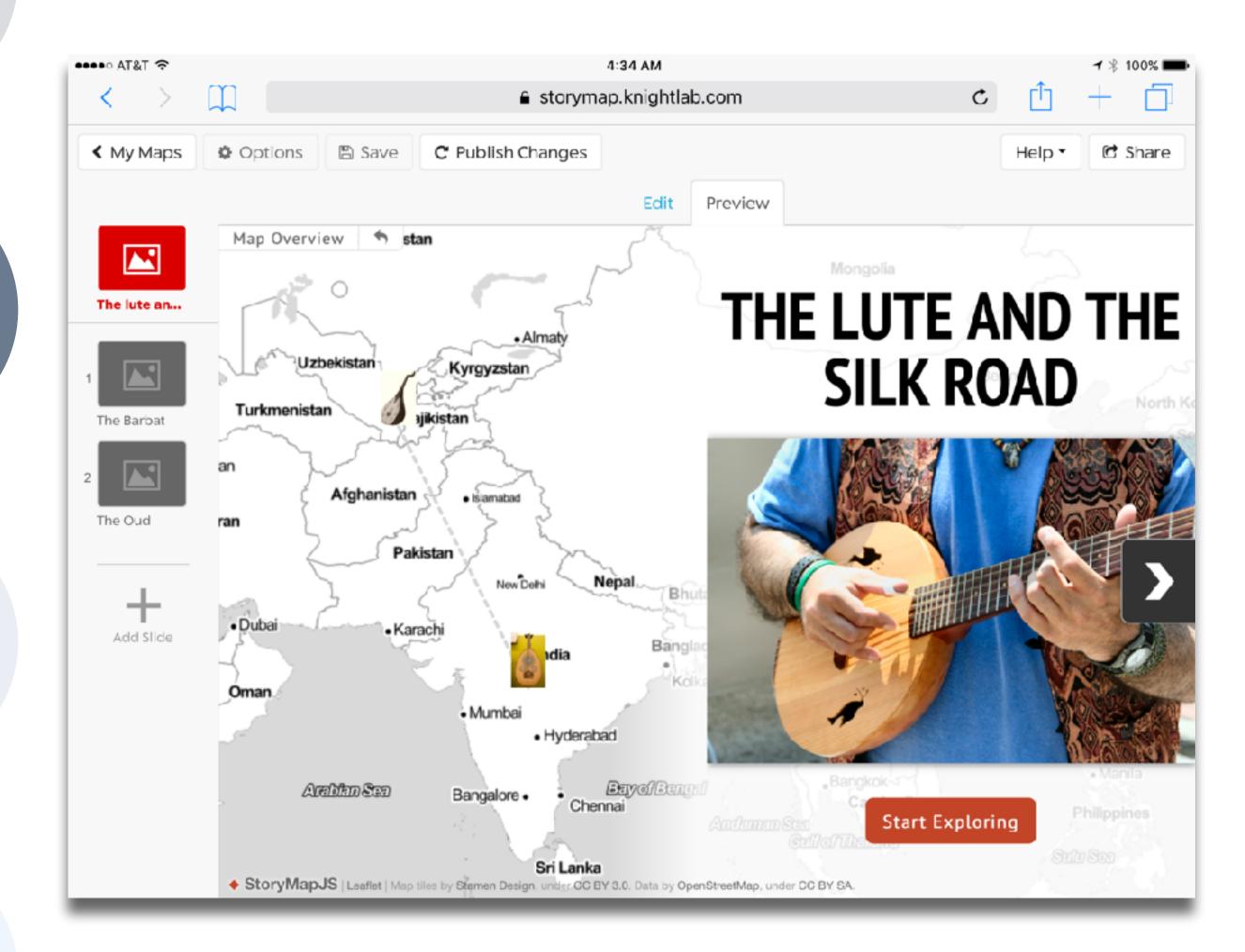
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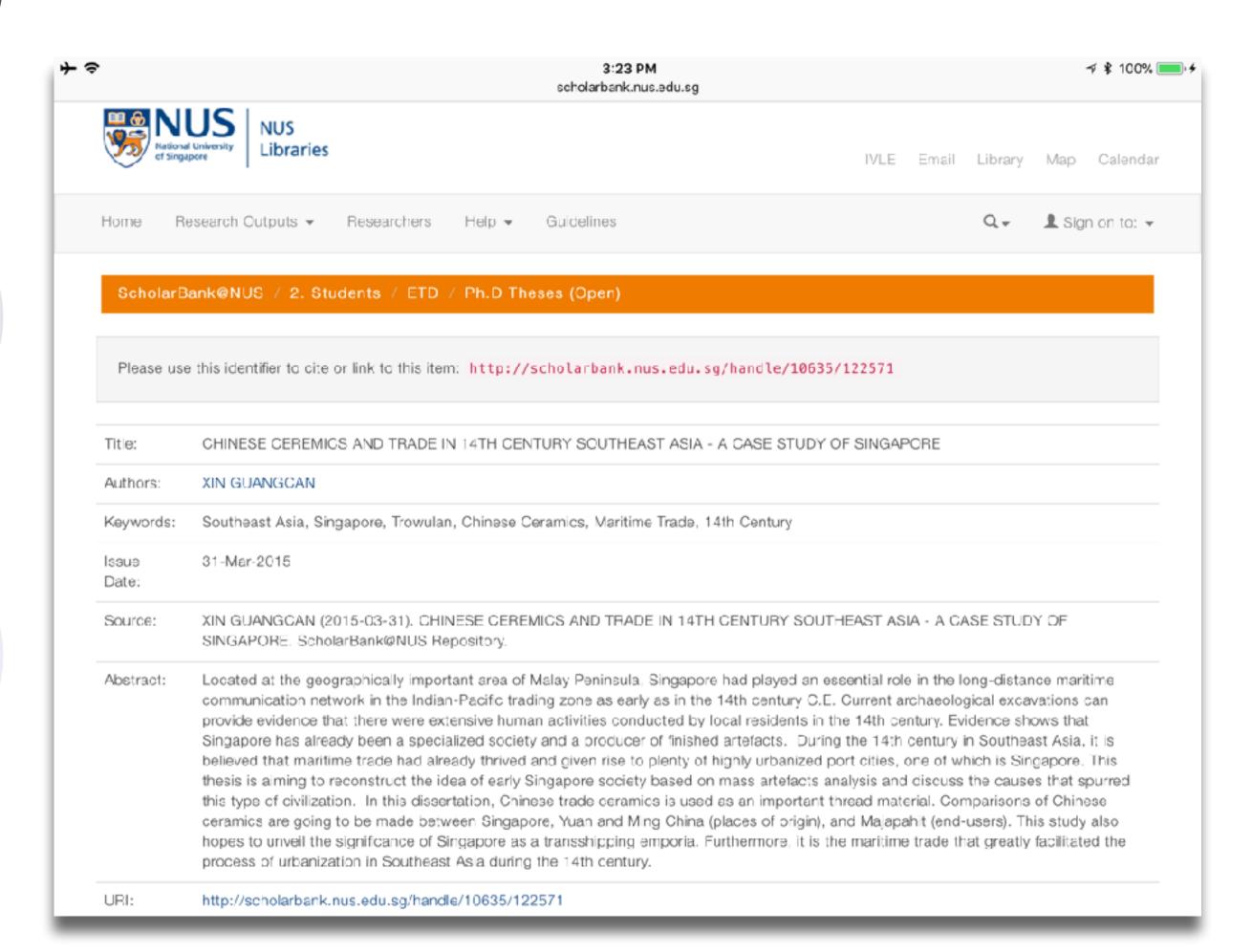
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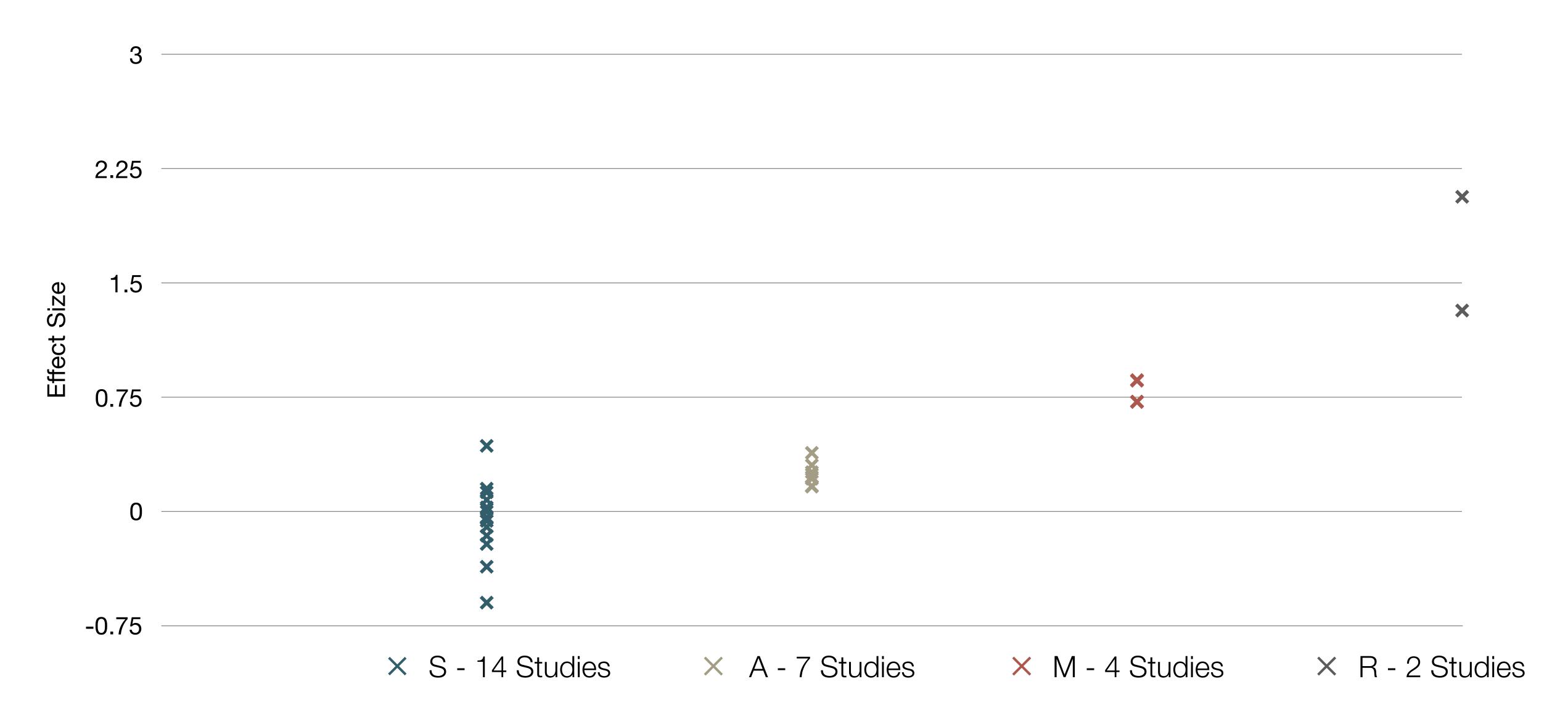
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SAMR and the Use of Tablets in Education



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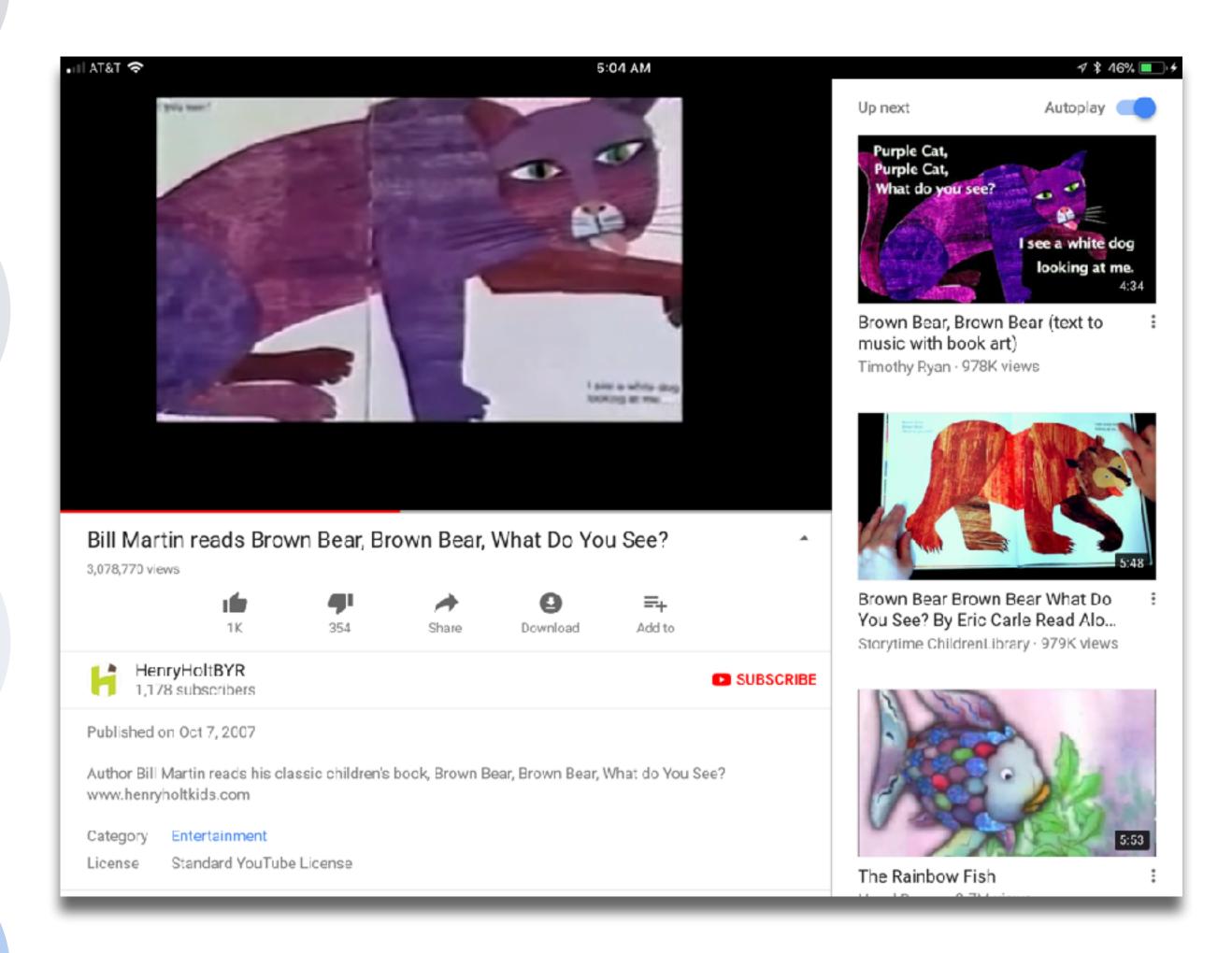
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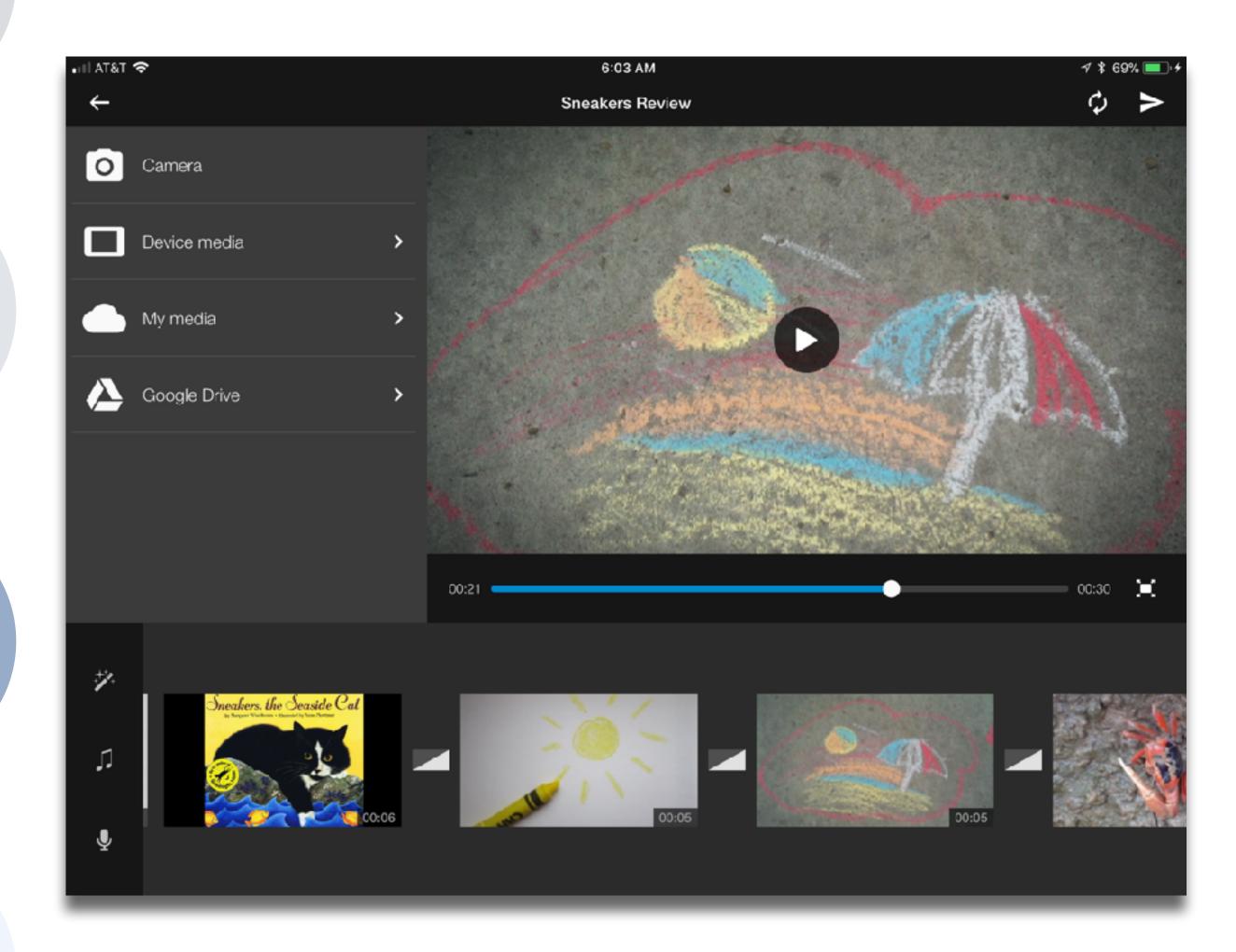
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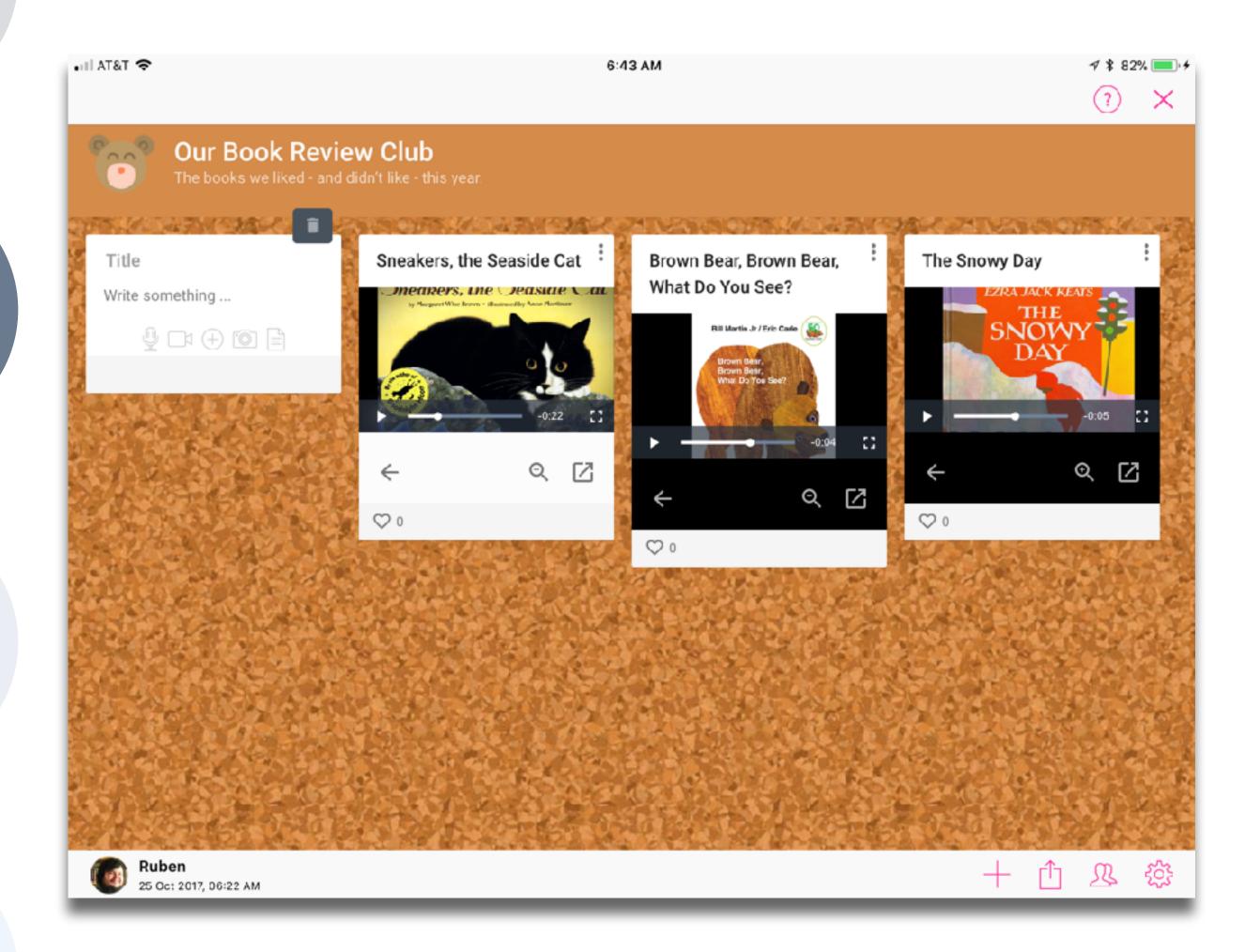
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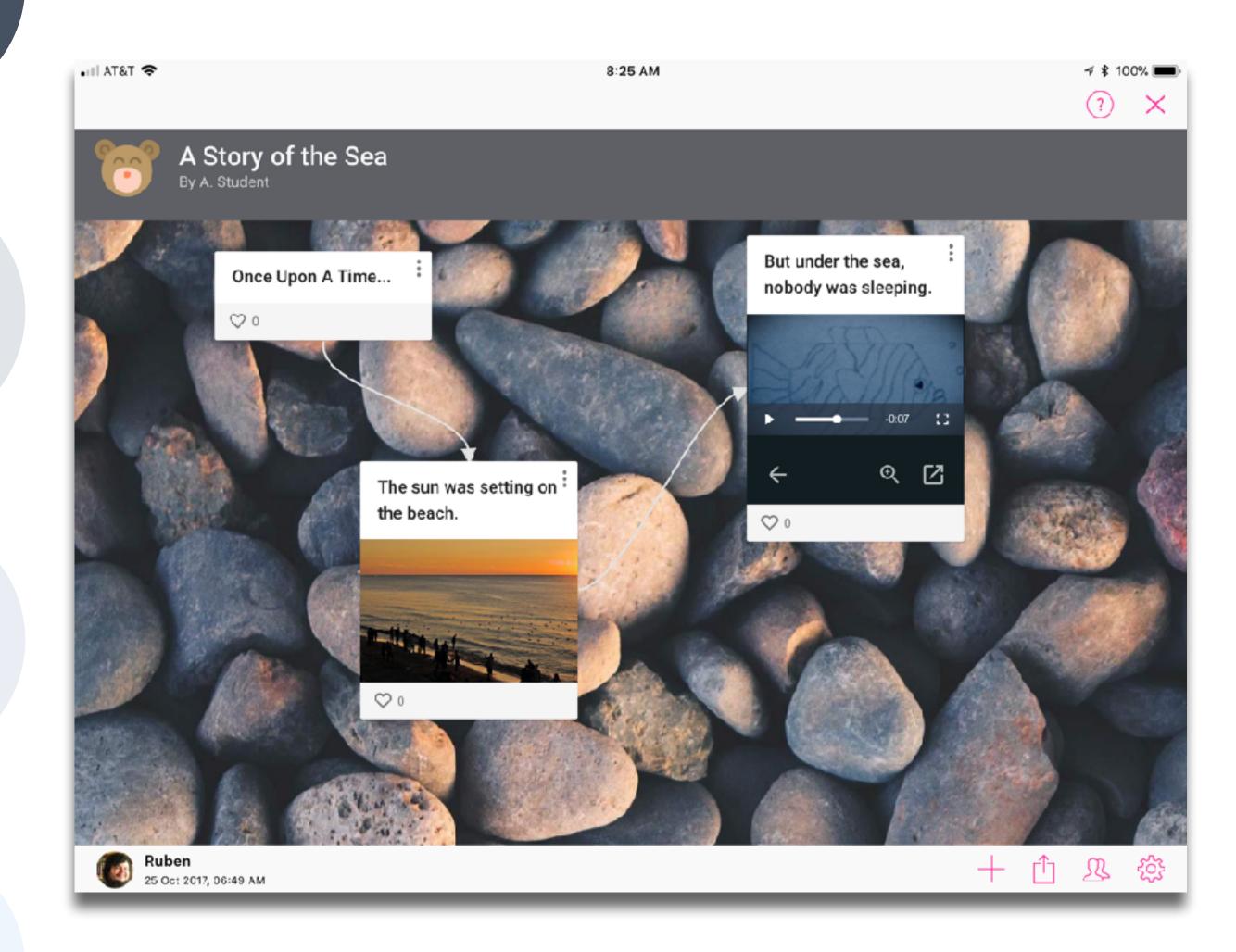
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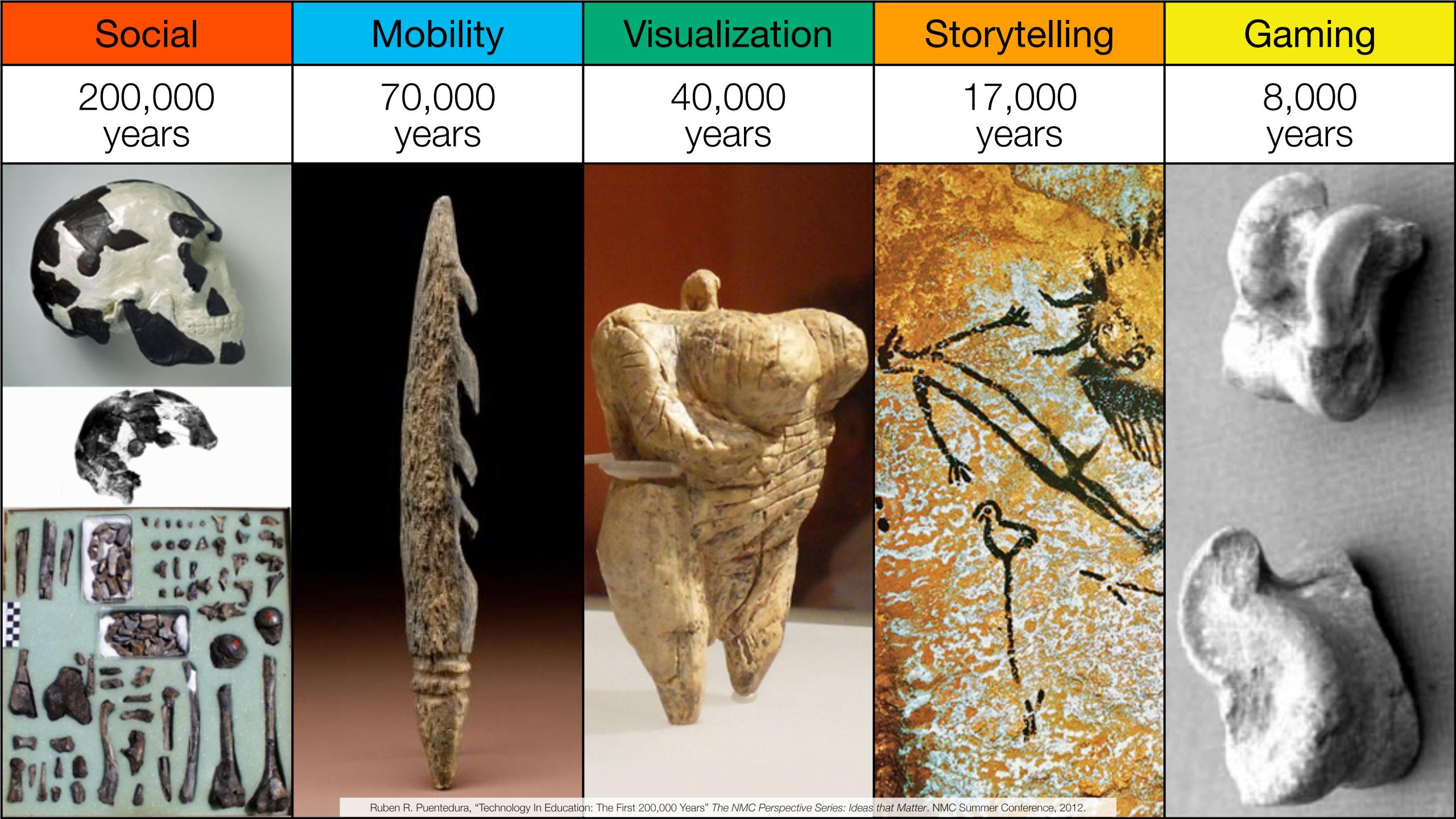
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Bookmarks





RSS Feeds

Discussions





Microblogging

Blogging





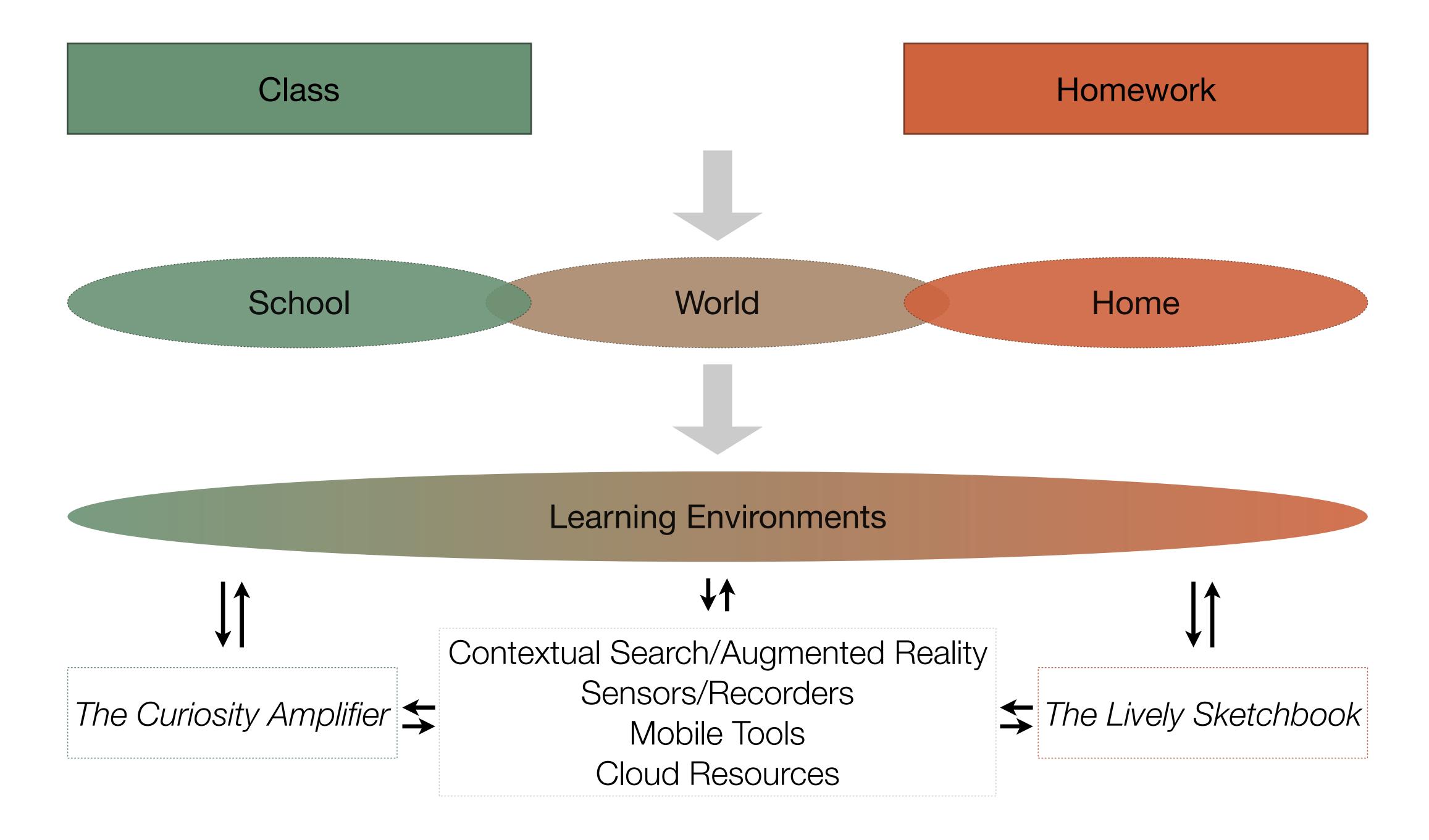
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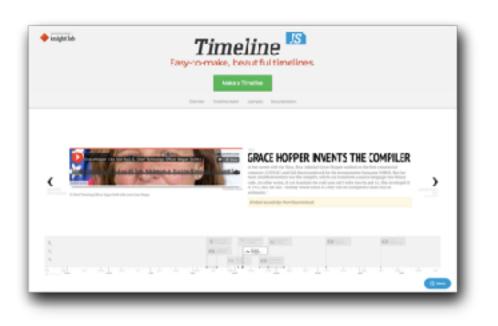
Telepresence





File Sharing









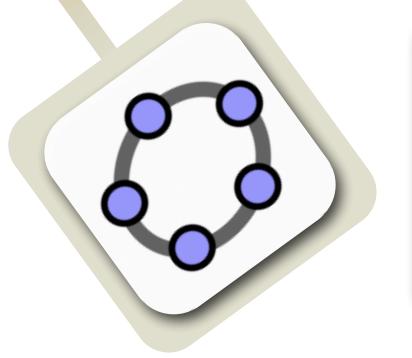




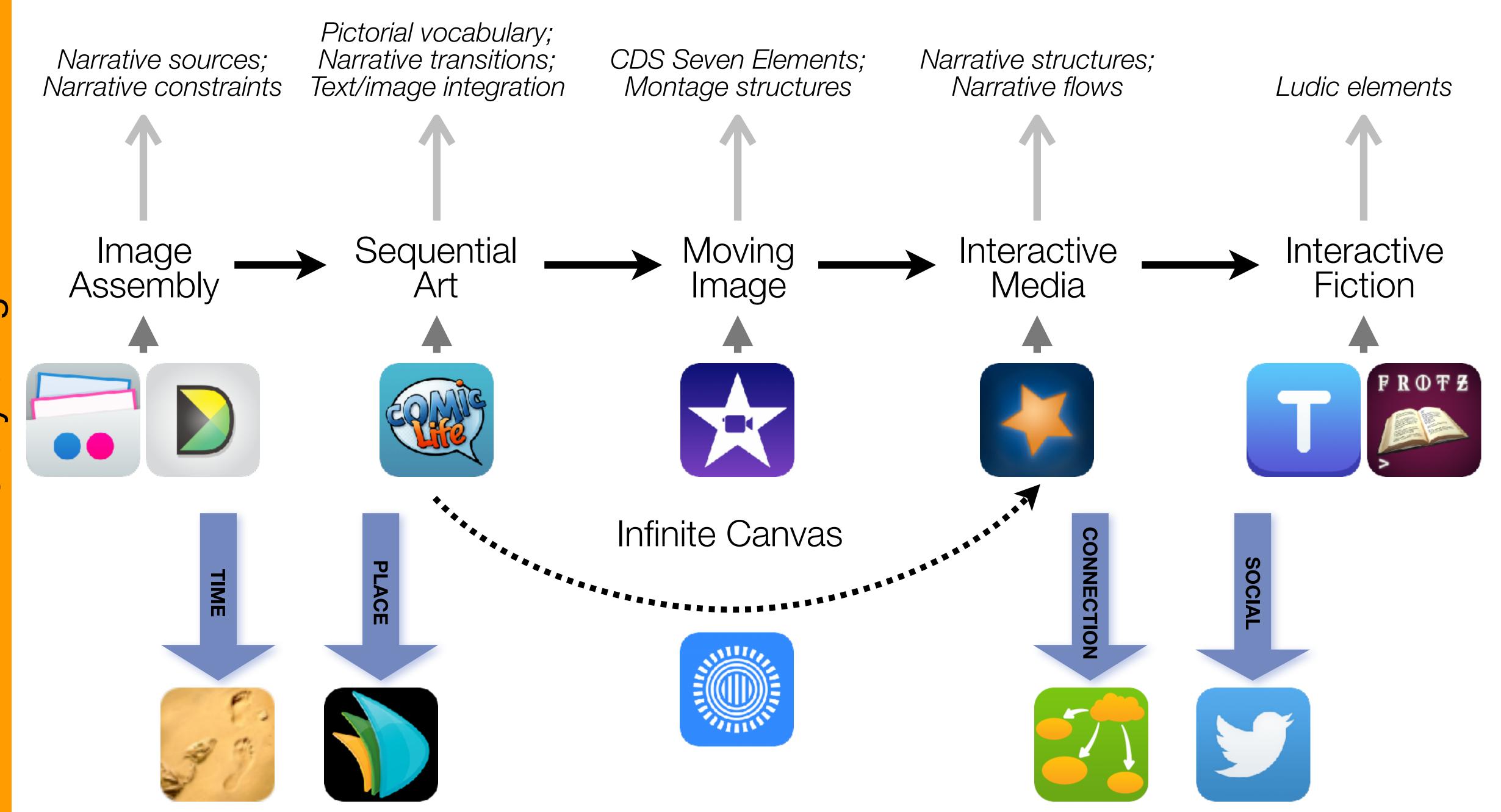












Formal Definition of **Game** (Salen & Zimmerman)

"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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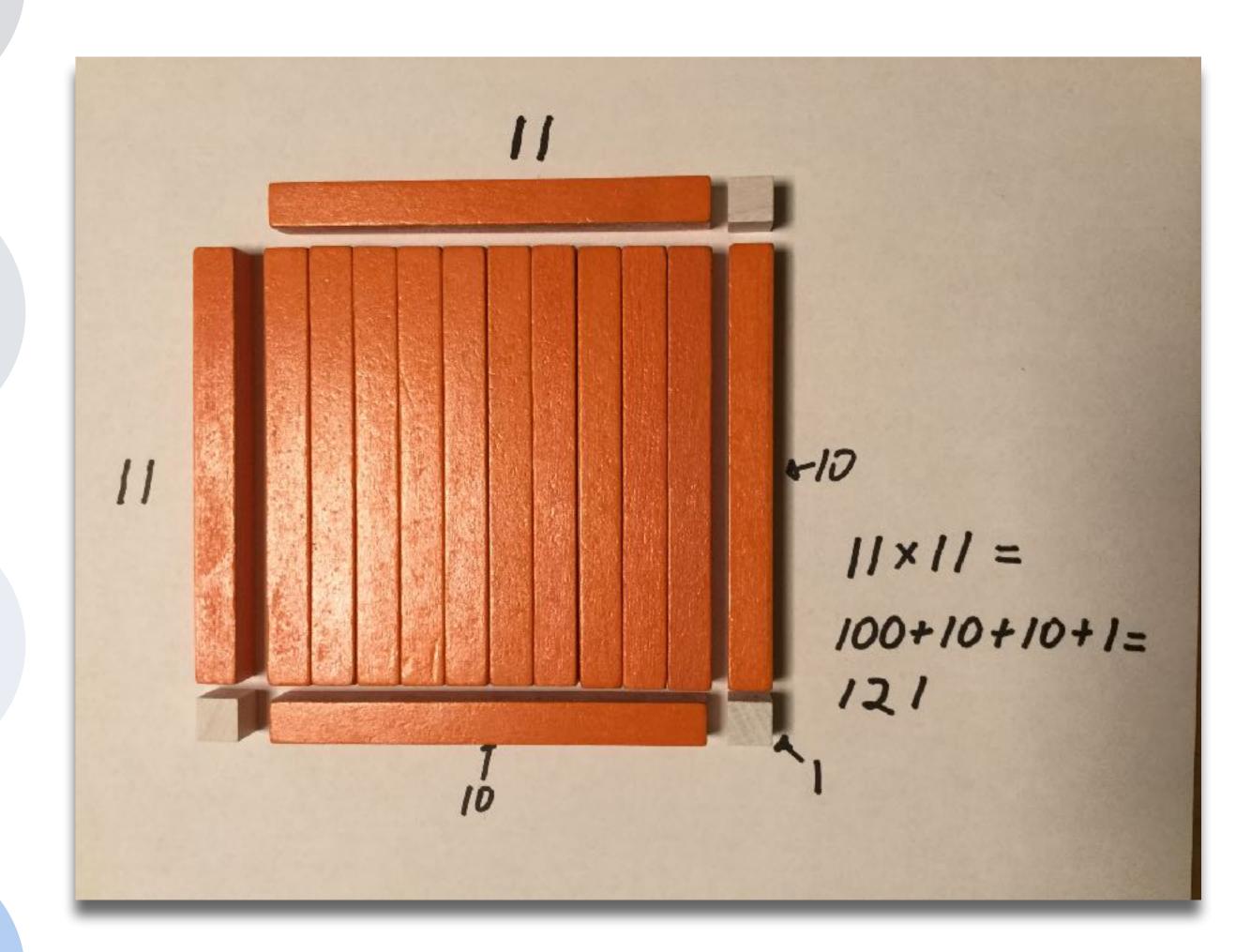
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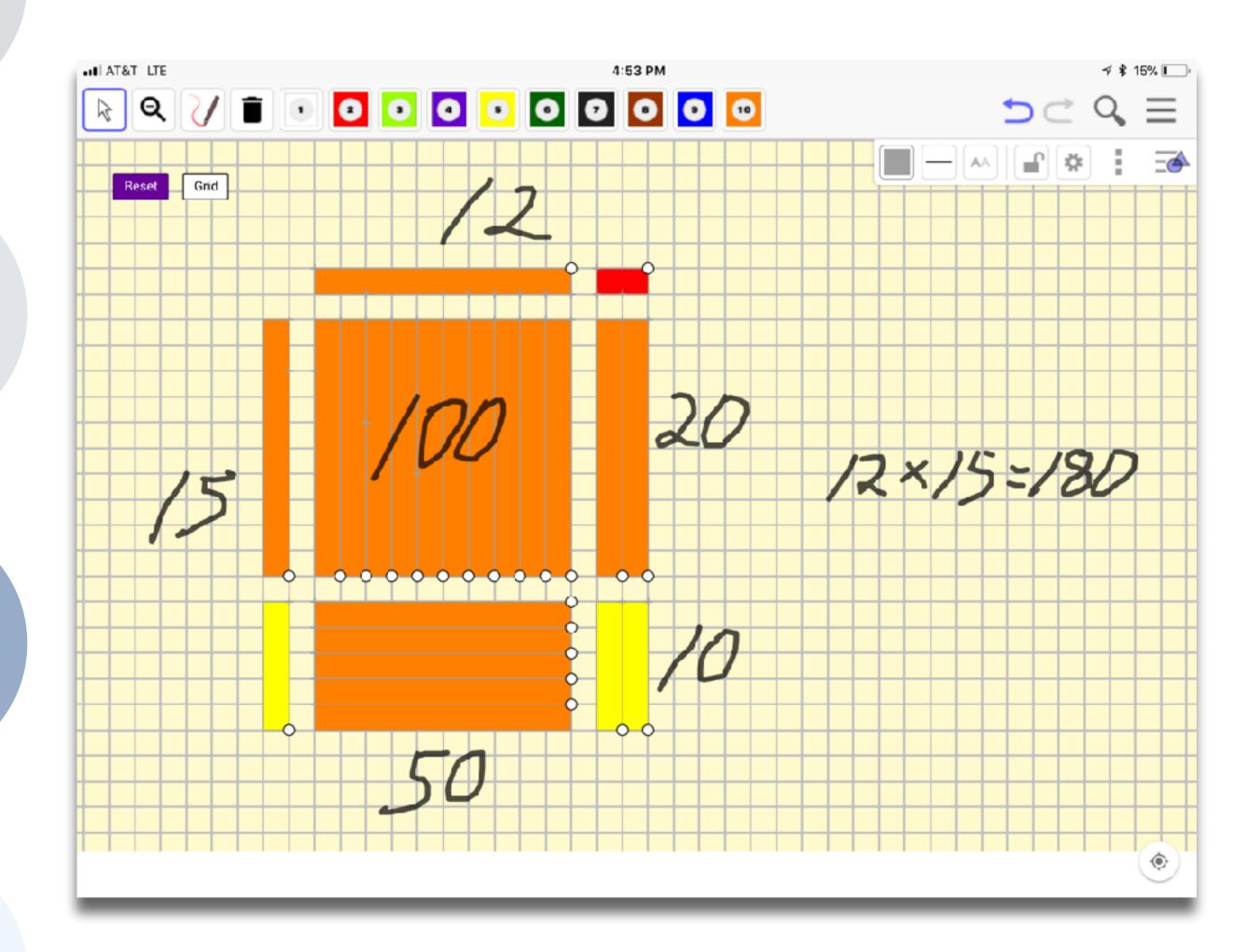
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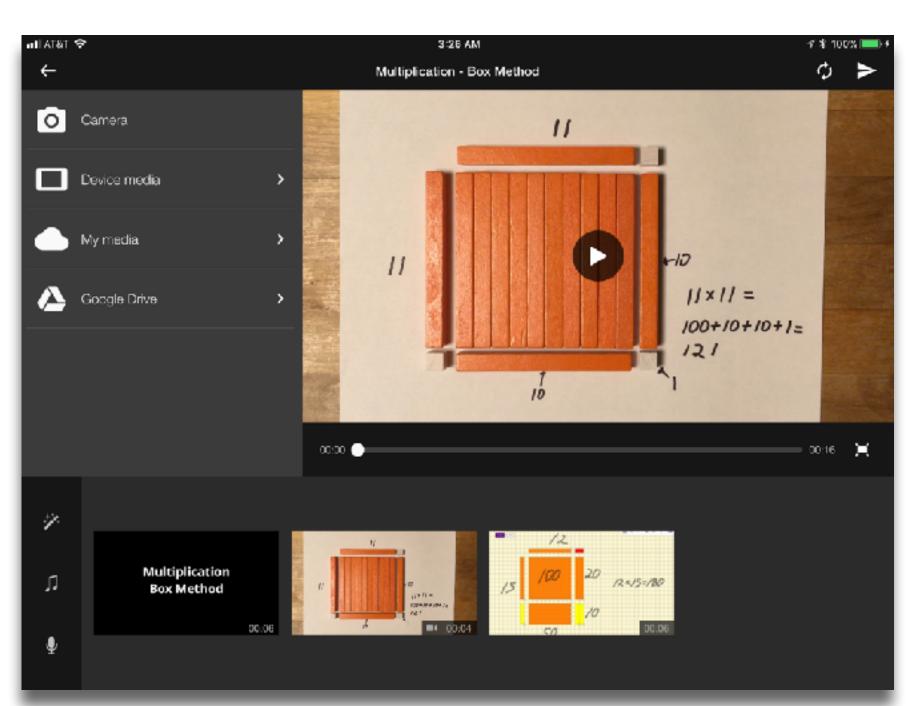
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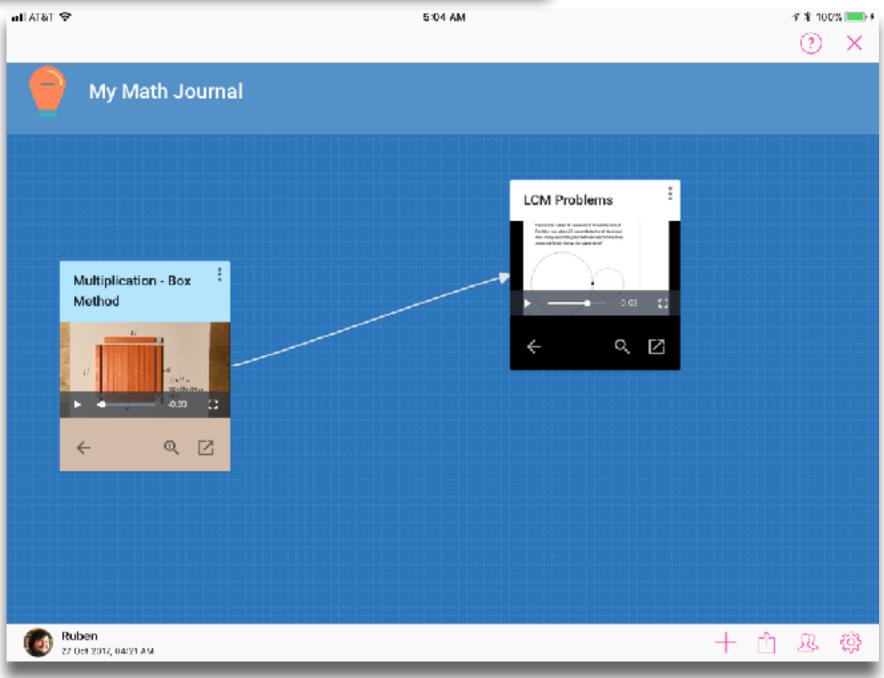
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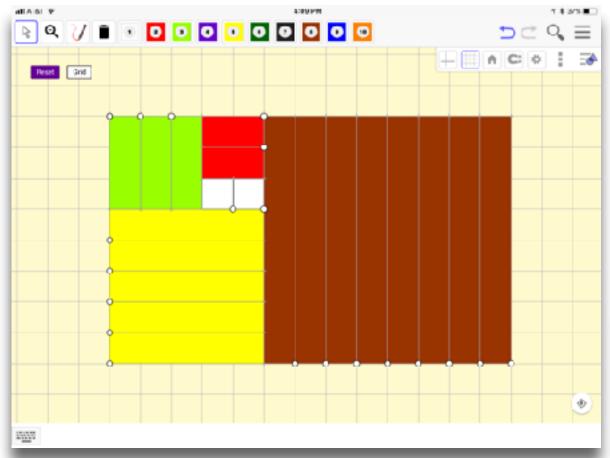
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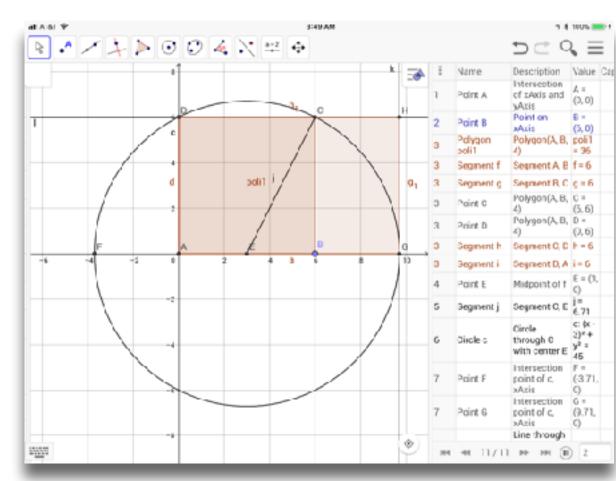
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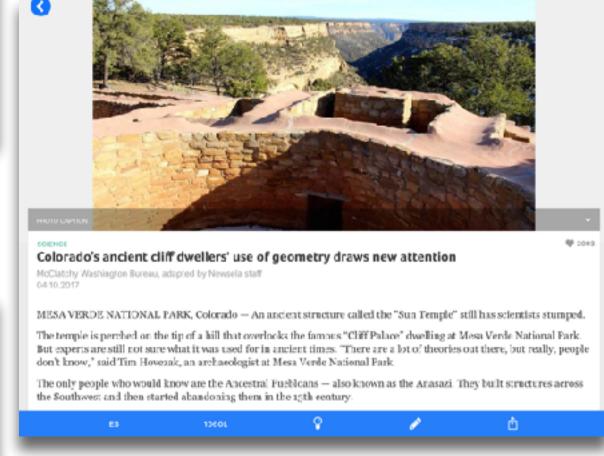
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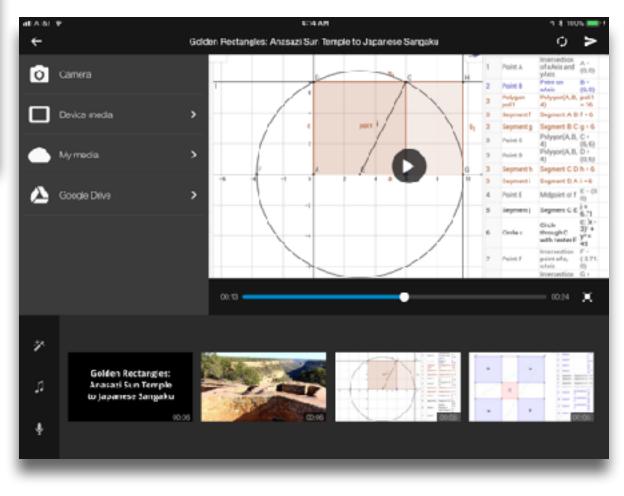
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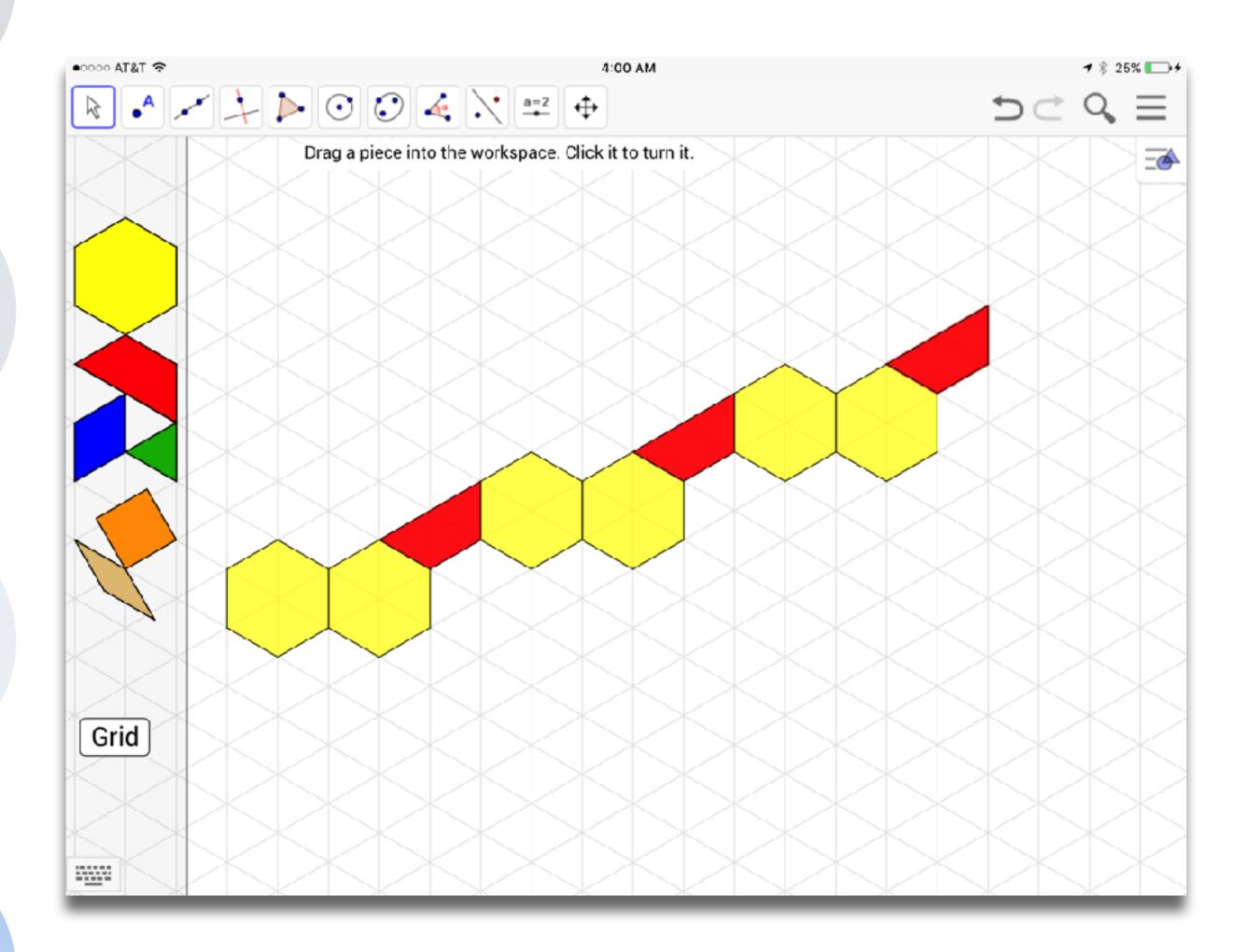
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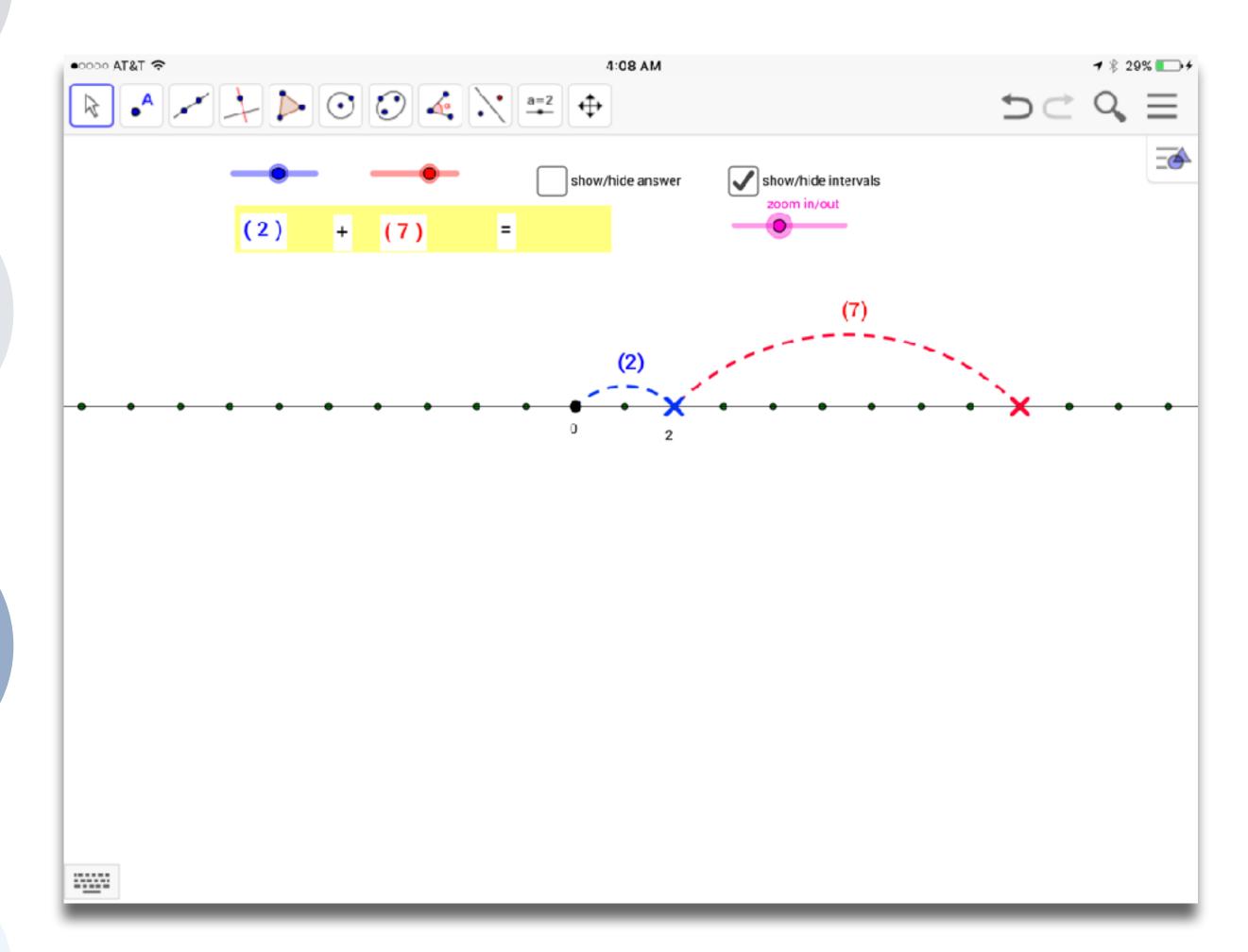
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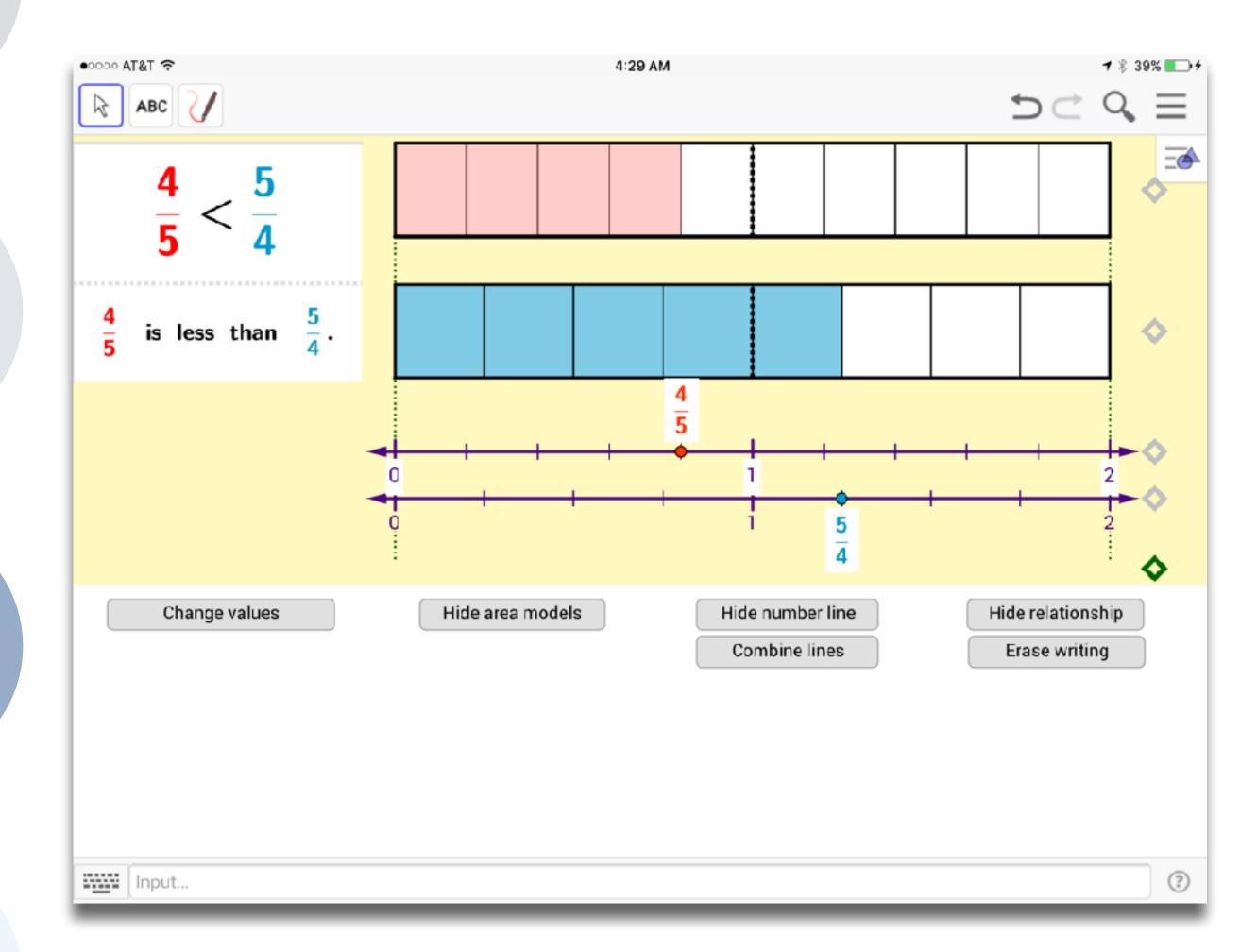
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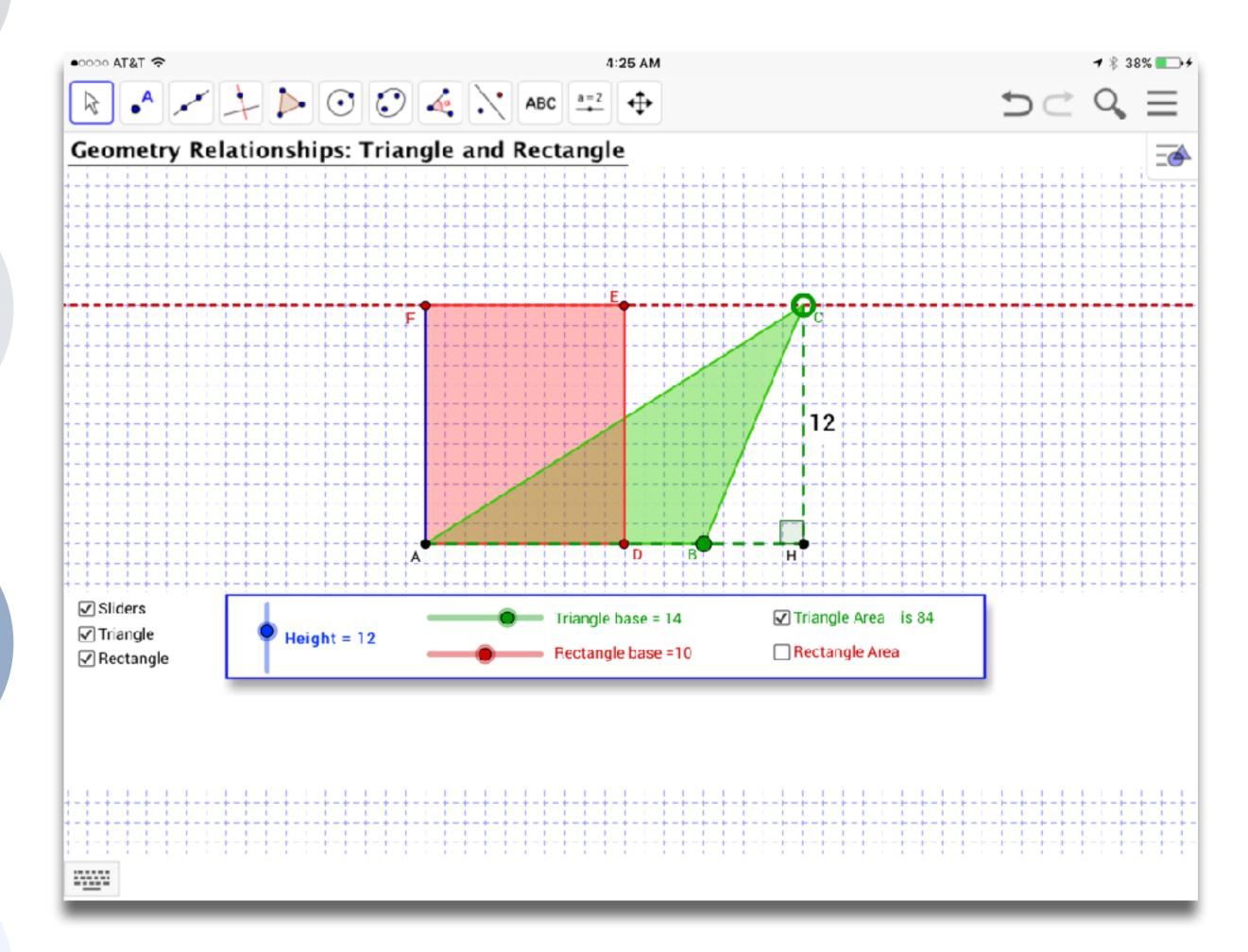
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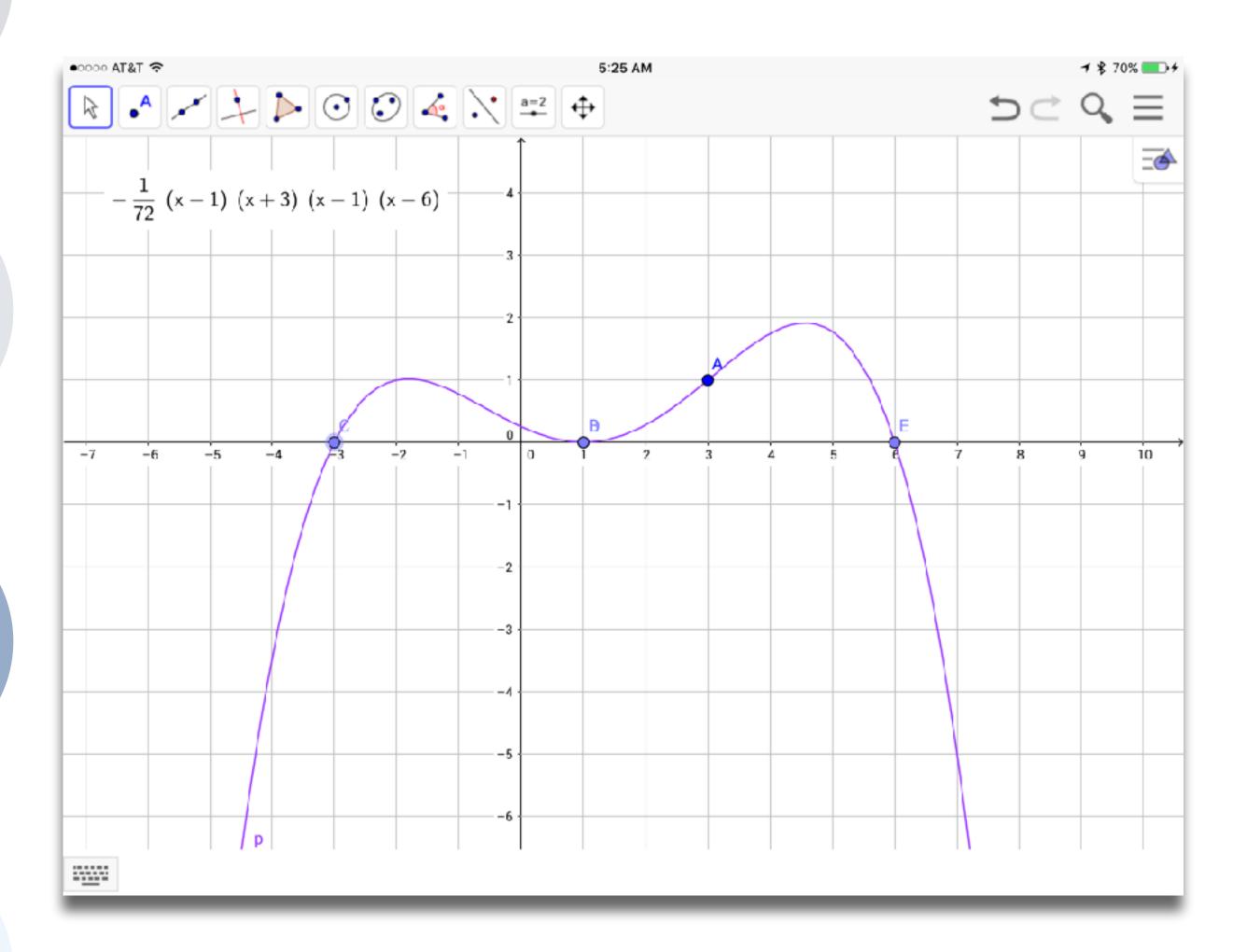
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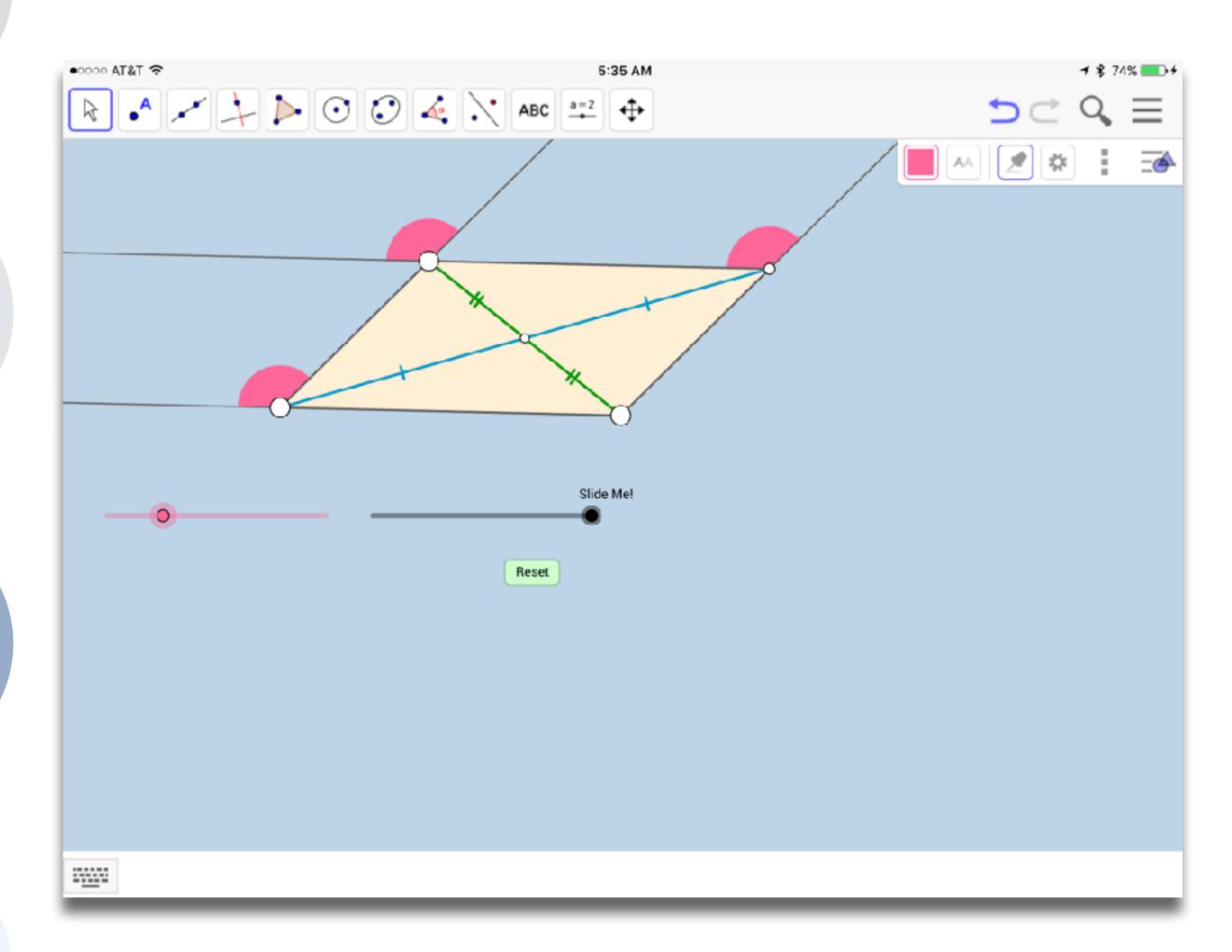
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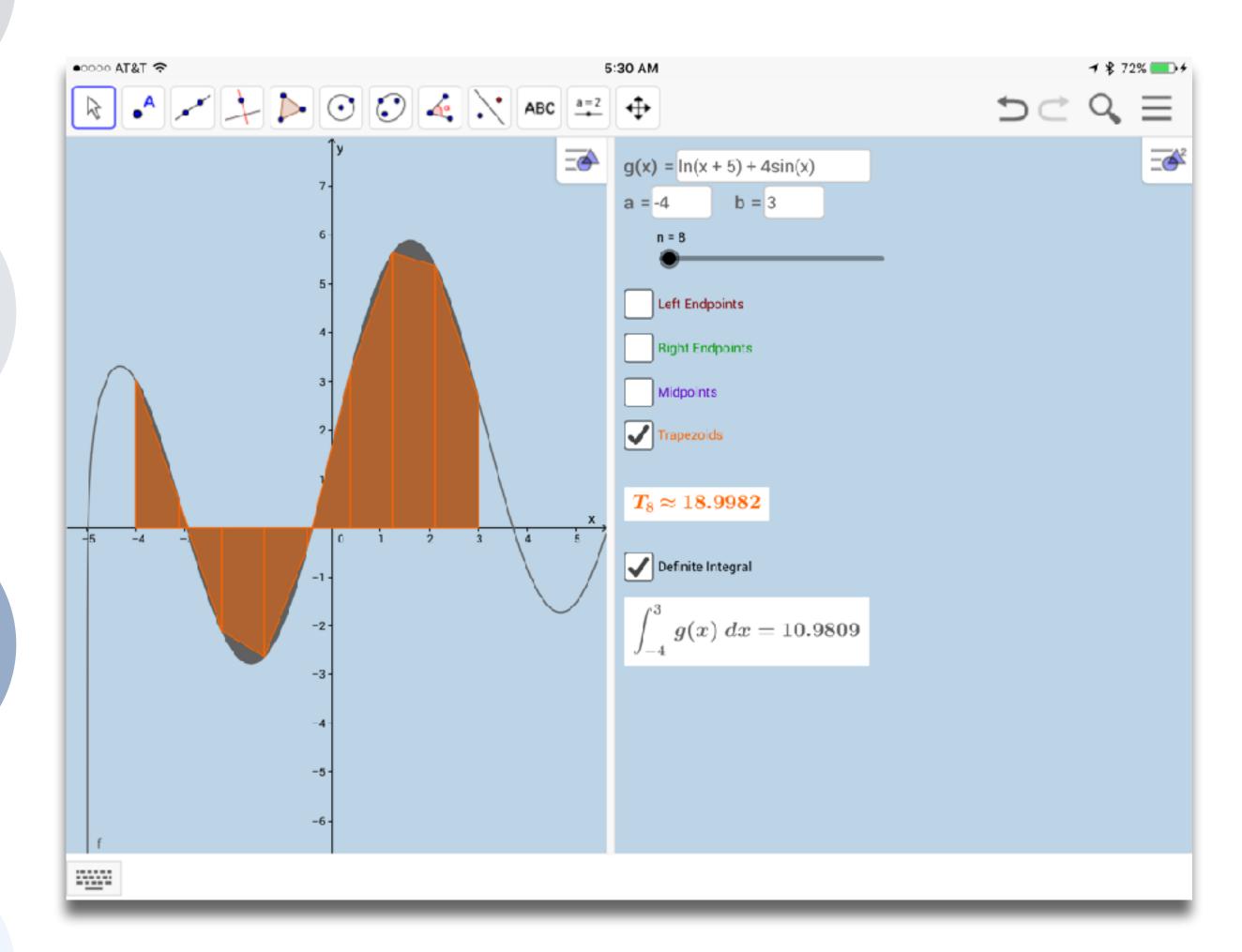
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"A house is a machine for living in."

-Le Corbusier, Towards an Architecture (1923)

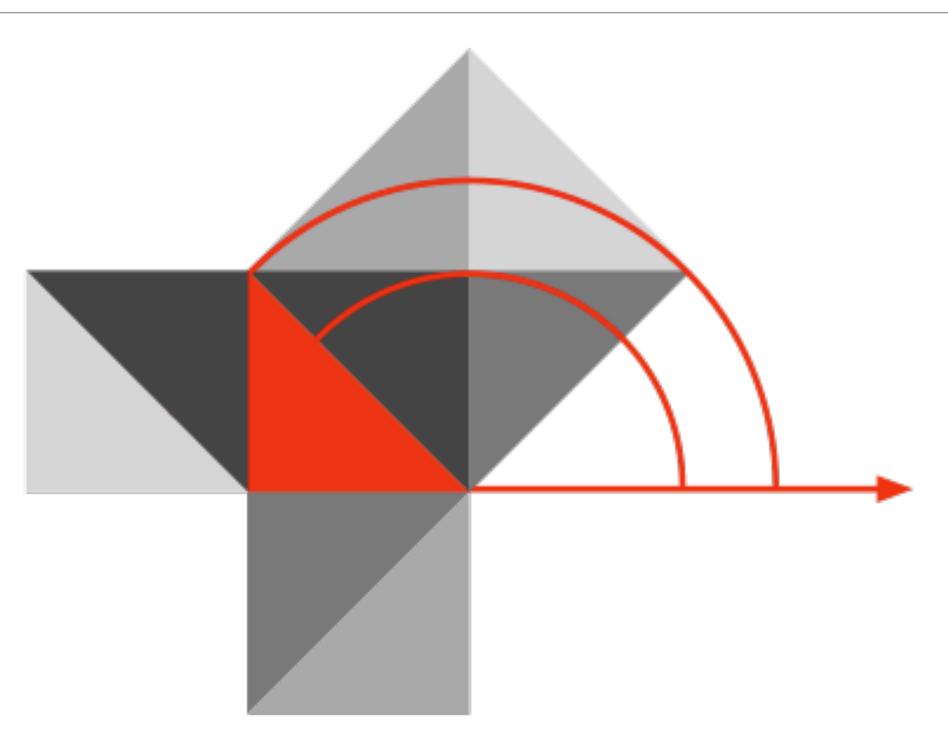
Five Environmental Elements (Telefonplan School)

- Mountain Top
 - Broadcast communication
- Cave
 - Individual learning
- Campfire
 - Dialogue
- Watering Hole
 - Meeting place
- Laboratory
 - Hands-on exploration

The FAR Model (Tom Haymes and Todd Hanger)

- Flexible Spaces
 - · Student reconfigurable for immediate learning needs without adult intervention
- Adaptive Spaces
 - Teacher reconfigurable to suit the immediate needs of instruction with minimal time and effort
- Responsive Spaces
 - Programmatically reconfigurable to suit the needs of the school with minimal associated cost

Hippasus



Blog: http://hippasus.com/blog/

Email: rubenrp@hippasus.com

Twitter: @rubenrp

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