Thinking About SAMR: Two-Pass Ladders

Ruben R. Puentedura, Ph.D.

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Modification

Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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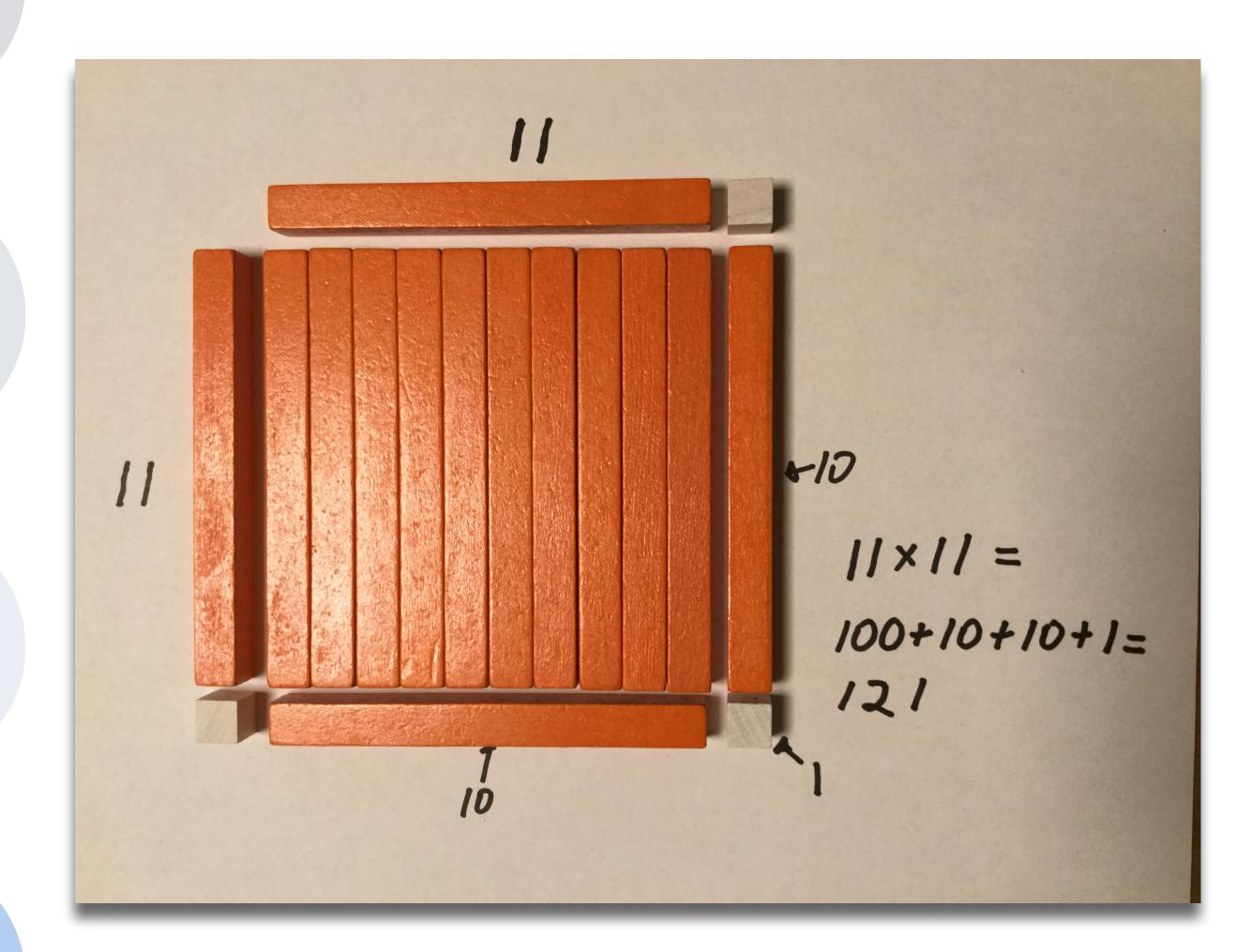
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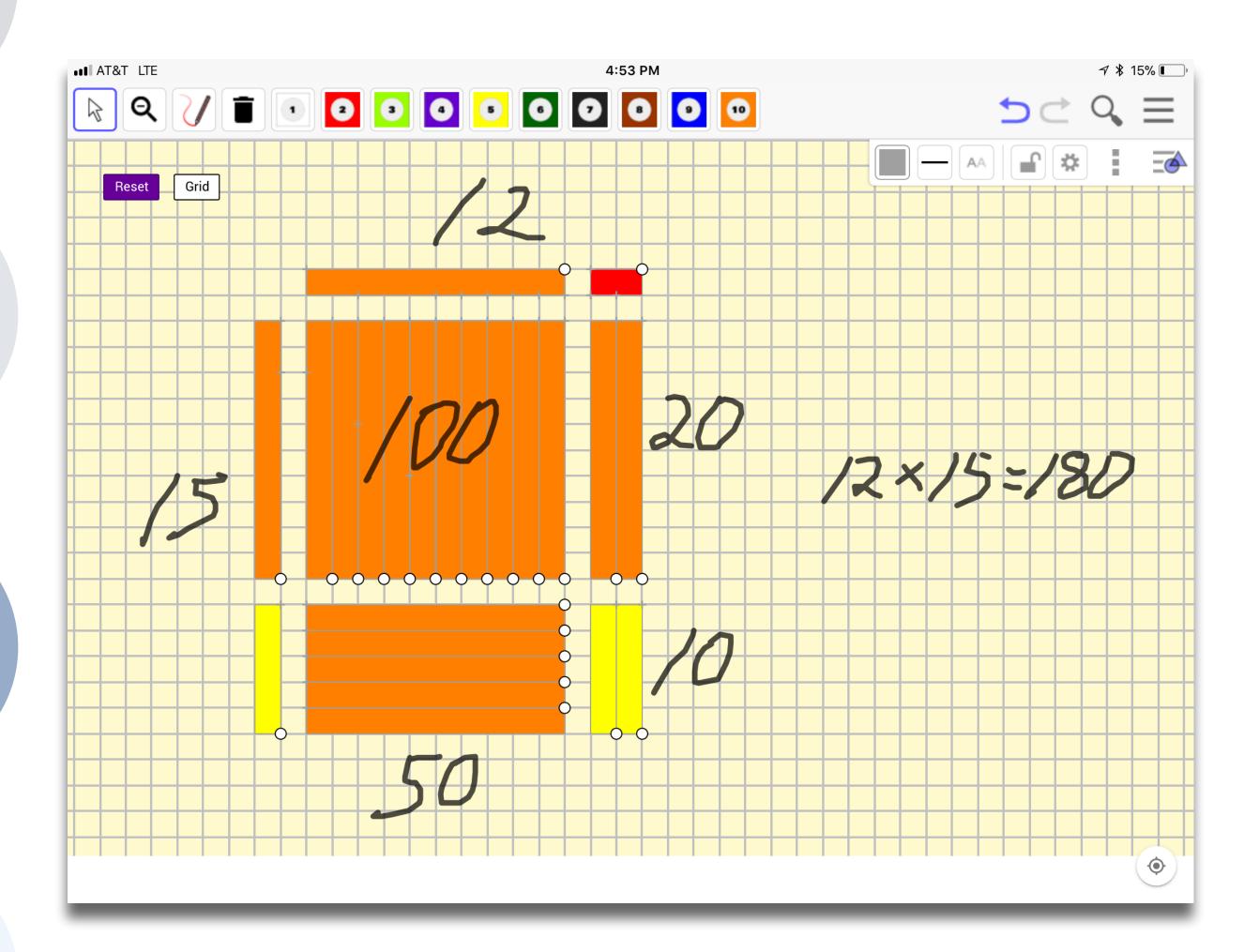
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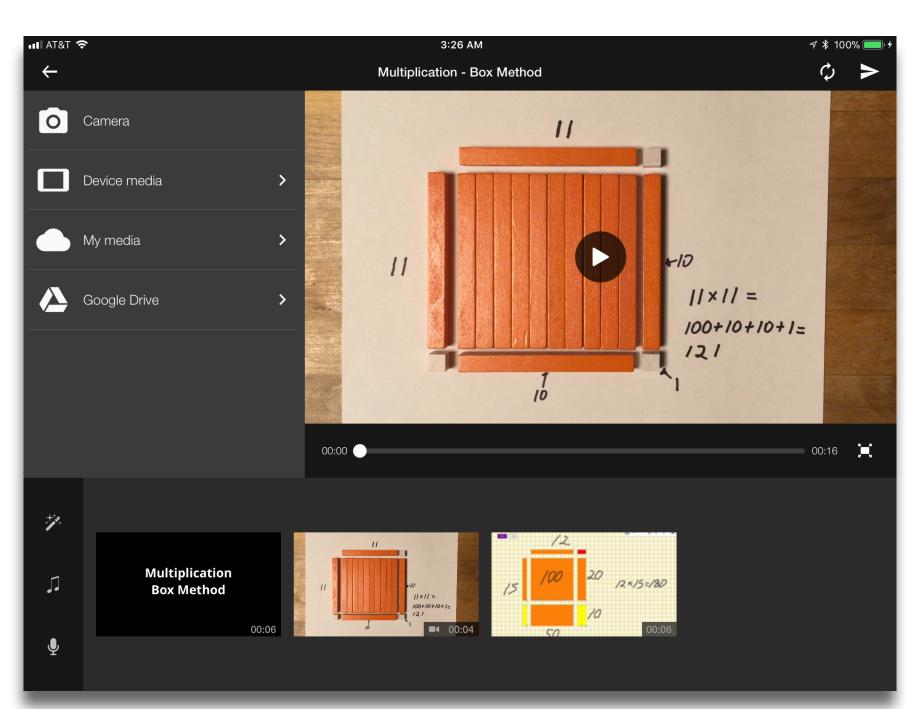
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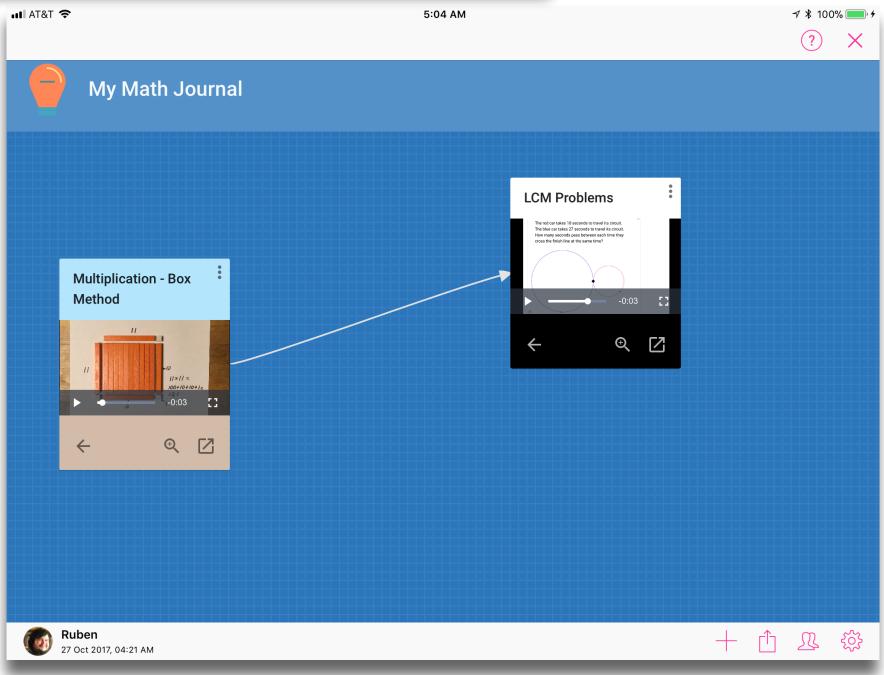
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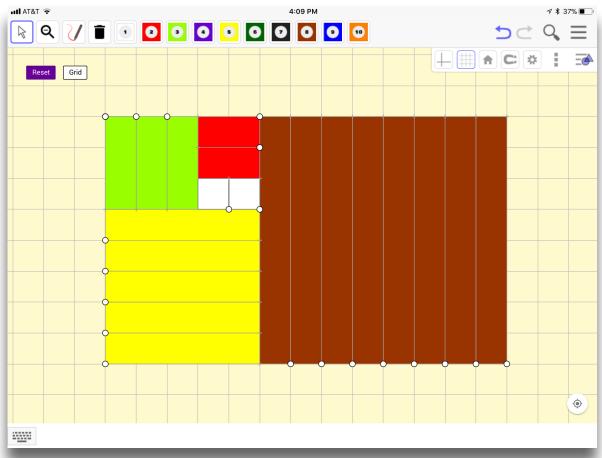
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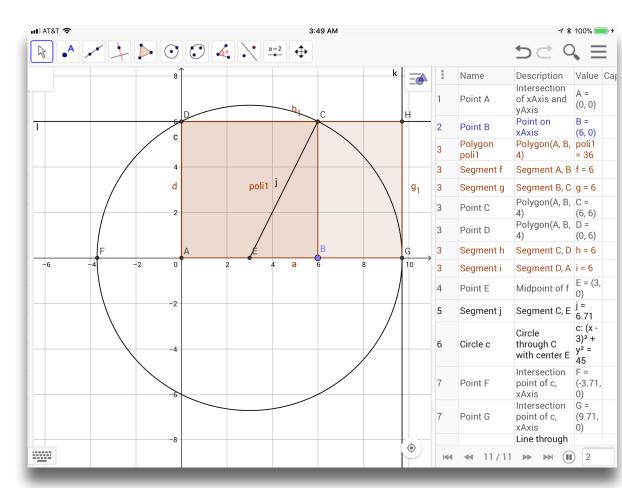
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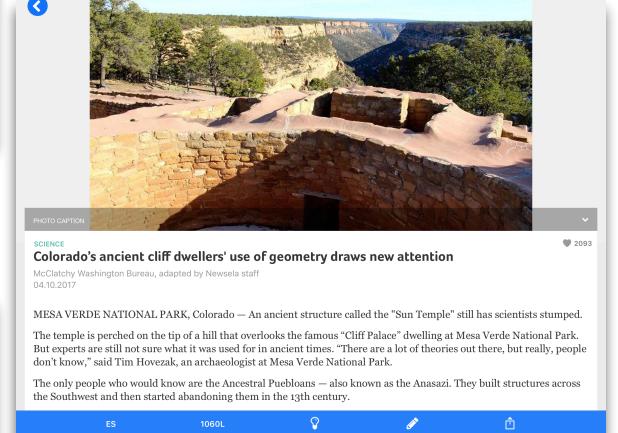
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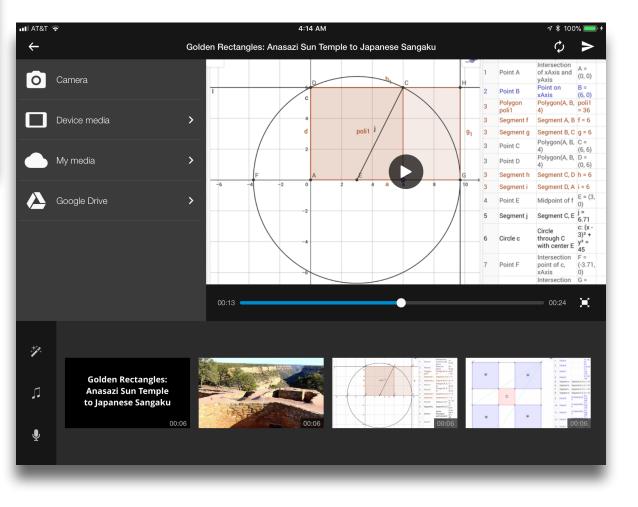
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Extended Thinking

Strategic Thinking

Skills and Concepts

Recall and Reproduction

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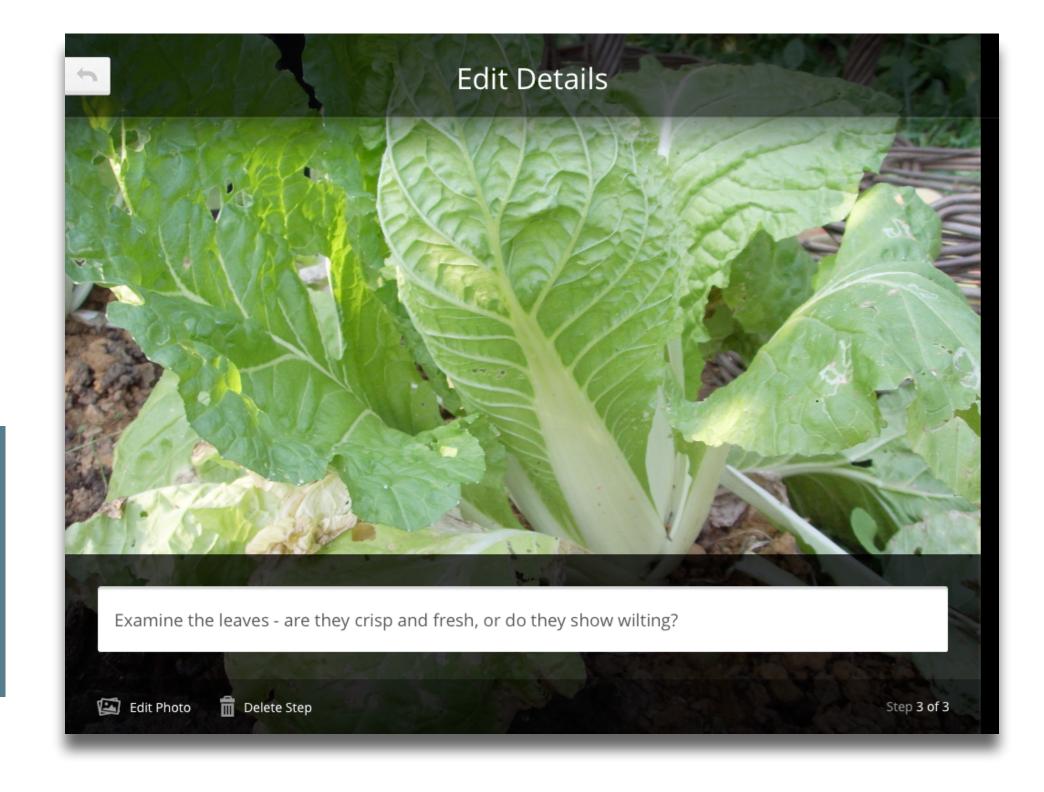
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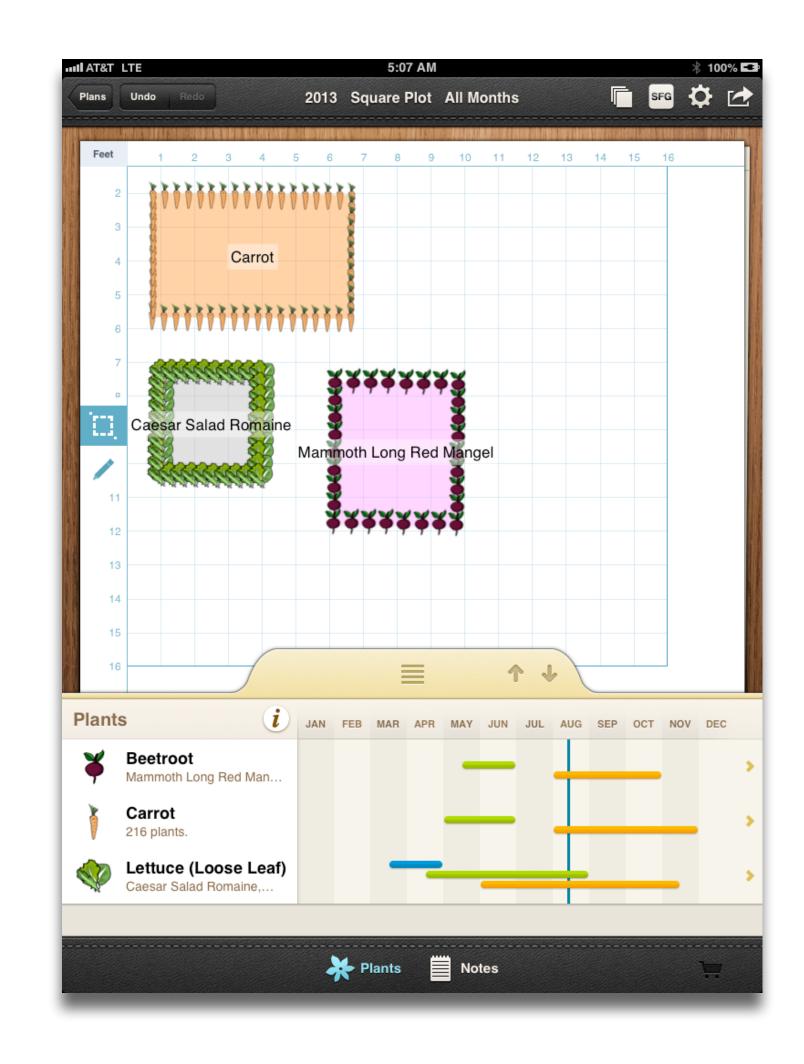
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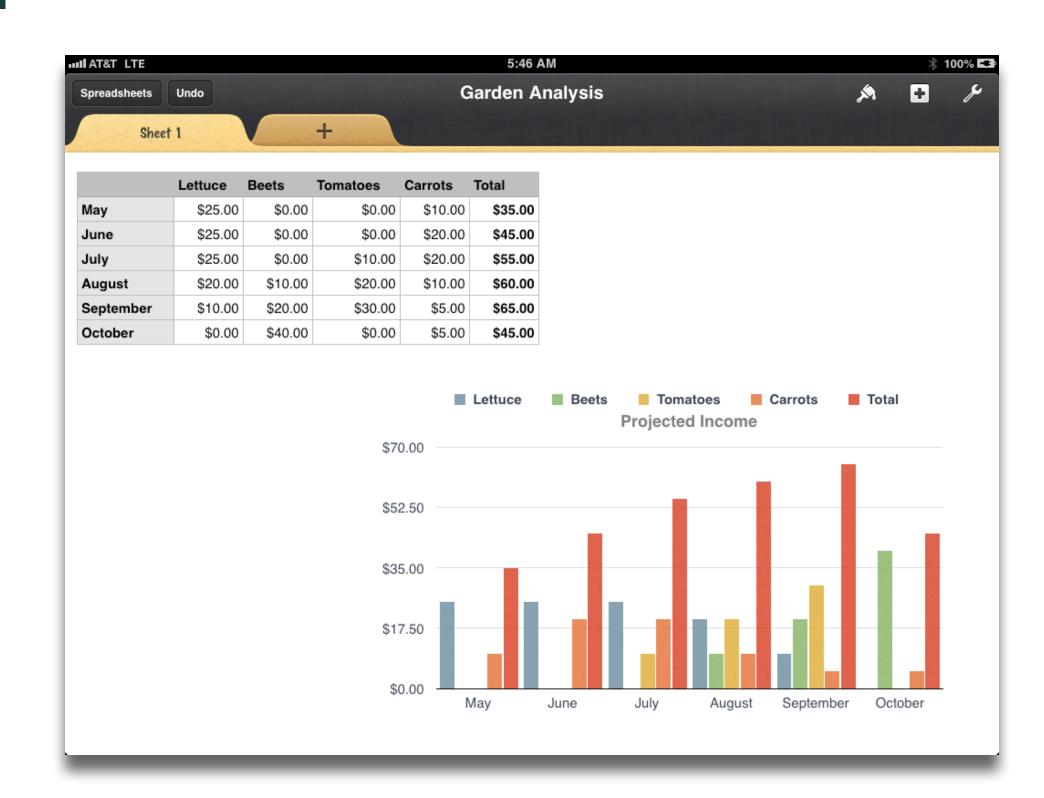
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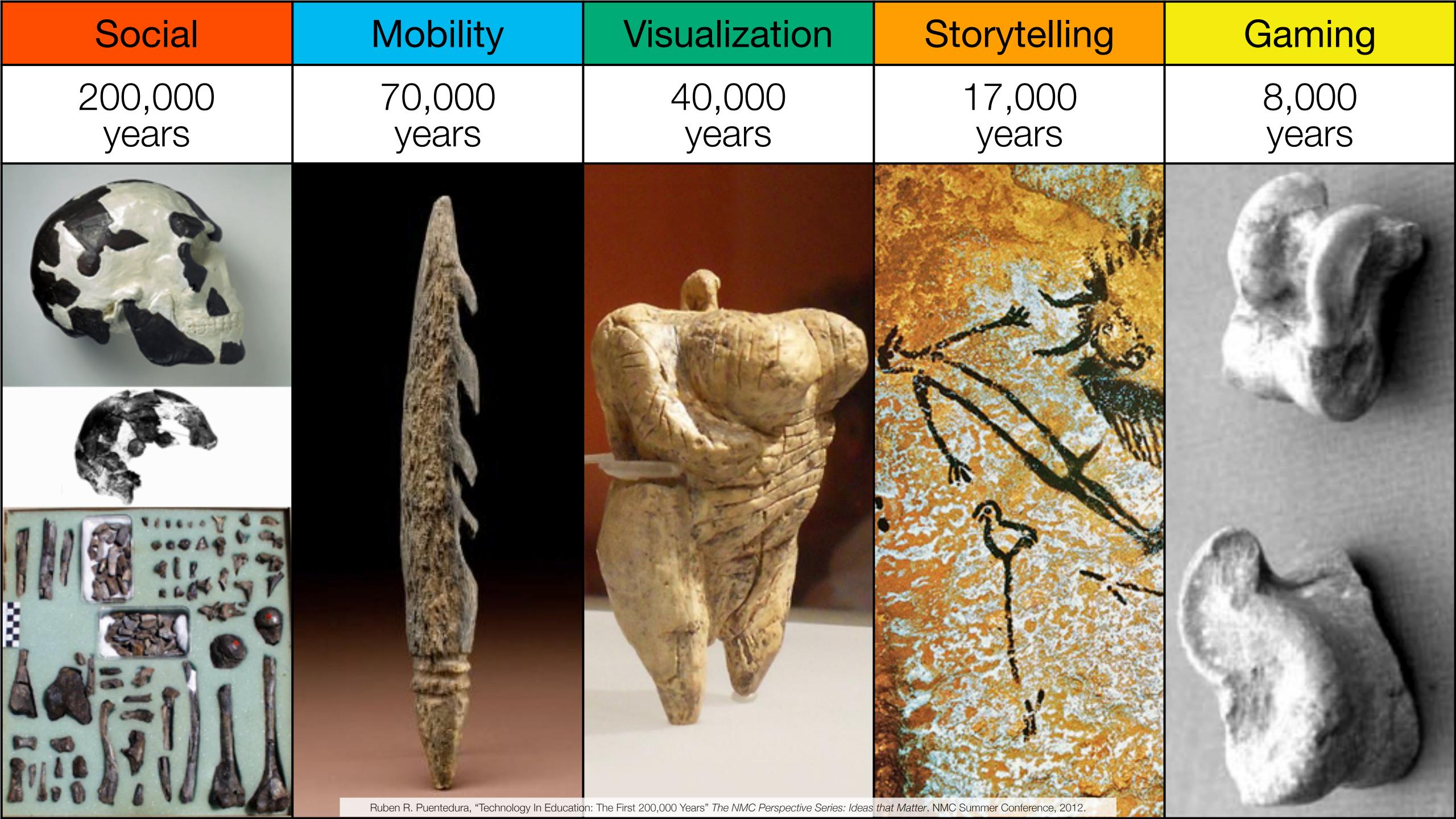
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Bookmarks





RSS Feeds

Discussions





Microblogging

Blogging





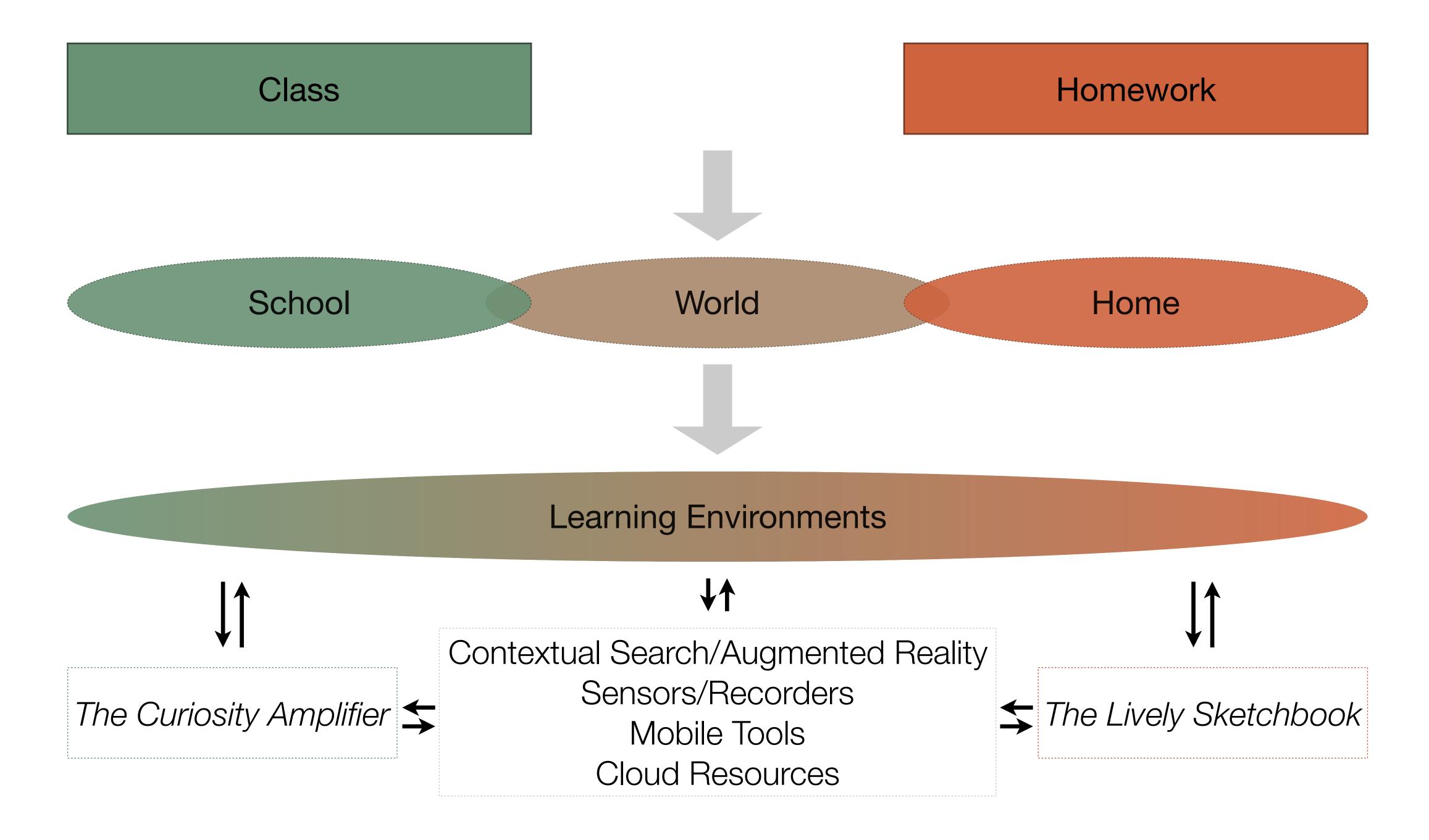
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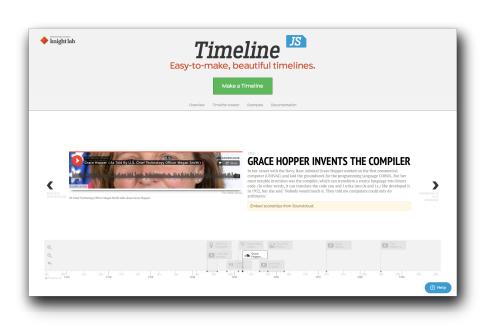
Telepresence





File Sharing



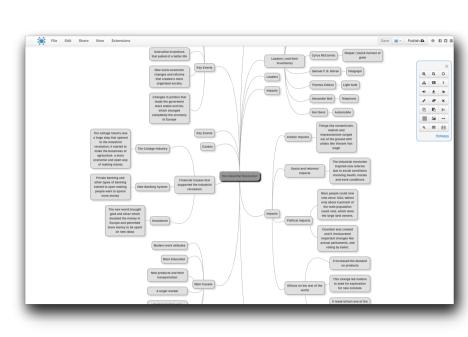


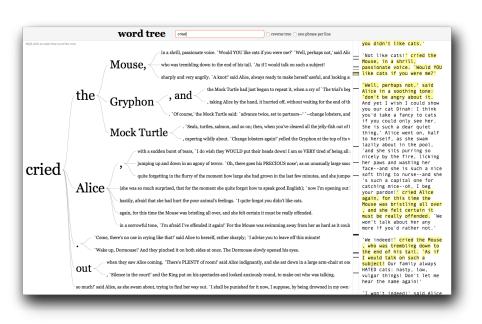




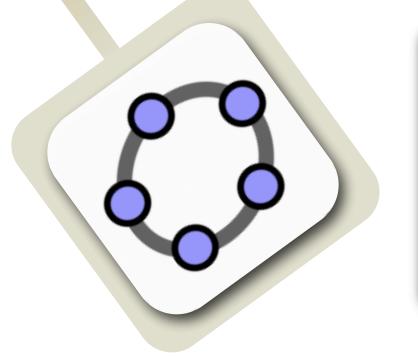




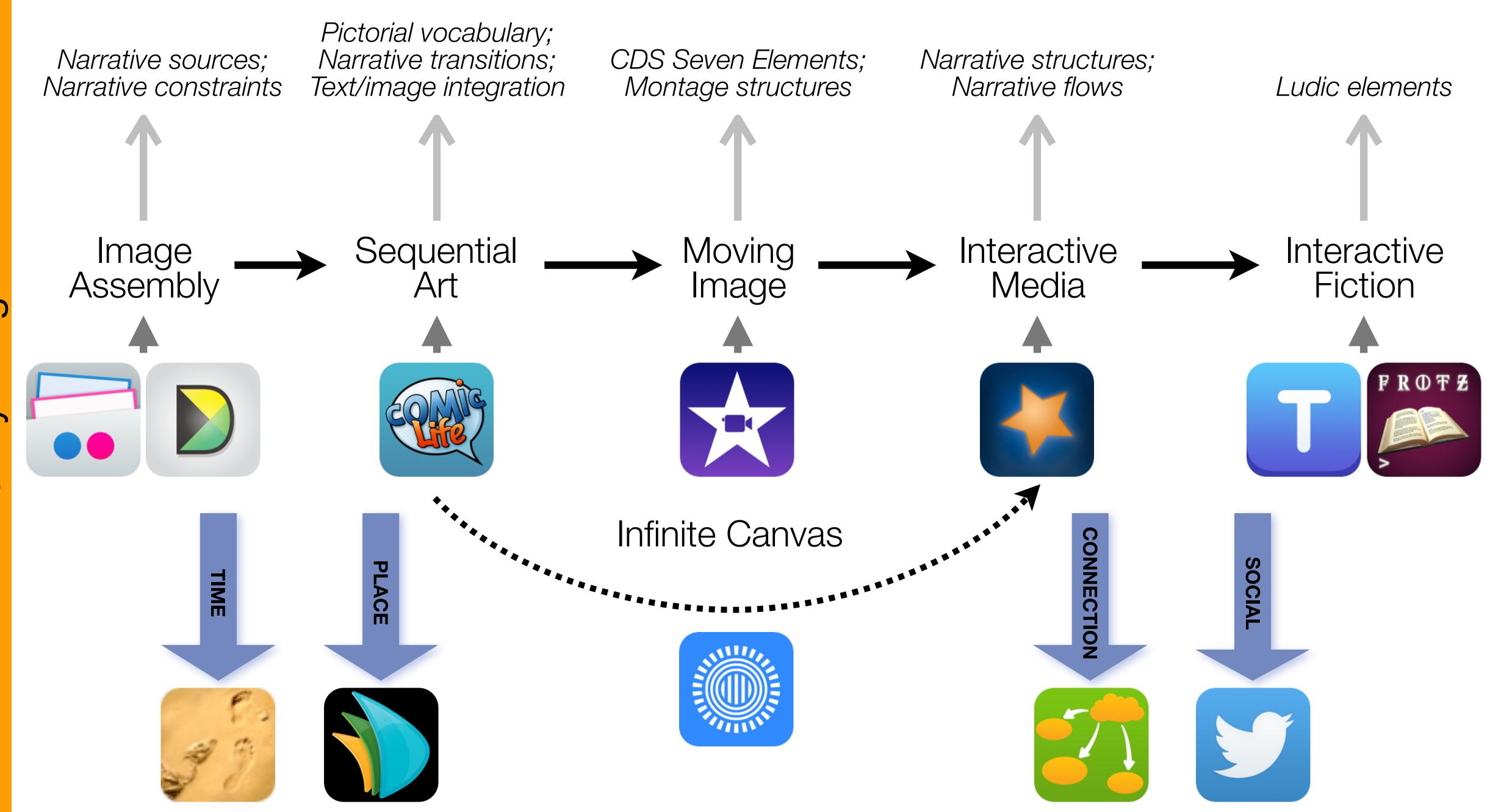








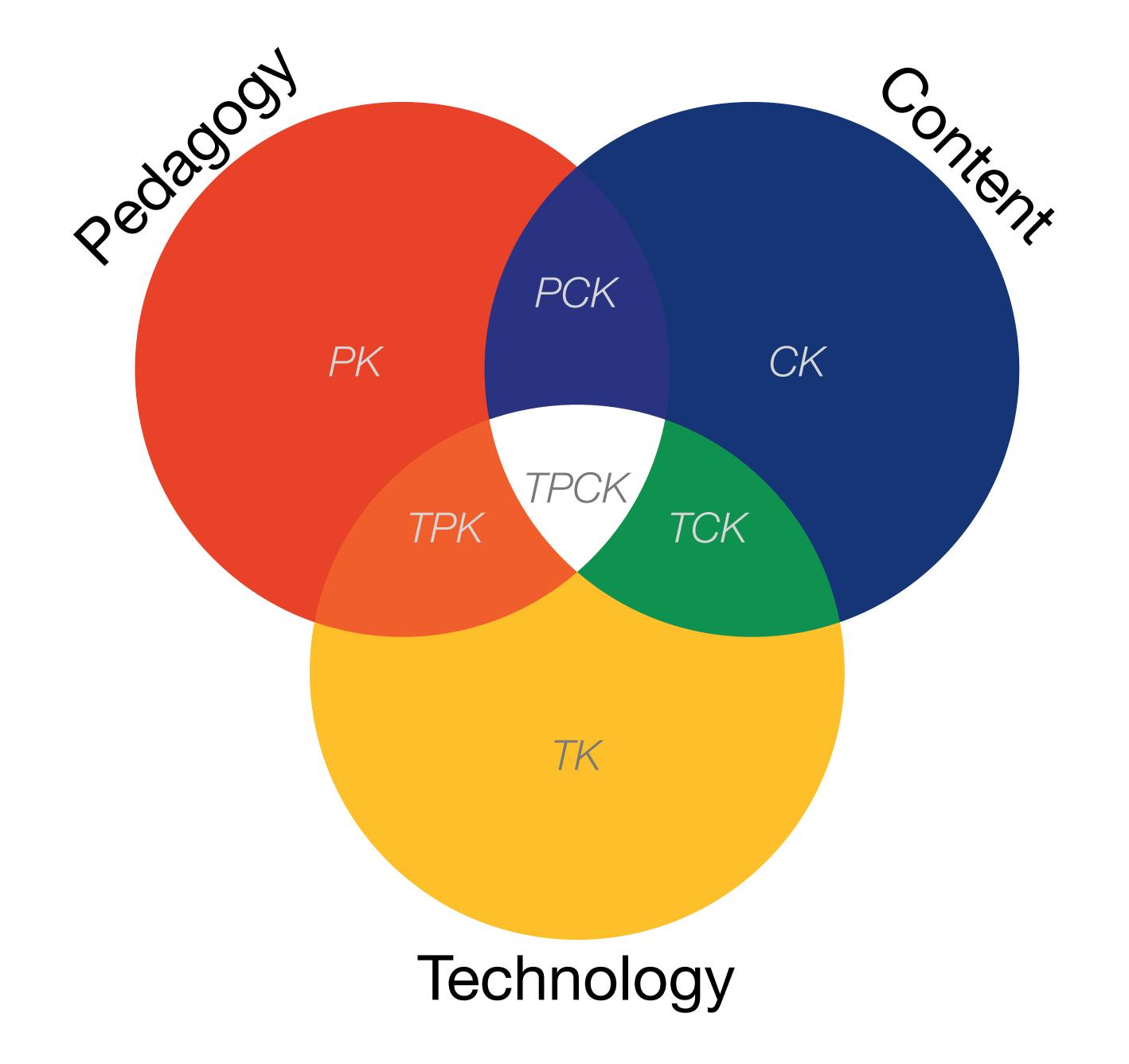




Formal Definition of **Game** (Salen & Zimmerman)

"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



Building a SAMR Ladder

- Four steps:
 - Select a unit of instruction
 - · Redesign the intro to the unit (basic knowledge, materials) at the S level
 - Redesign the development of the unit at the A, M levels
 - Redesign/create a student culminating experience for the unit at the R level

Why Build a Ladder?

- Only one of many possible approaches to redesigning a unit of instruction using SAMR
- · Particularly well-suited to "first efforts" in technology-based curricular redesign
- Some advantages in this context:
 - Proximity to existing practice
 - Sustainability of effort
 - Option for gradual implementation

Three Questions (and Followups)

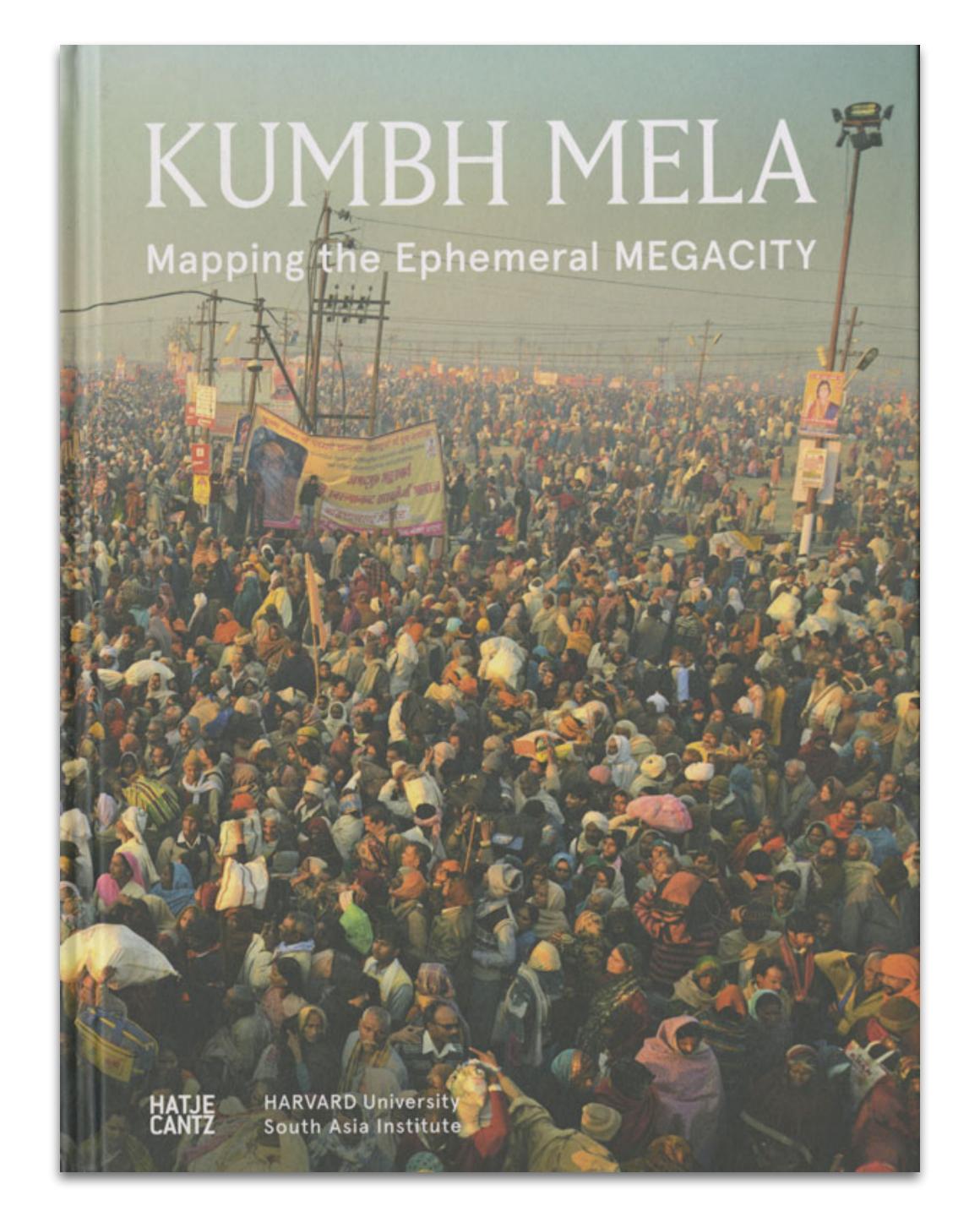
- Which unit of instruction would you like to redesign?
 - Why?
- What did you do before in this unit that worked?
 - Why did you do it?
- What would you like to change or replace?
 - Why?

The Two-Pass Ladder – Pass 1

- · Redesign at the S/A levels, using one of Technology, Pedagogy, or Content as your driver:
 - S: Go for low-hanging fruit, e.g.
 - access to resources
 - coordination of social environments
 - basic approaches to information management
 - A: Go for enhancing what you chose in S, e.g.
 - curation of resources
 - organization of peer discussion/instruction experiences
 - information analysis and visualization

The Two-Pass Ladder – Pass 2

- Now, redesign at the M/R levels for a different driver (from Technology, Pedagogy, or Content), but in light of the first pass driver:
 - M: Go for defining extended experiences in student exploration/creation that leverage the choices made for A
 - R: Go for student agency, allowing them to build their own exploration/ creation using the experiences developed at M

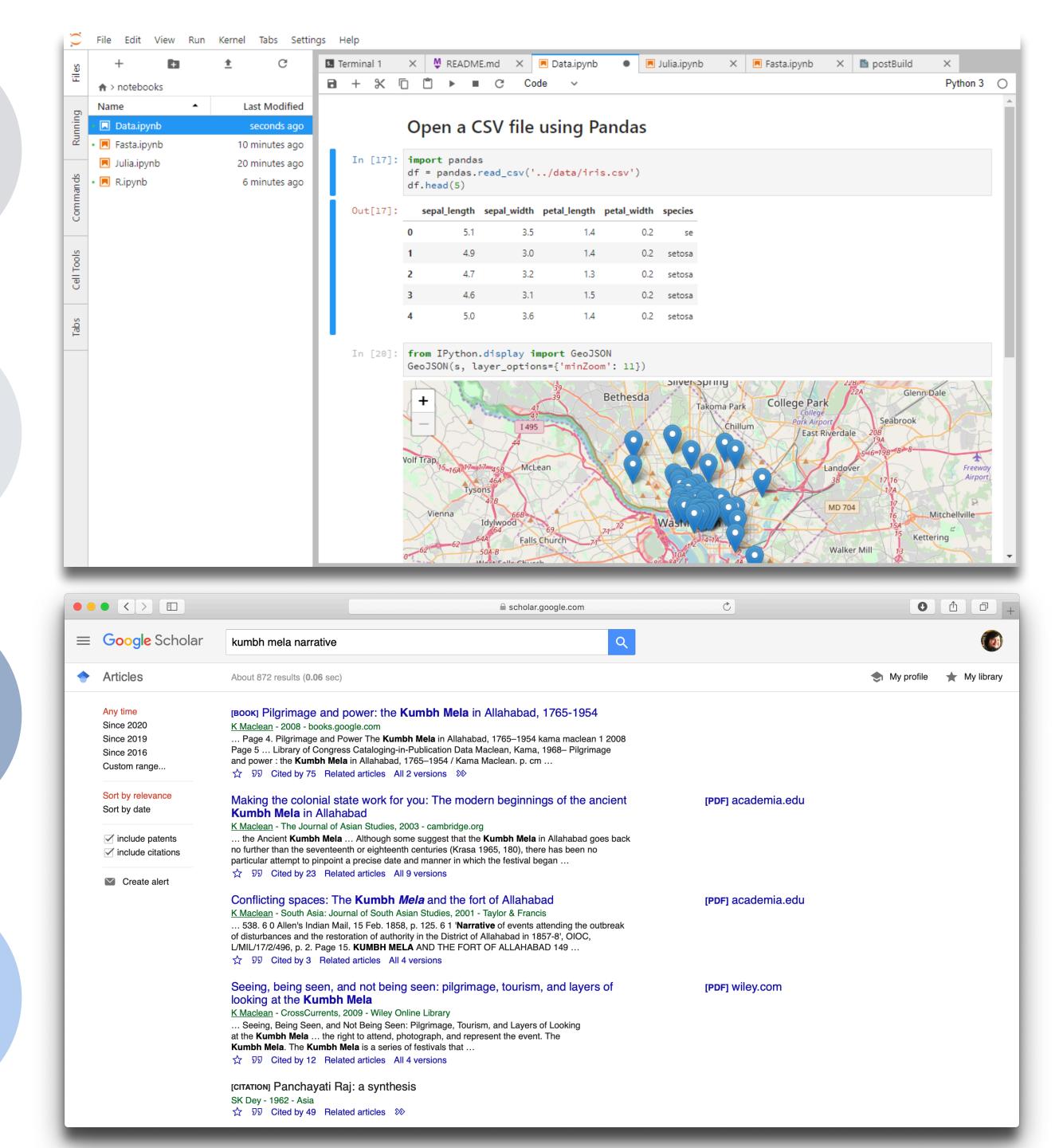


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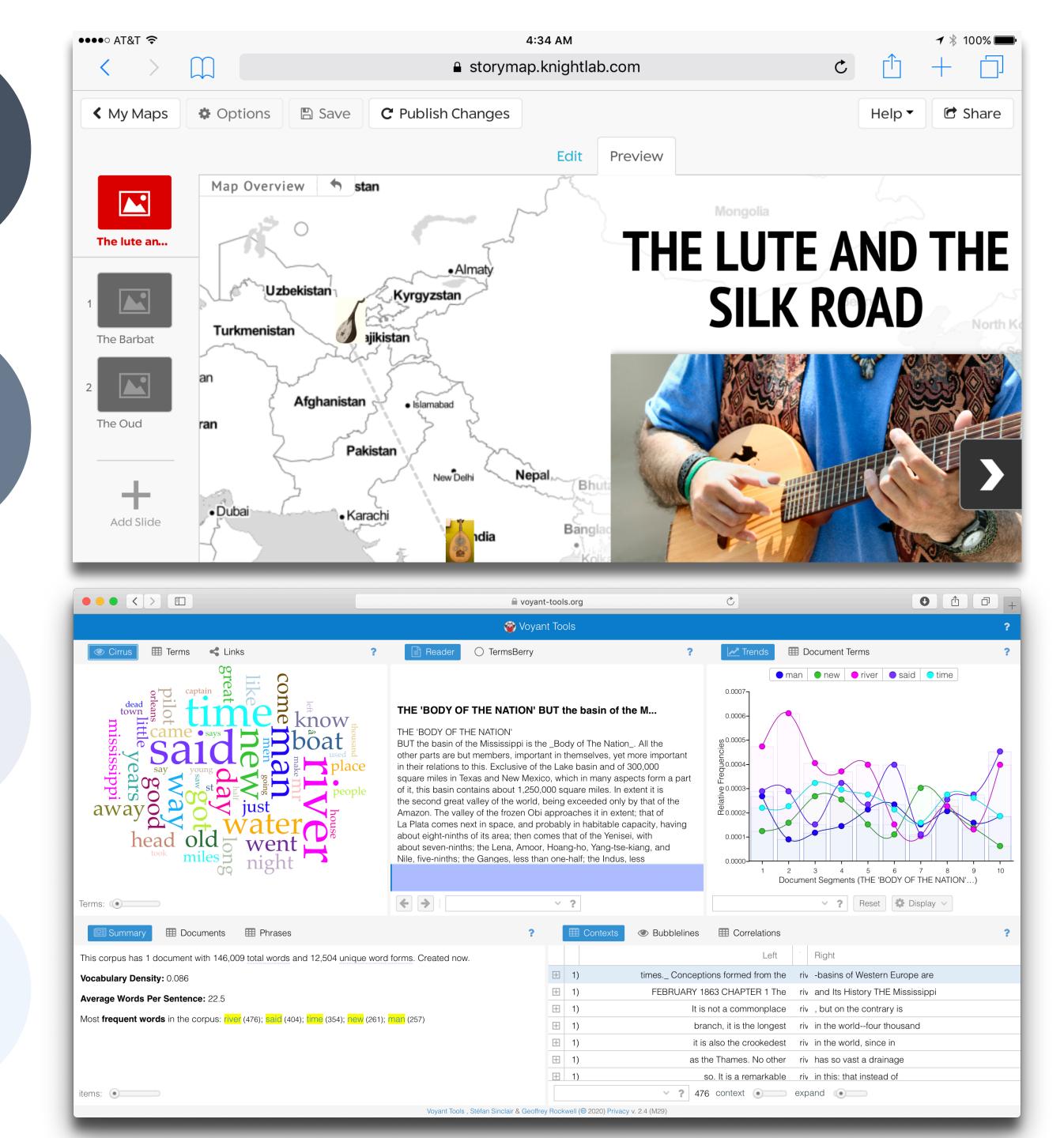
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Choosing the First SAMR Ladder Project: Three Options

Your Passion:

· If you had to pick one topic from your class that best exemplifies why you became fascinated with the subject you teach, what would it be?

· Barriers to Your Students' Progress:

· Is there a topic in your class that a significant number of students get stuck on, and fail to progress beyond?

What Students Will Do In the Future:

· Which topic from your class would, if deeply understood, best serve the interests of your students in future studies or in their lives outside school?

Determining SAMR Level: Questions and Transitions

Substitution:

· What is gained by replacing the older technology with the new technology?

Substitution to Augmentation:

- · Has an improvement been added to the task process that could not be accomplished with the older technology at a fundamental level?
- How does this feature contribute to the design?

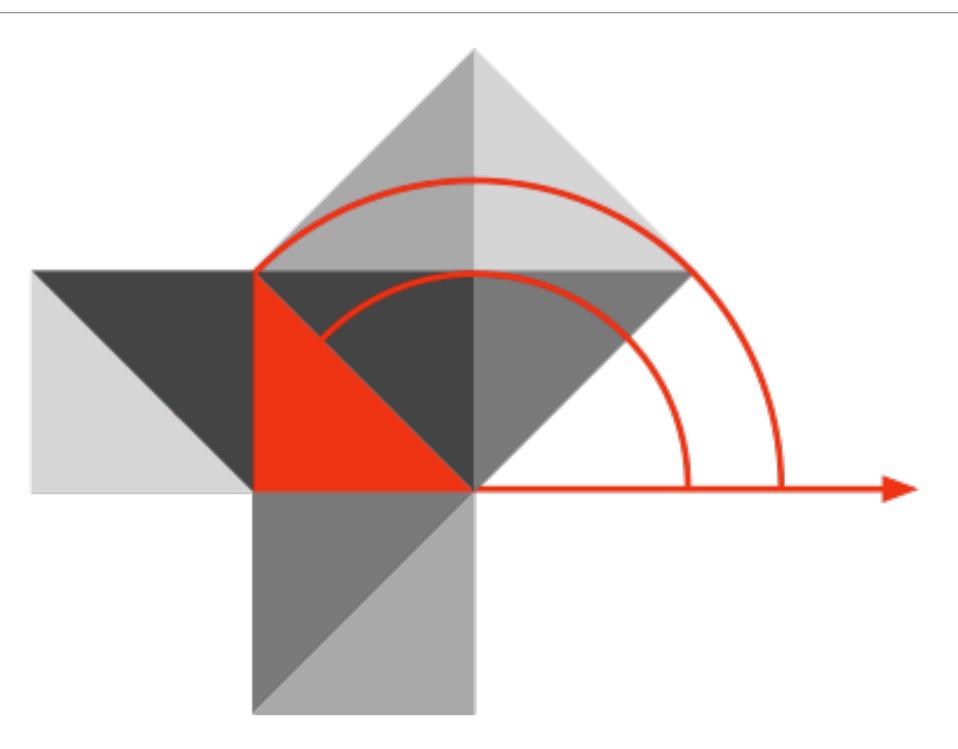
Augmentation to Modification:

- How is the original task being modified?
- Does this modification fundamentally depend upon the new technology?
- How does this modification contribute to the design?

Modification to Redefinition:

- What is the new task?
- · Is any portion of the original task retained?
- How is the new task uniquely made possible by the new technology?
- How does it contribute to the design?

Hippasus



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

Email: rubenrp@hippasus.com

Twitter: @rubenrp

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