

# SAMR and Sustainability

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## Transformation

### **Redefinition**

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

### **Modification**

*Tech allows for significant task redesign*

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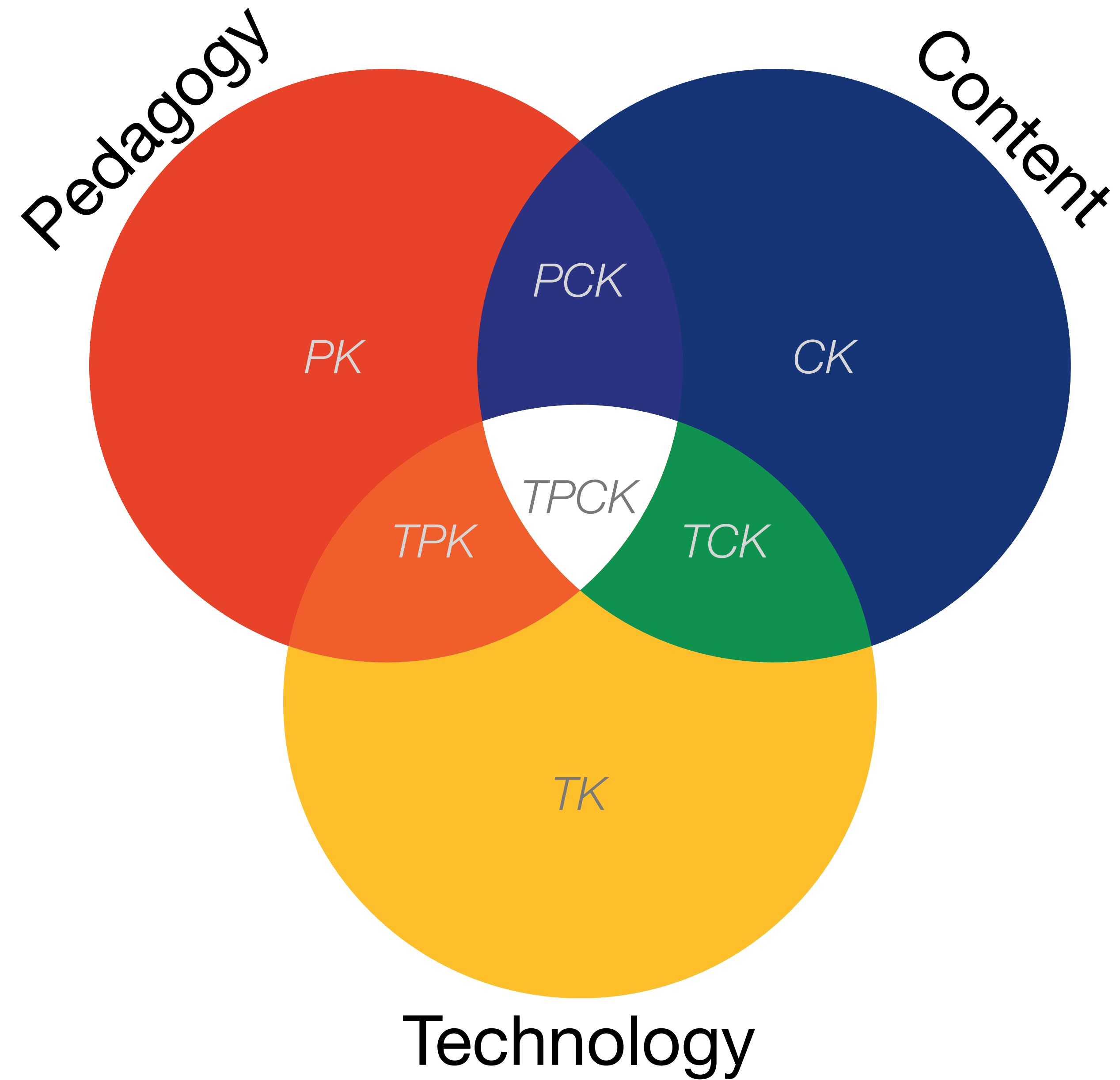
### **Augmentation**

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

### **Substitution**

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

## Enhancement



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**Modification**

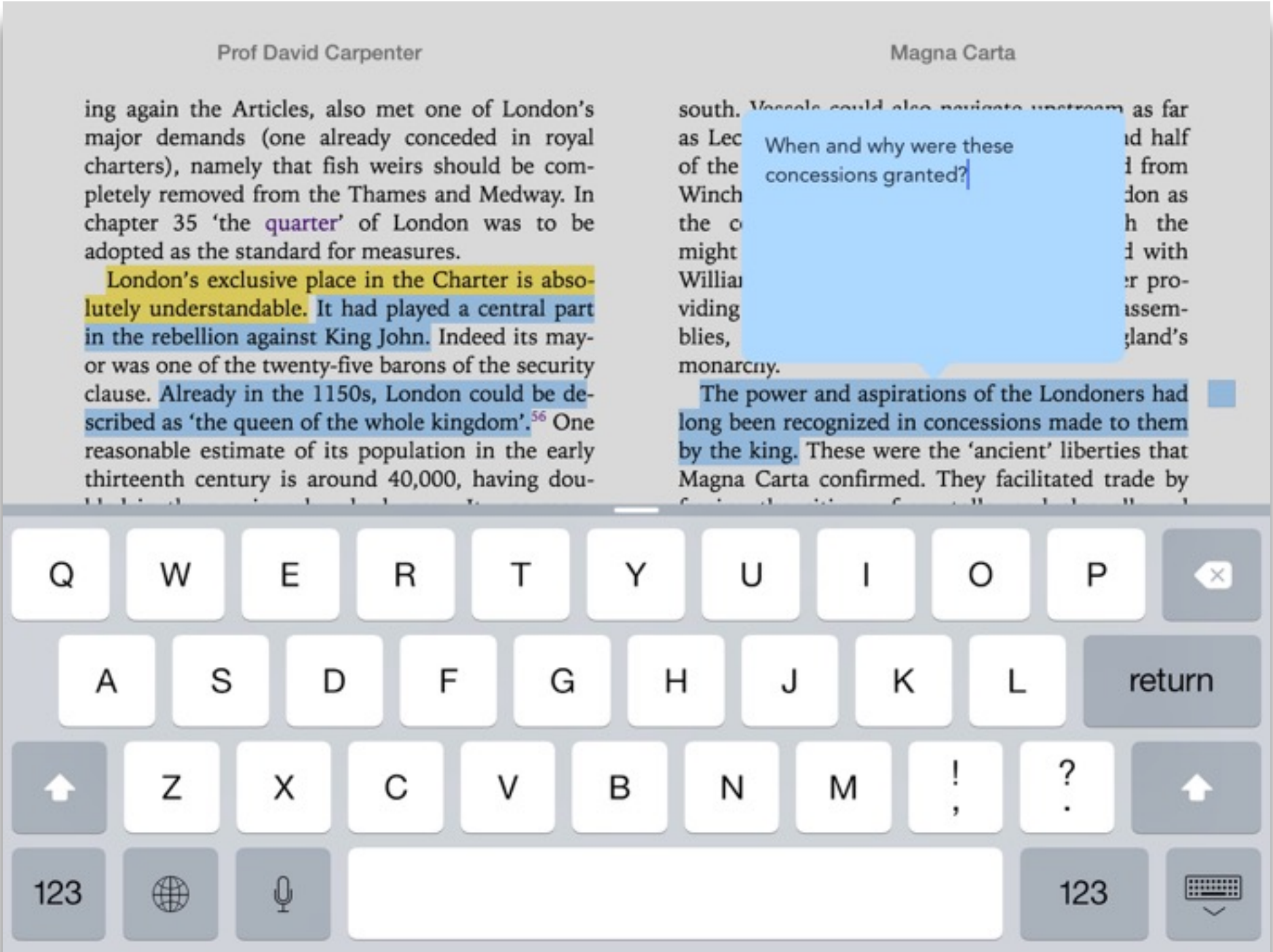
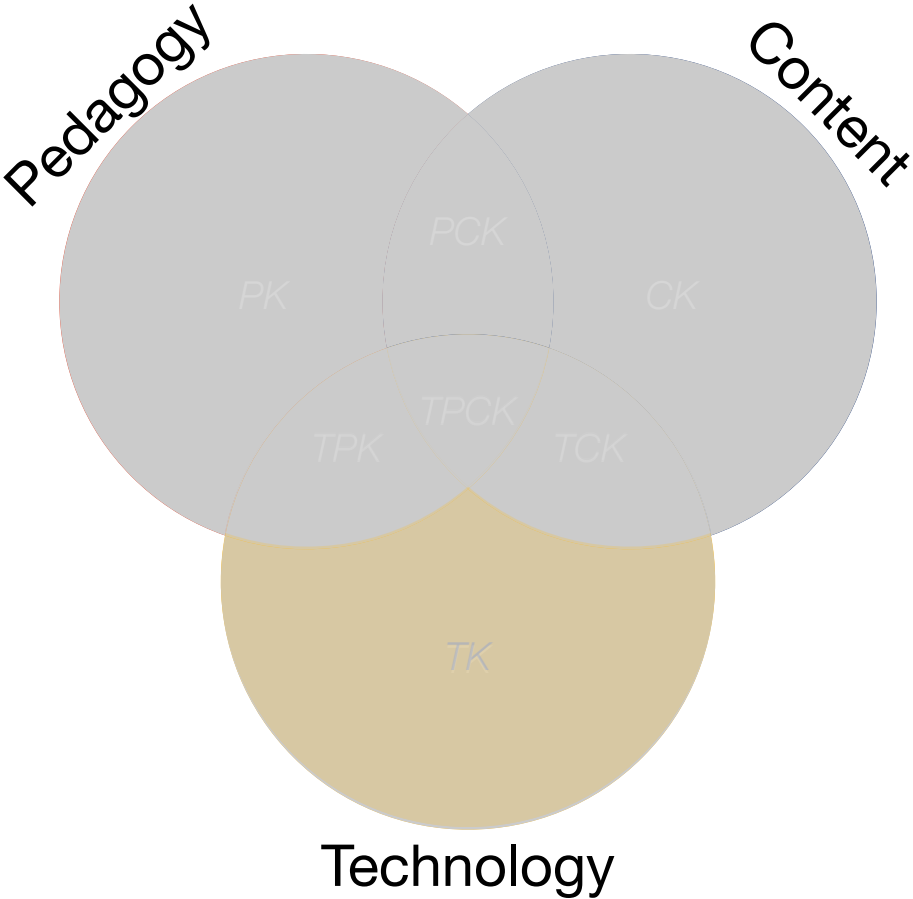
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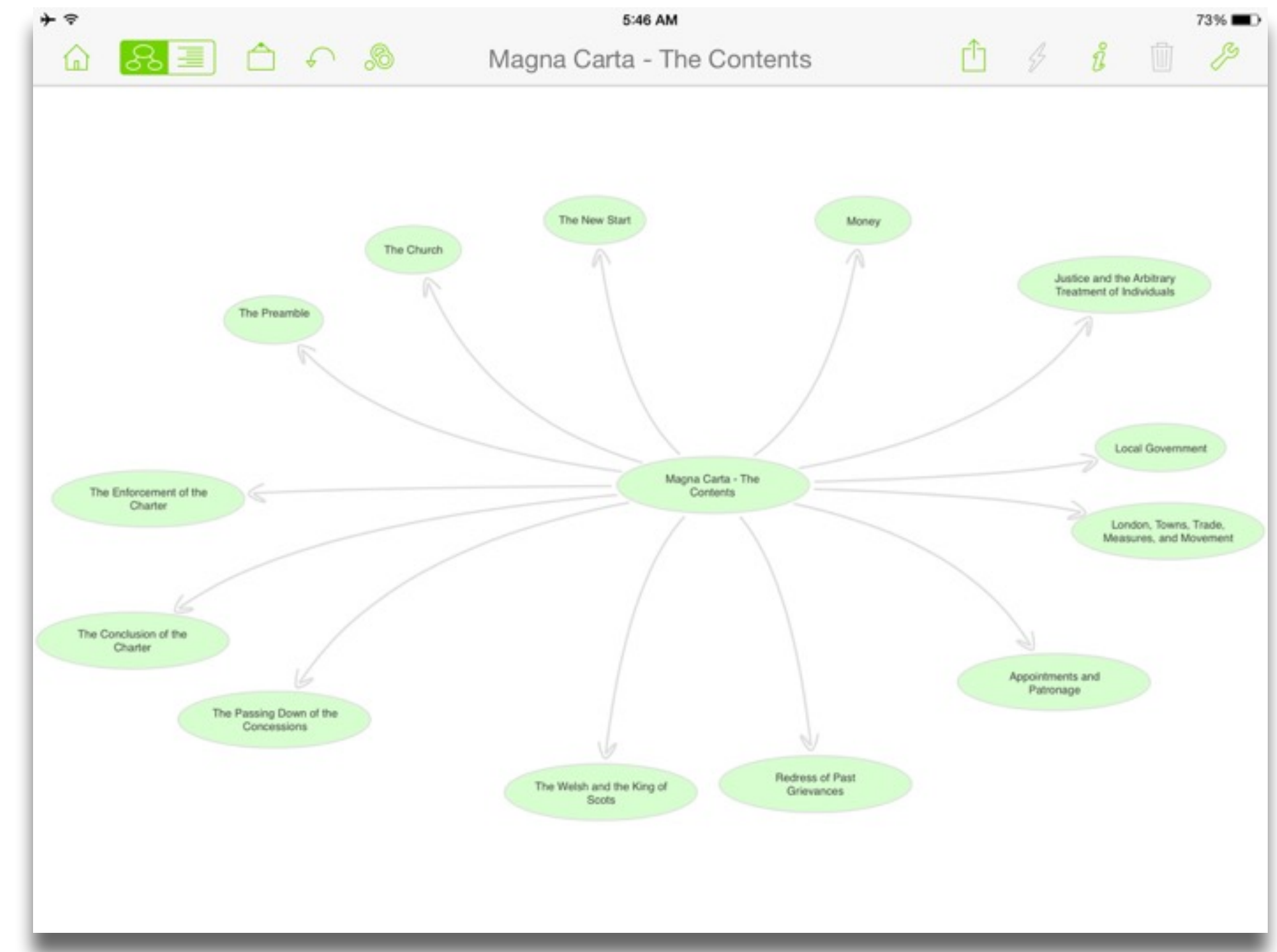
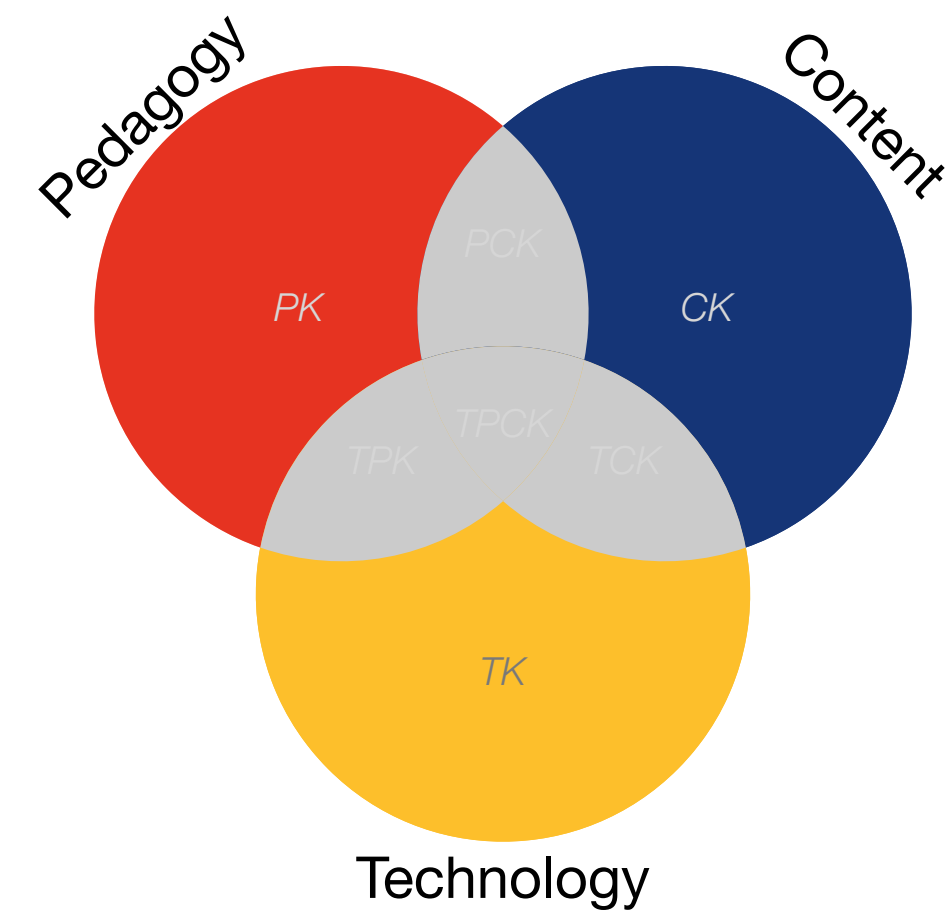
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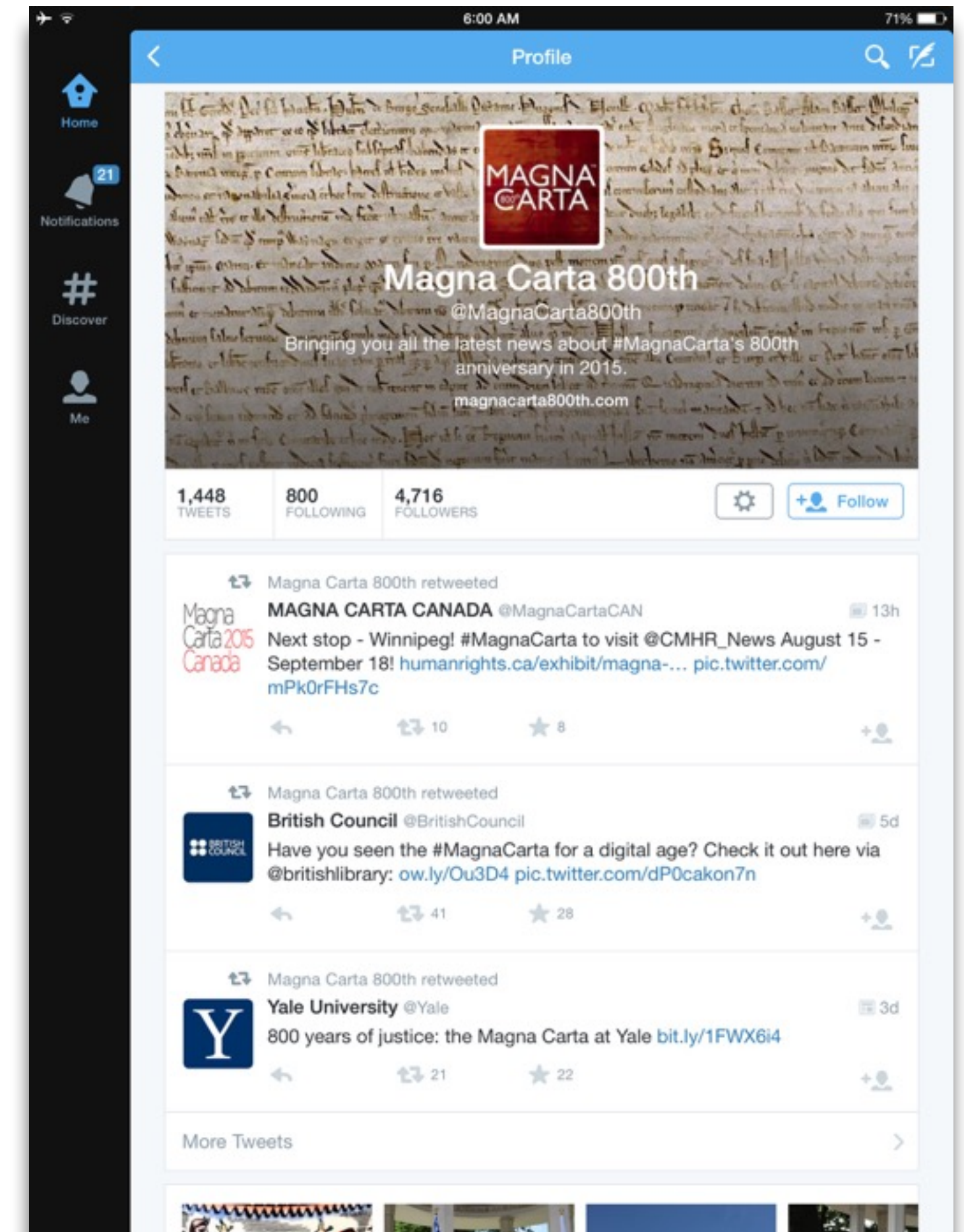
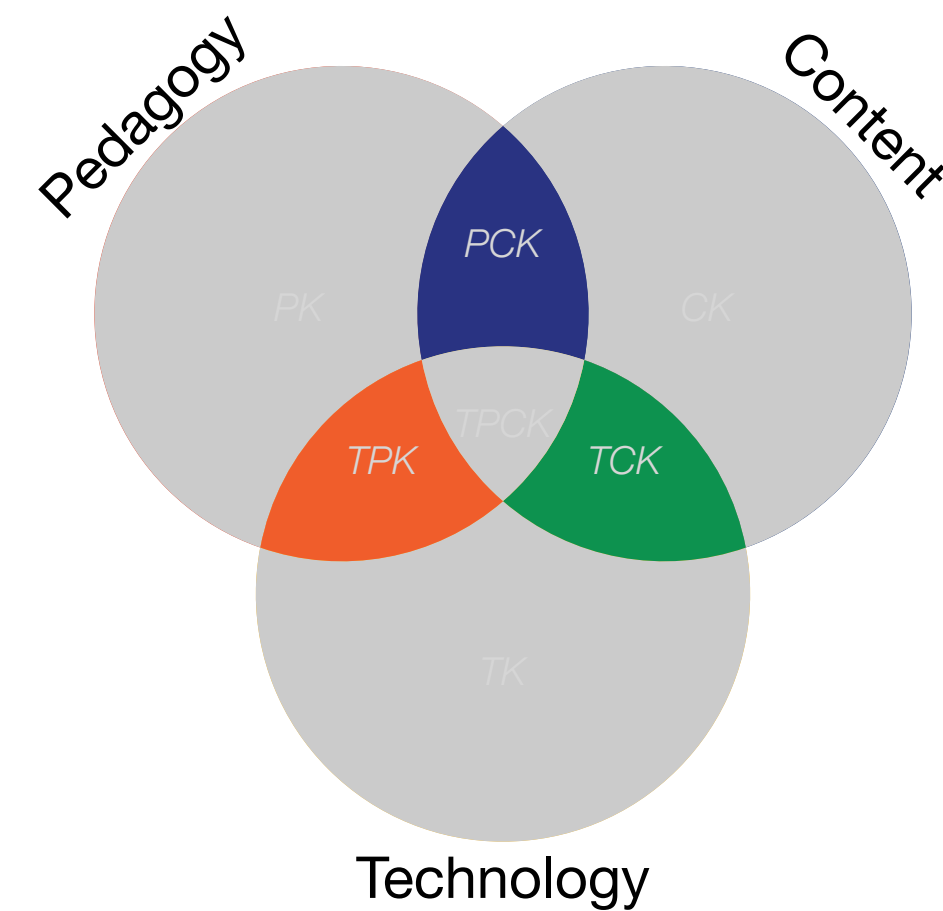
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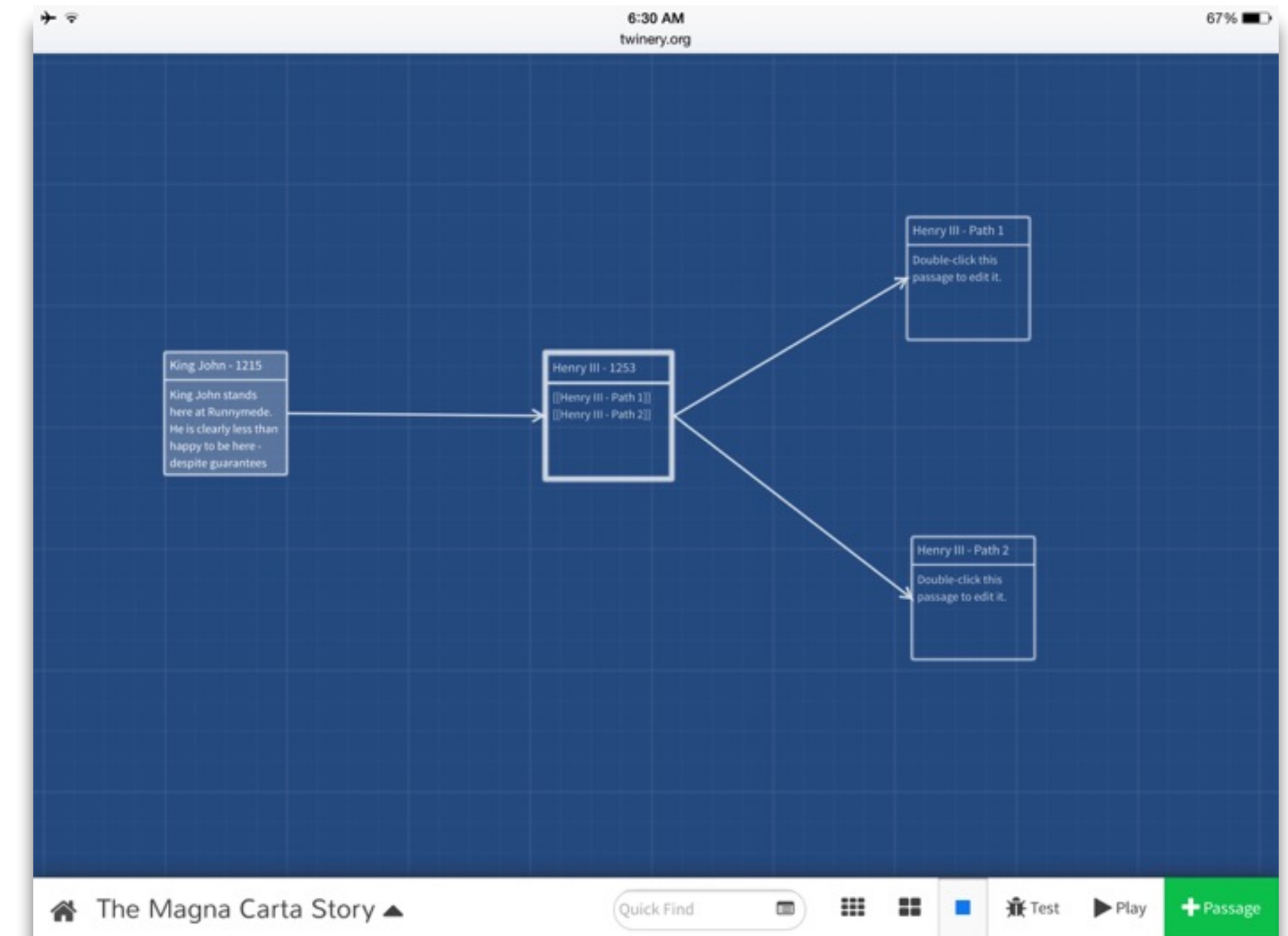
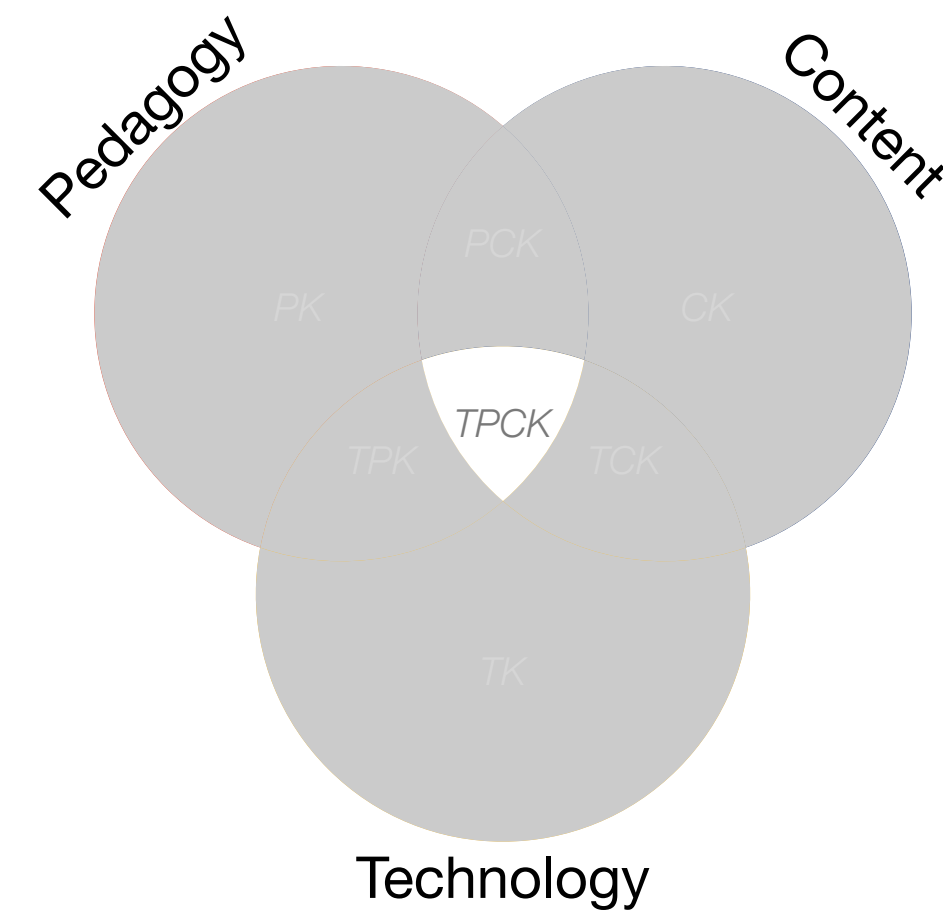
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## Augmentation




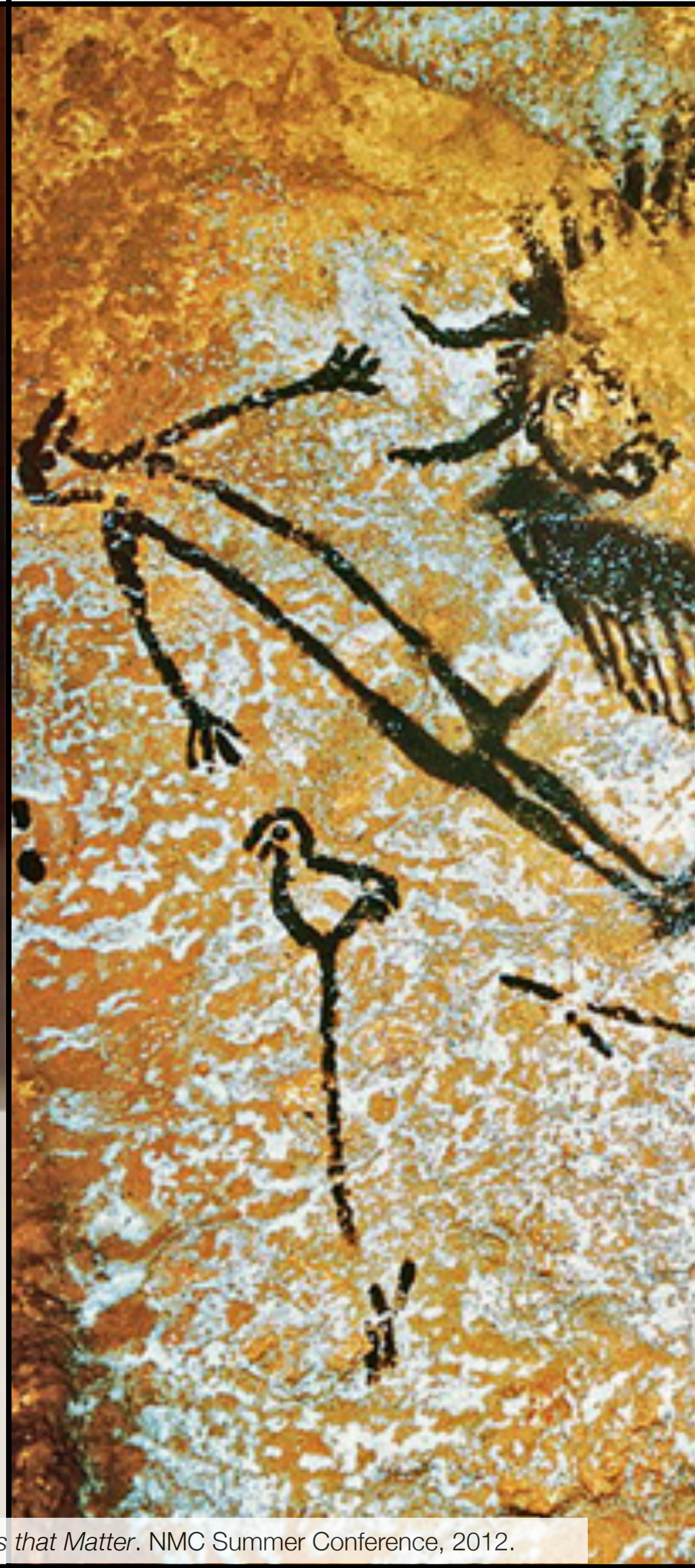

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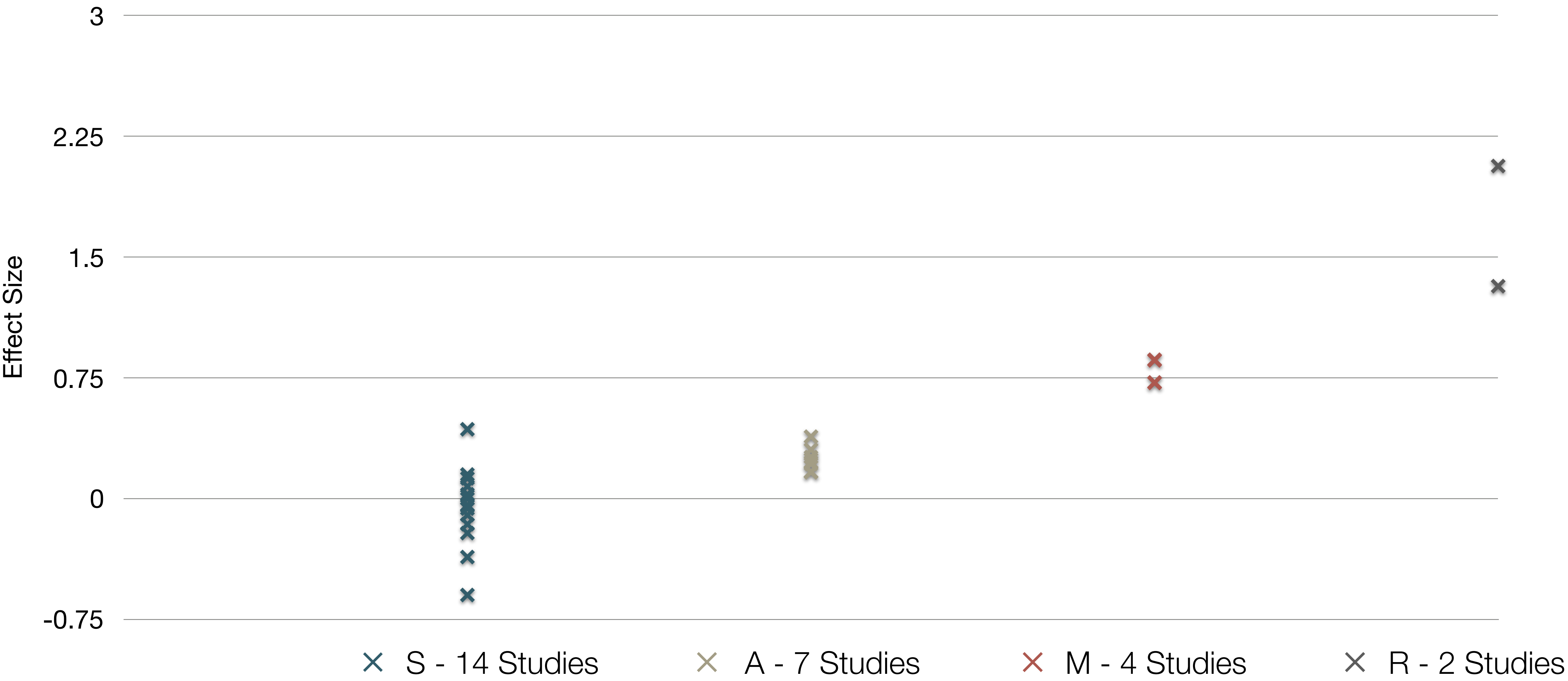
Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
				



## 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

# SAMR and the Use of Tablets in Education





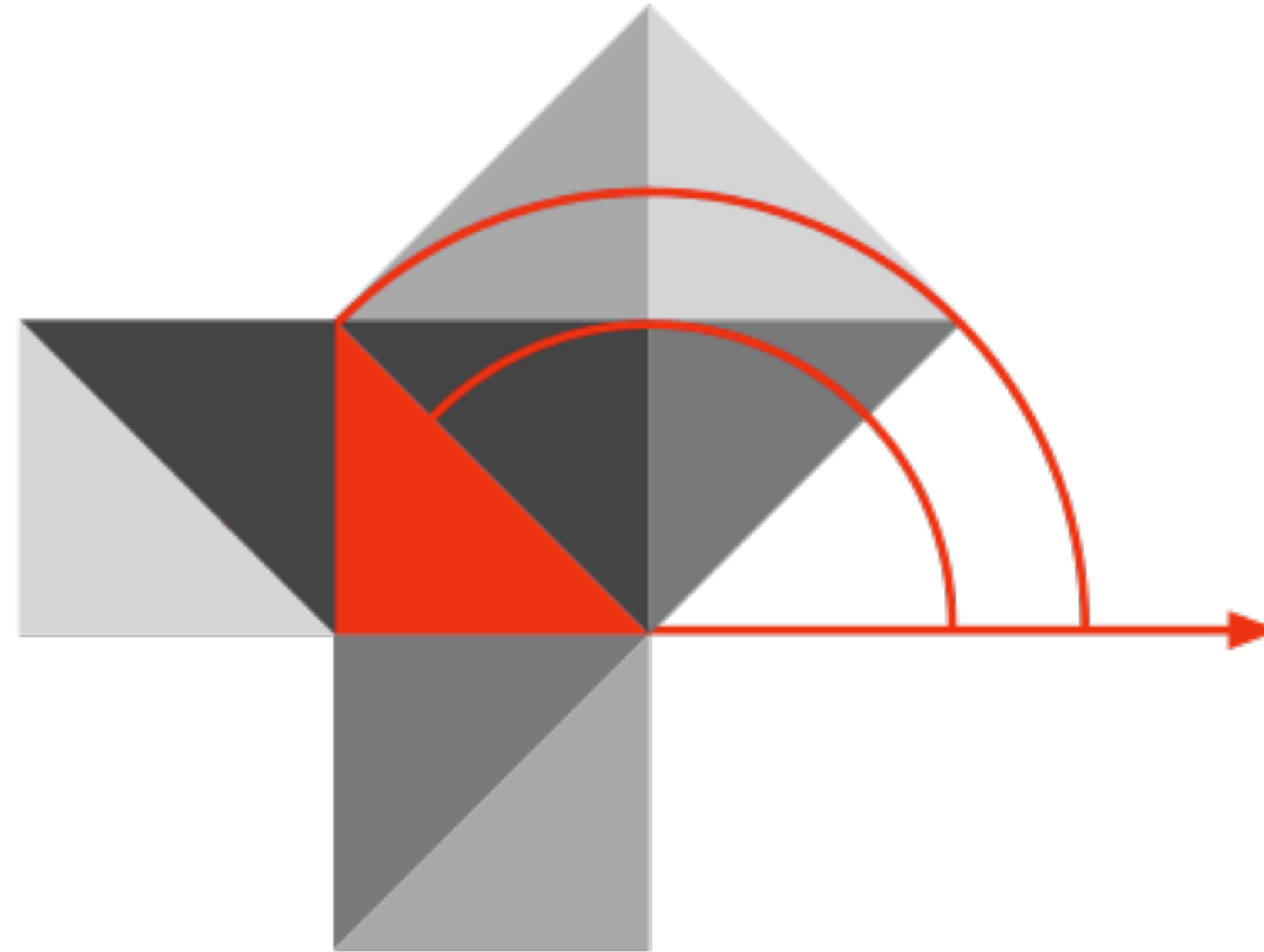
# S to A: The Value of Shared Practices

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- Checklists
- Augmented Note Taking Strategies
- Visualization Methods (5 Primary Domains)
- Simple Blogging
- Simple Digital Storytelling Video
- Flipped Classroom – Materials Creation
- Flipped Classroom – Peer Discussion/Instruction Methods
- LMS Practices

# Hippasus

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