

Building Classroom Practice: A Hands-On Approach to SAMR

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Phase 1: Building a First SAMR Ladder

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



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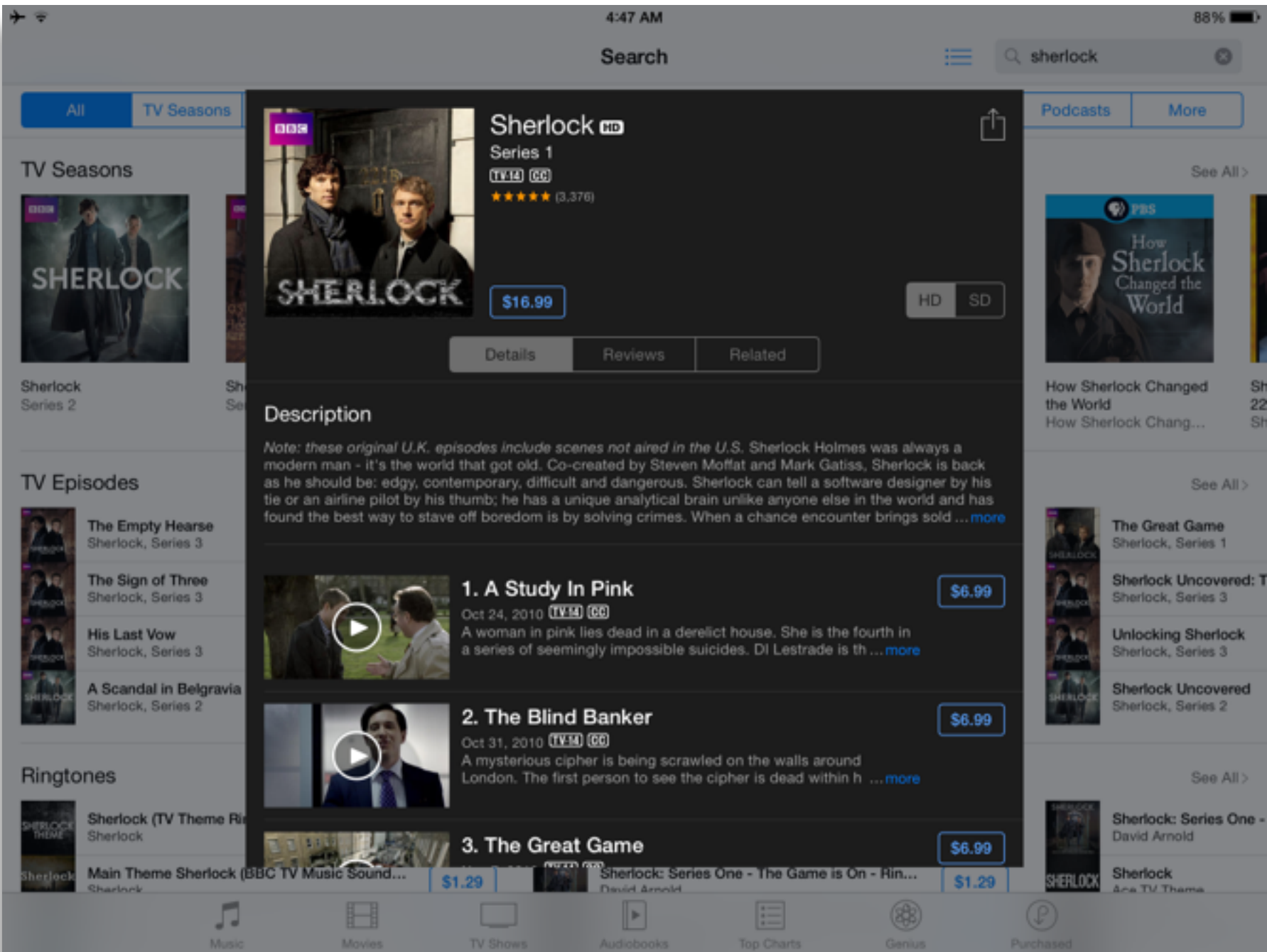
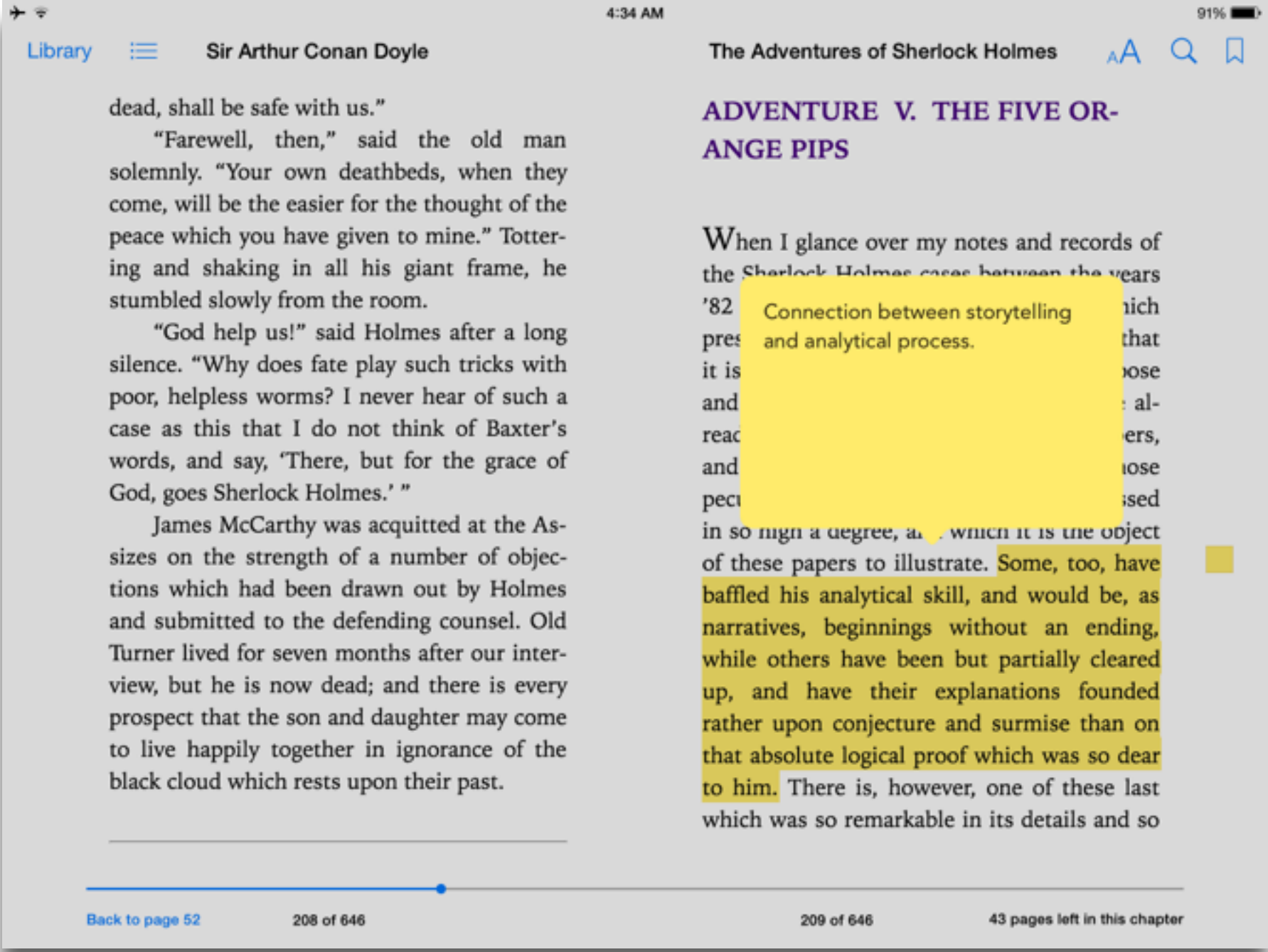
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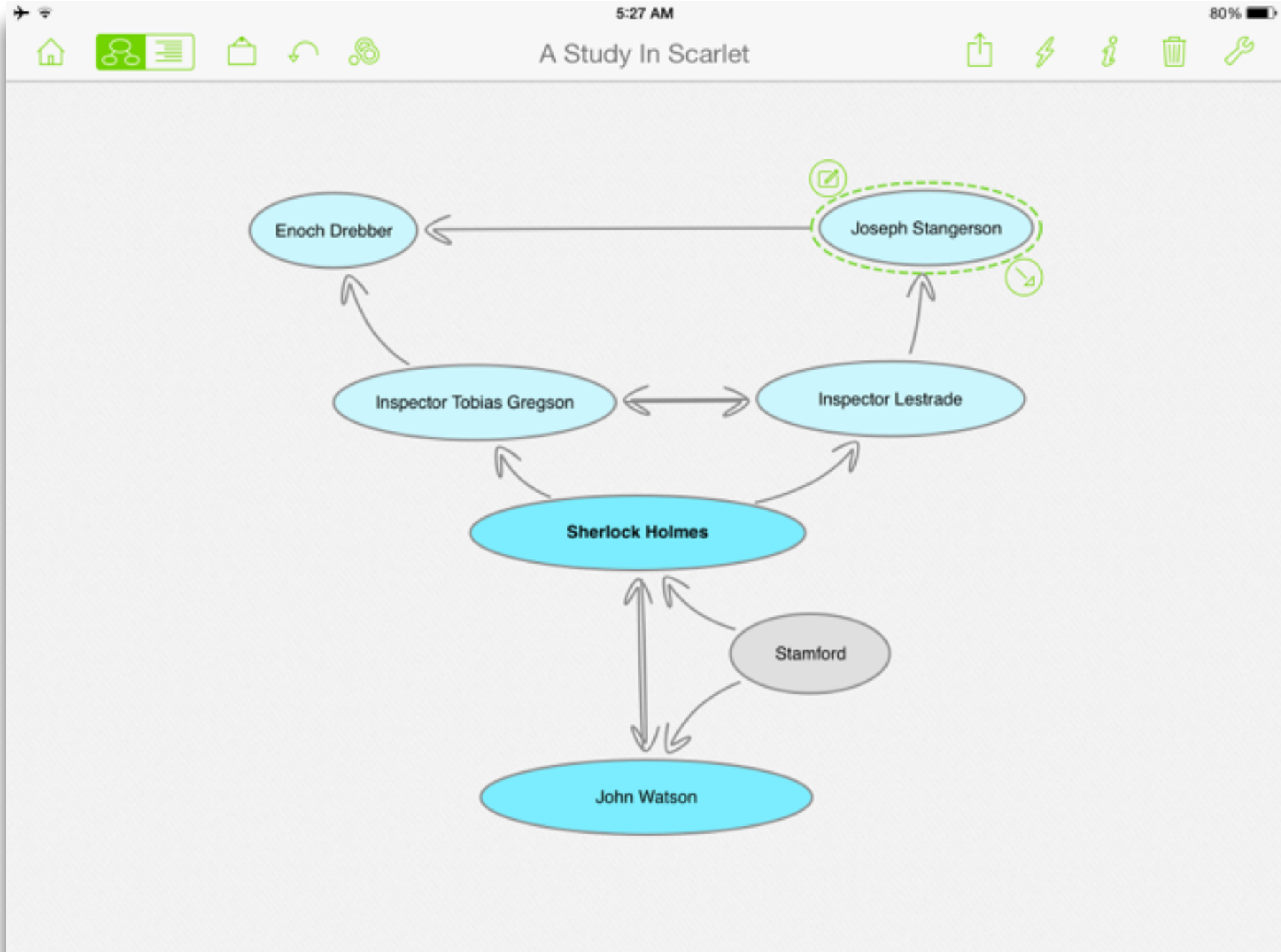
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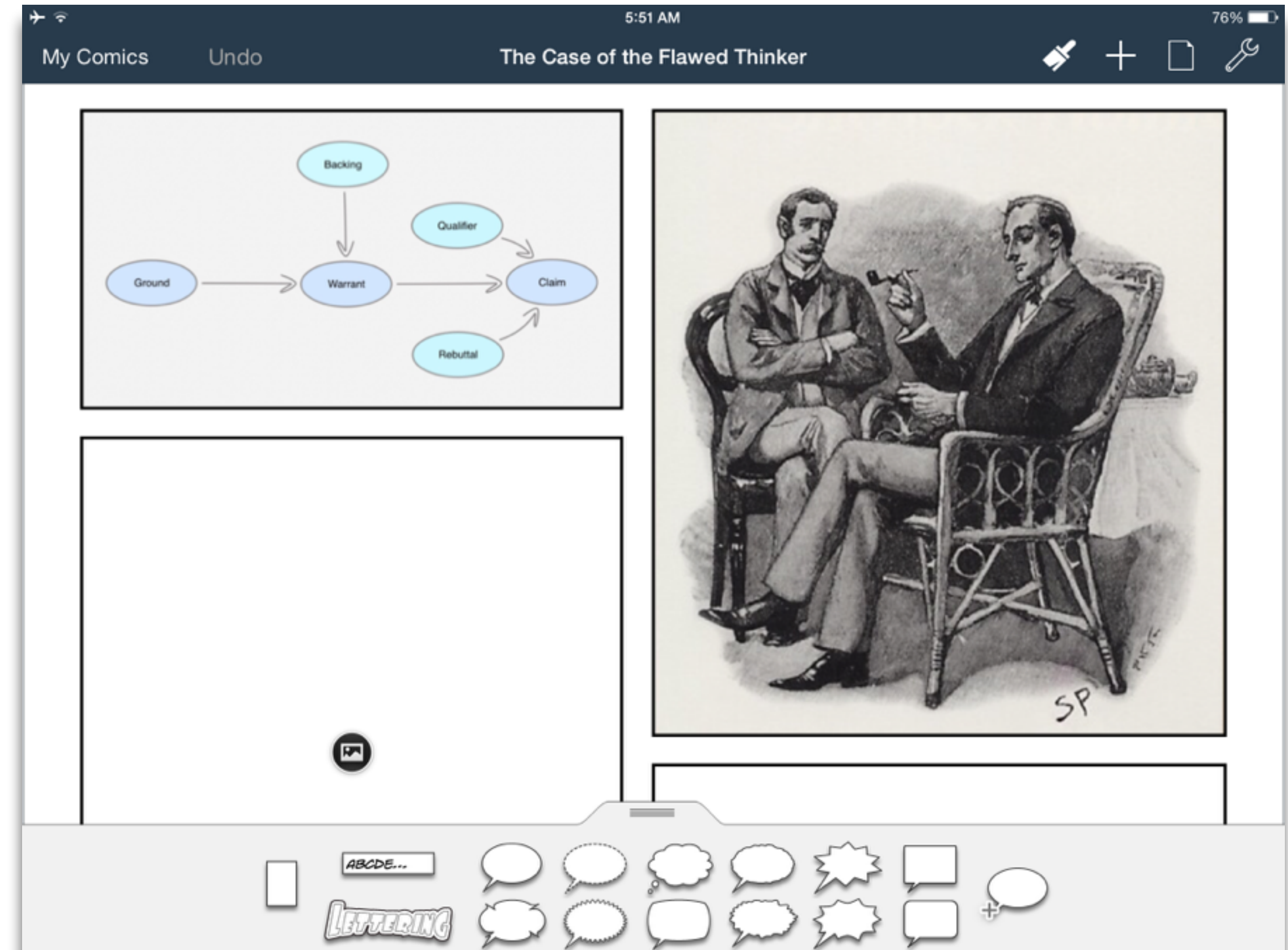
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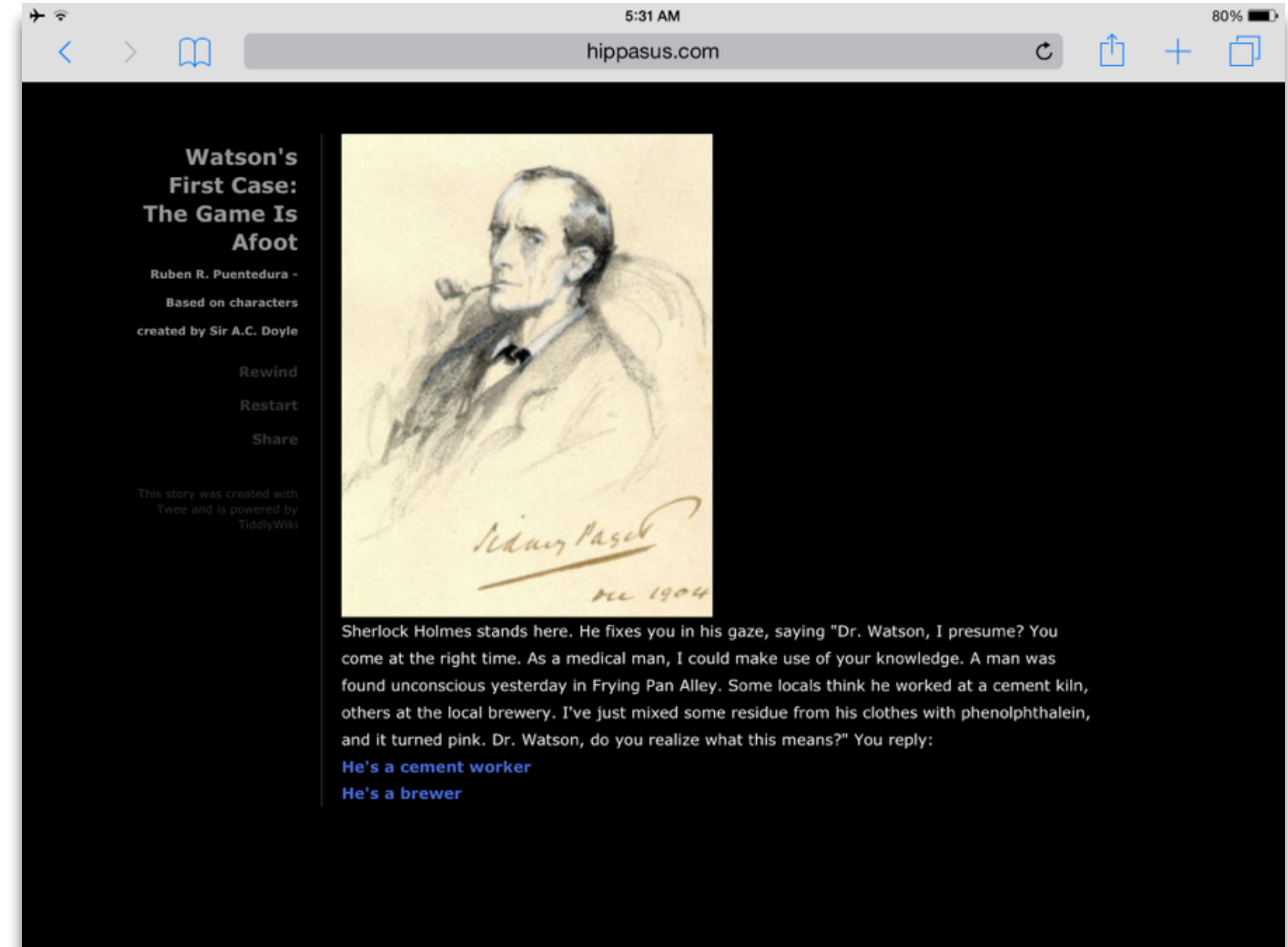
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Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
				

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

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?

Phase 2: Connecting to Bloom's Taxonomy

Bloom's Taxonomy: Cognitive Processes

Anderson & Krathwohl (2001)	Characteristic Processes	
Remember	<ul style="list-style-type: none">• Recalling memorized knowledge• Recognizing correspondences between memorized knowledge and new material	
Understand	<ul style="list-style-type: none">• Paraphrasing materials• Exemplifying concepts, principles• Classifying items• Summarizing materials	<ul style="list-style-type: none">• Extrapolating principles• Comparing items
Apply	<ul style="list-style-type: none">• Applying a procedure to a familiar task• Using a procedure to solve an unfamiliar, but typed task	
Analyze	<ul style="list-style-type: none">• Distinguishing relevant/irrelevant or important/unimportant portions of material• Integrating heterogeneous elements into a structure• Attributing intent in materials	
Evaluate	<ul style="list-style-type: none">• Testing for consistency, appropriateness, and effectiveness in principles and procedures• Critiquing the consistency, appropriateness, and effectiveness of principles and procedures, basing the critique upon appropriate tests	
Create	<ul style="list-style-type: none">• Generating multiple hypotheses based on given criteria• Designing a procedure to accomplish an untyped task• Inventing a product to accomplish an untyped task	

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Understand

Remember

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THE FUTURE OF MUSEUMS CONFERENCE

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/// TWIN MUSEUM EVENTS

The [New Media Consortium](#) and [Learning Revolution](#) held twin events about the future of museums on **July 23rd & 24th, 2014**. Both events were focused on four main themes from the [NMC Horizon Report > 2013 Museum Edition](#):

- Bring Your Own Device
- Location-Based Services
- Crowdsourcing
- Makerspaces

July 23rd - The [NMC Virtual Symposium on the Future of Museums](#) was an exclusive symposium for you, the curators, creators, innovators, museum professionals, and educators. In this limited-space event, participants engaged with panels on these topics and helped to shape the conversation around the future of museums.

More information at go.nmc.org/future-museums

July 24th - The Learning Revolution

/// WELCOME!



The Future of Museums Conference was held from 10am - 5pm US-Eastern Time on **July 24th, 2014**, and featured keynote speakers and crowd-sourced presentations by your peers.

The conference was a collaborative global conversation about technology, museums, and the future. A welcome letter with the conference strands is [here](#).

To be kept informed of future conference news and updates, please [join this network!](#)

/// KEYNOTES



Welcome to The Future of Museums Conference

[Sign Up](#) or [Sign In](#)

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/// 2014 CONFERENCE

Conference

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- [Attending + Schedule](#)
- [Con](#)

Sign in to chat!

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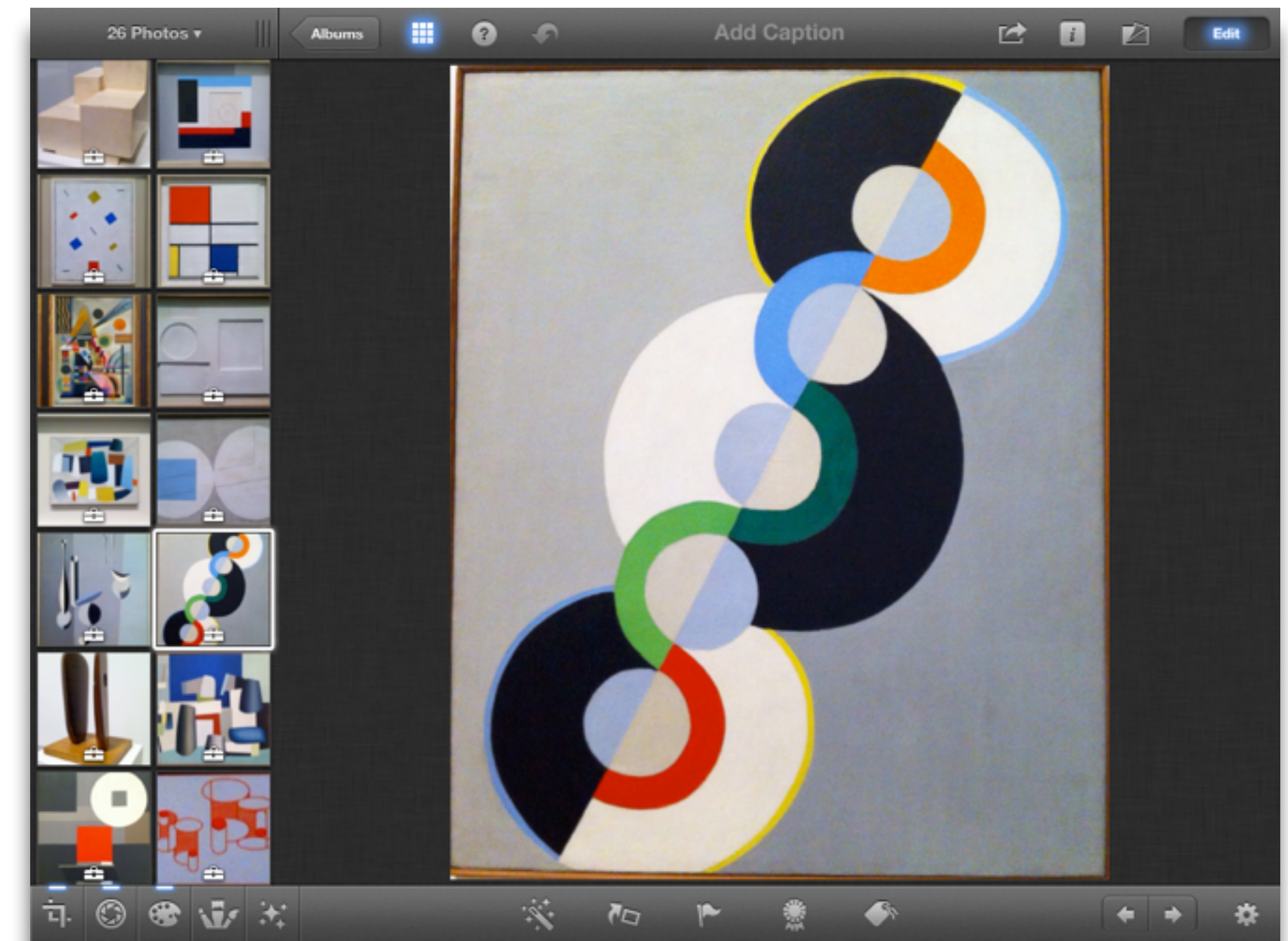
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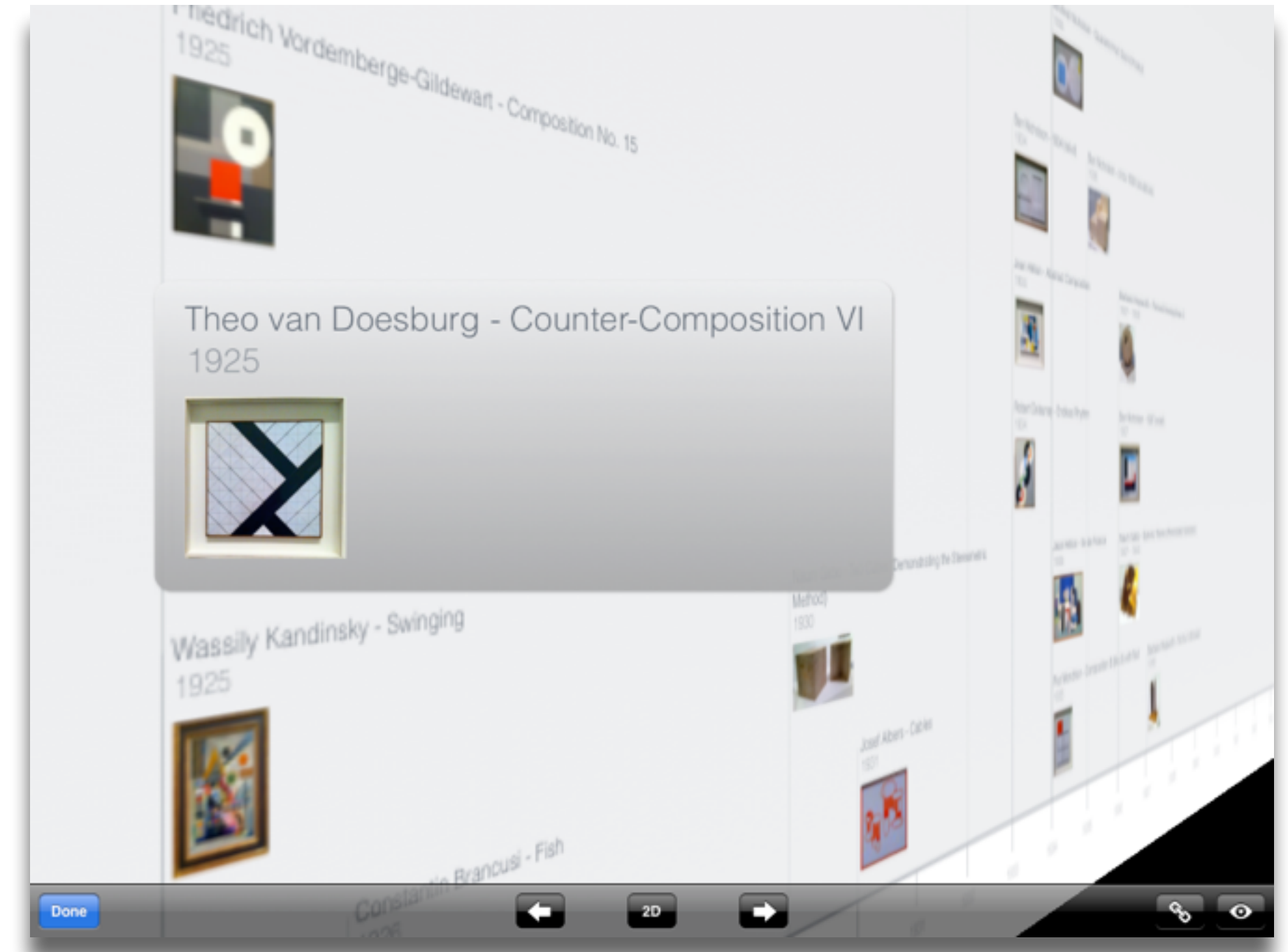
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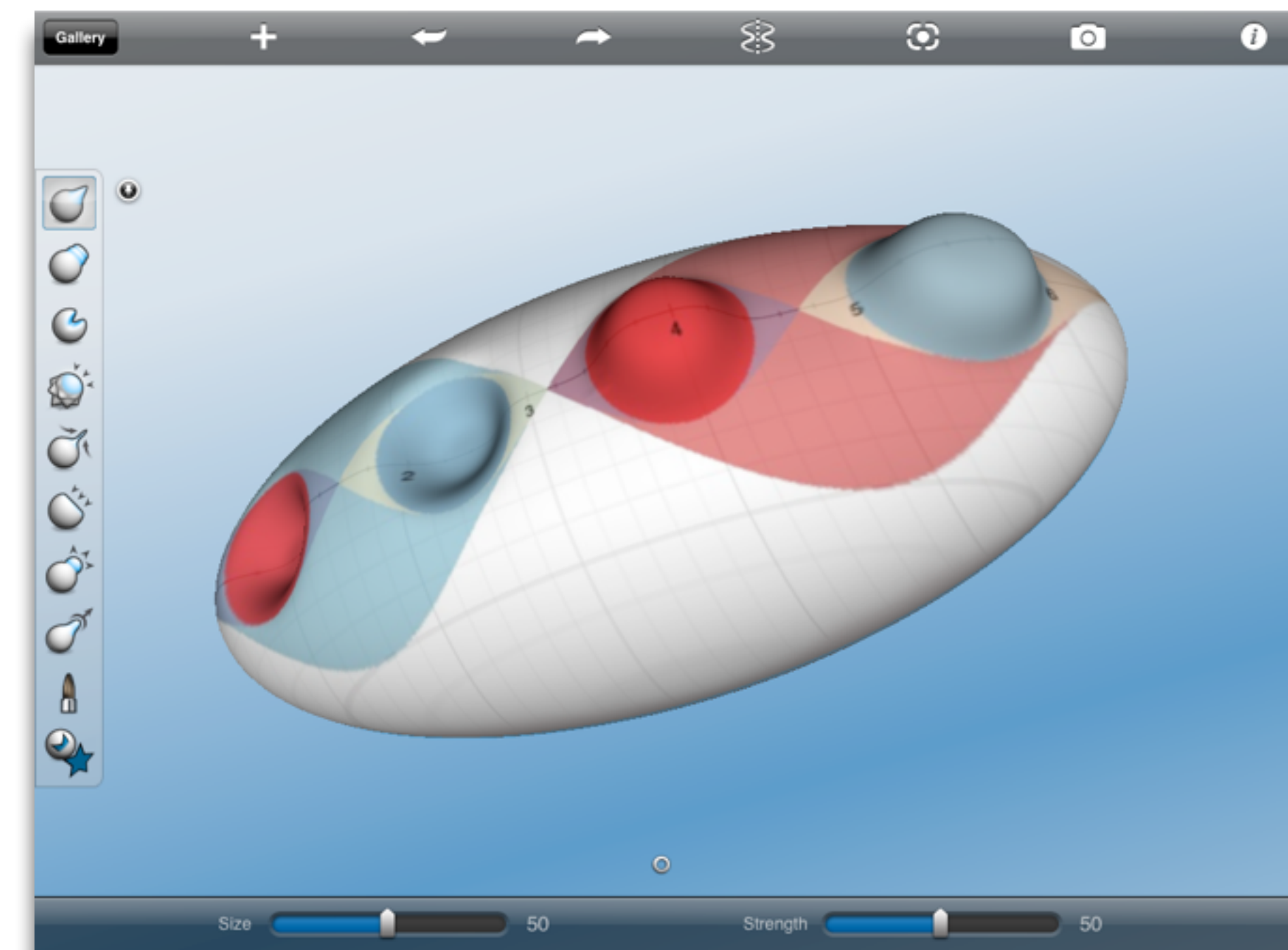
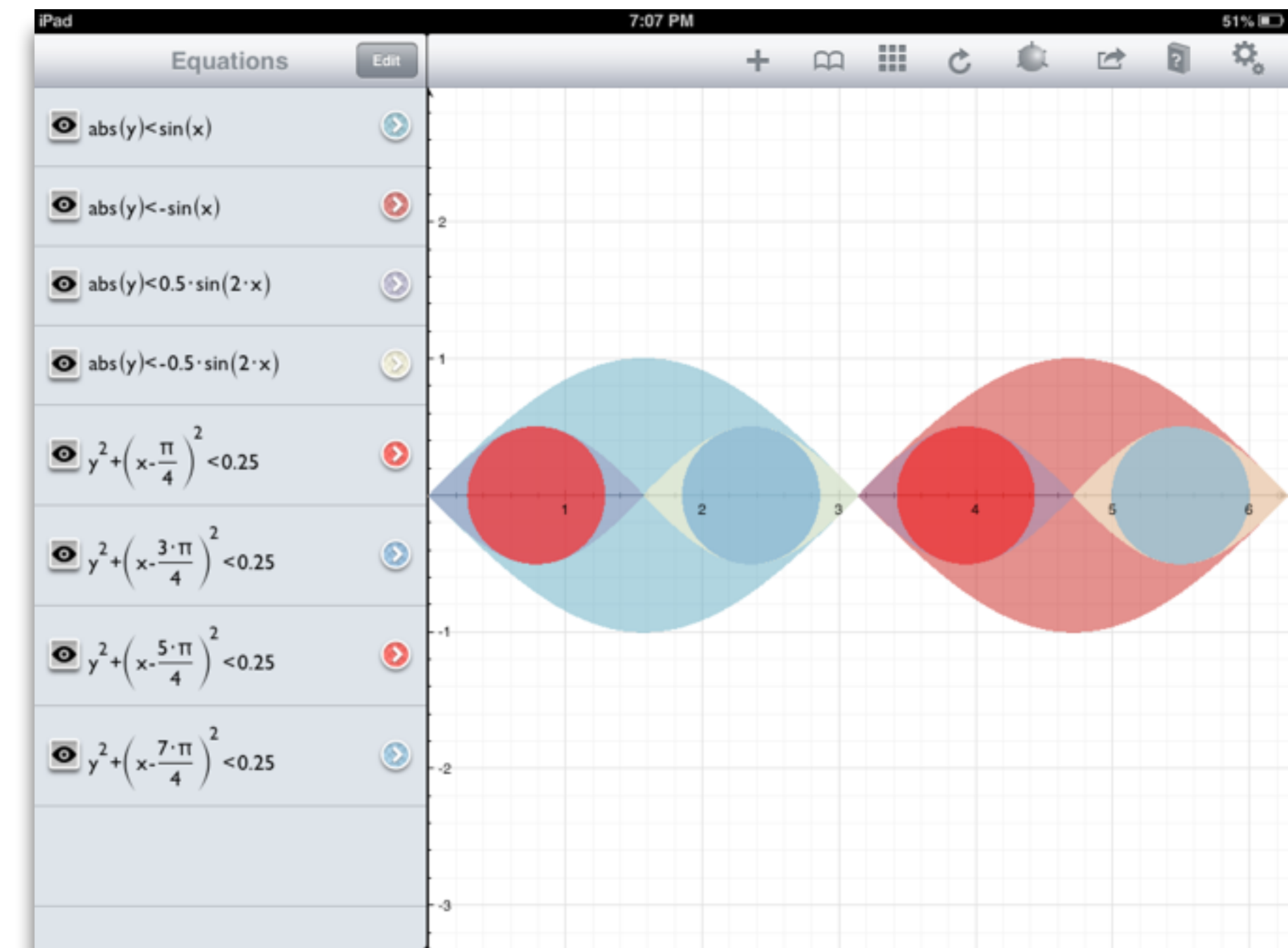
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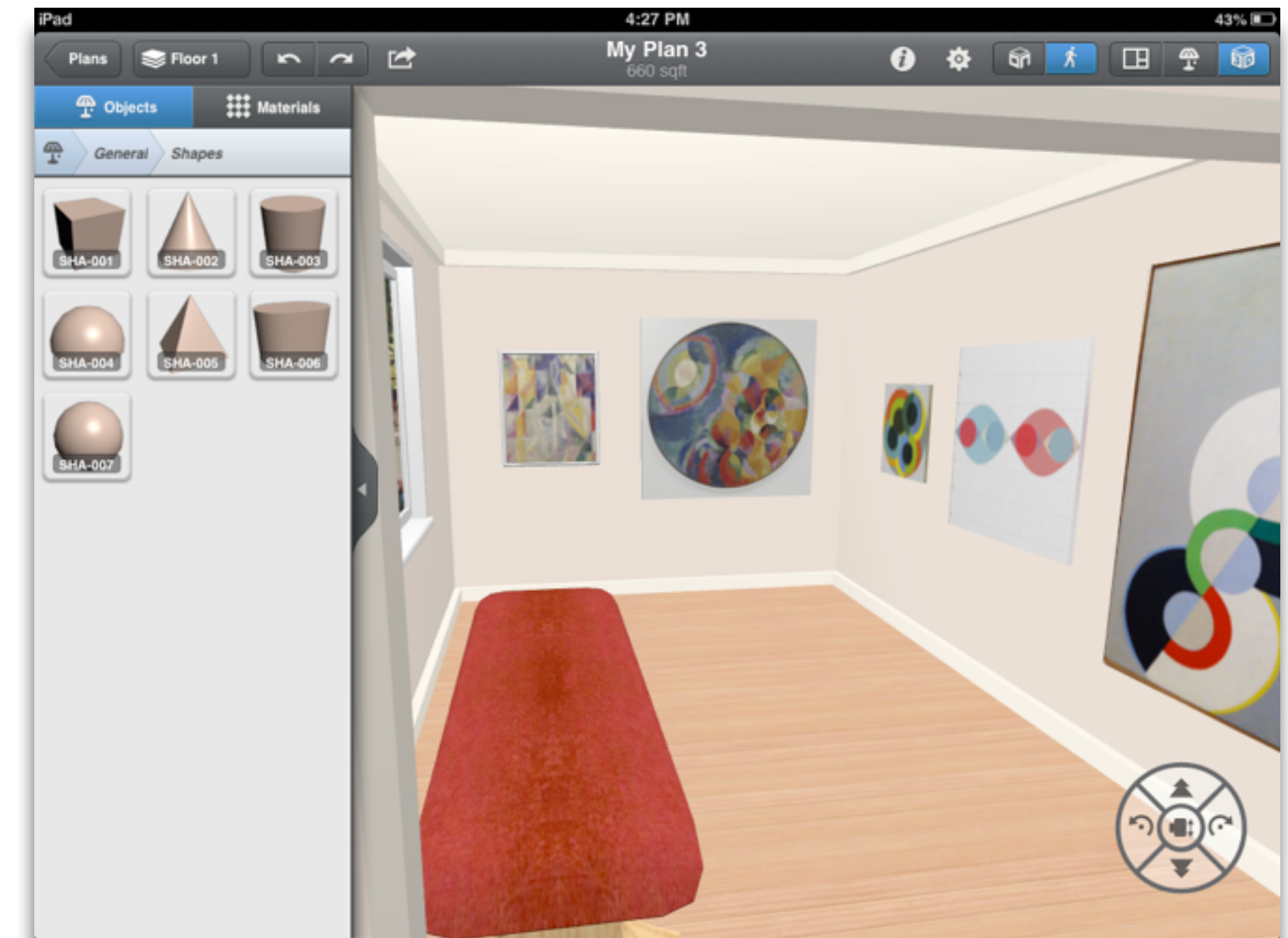
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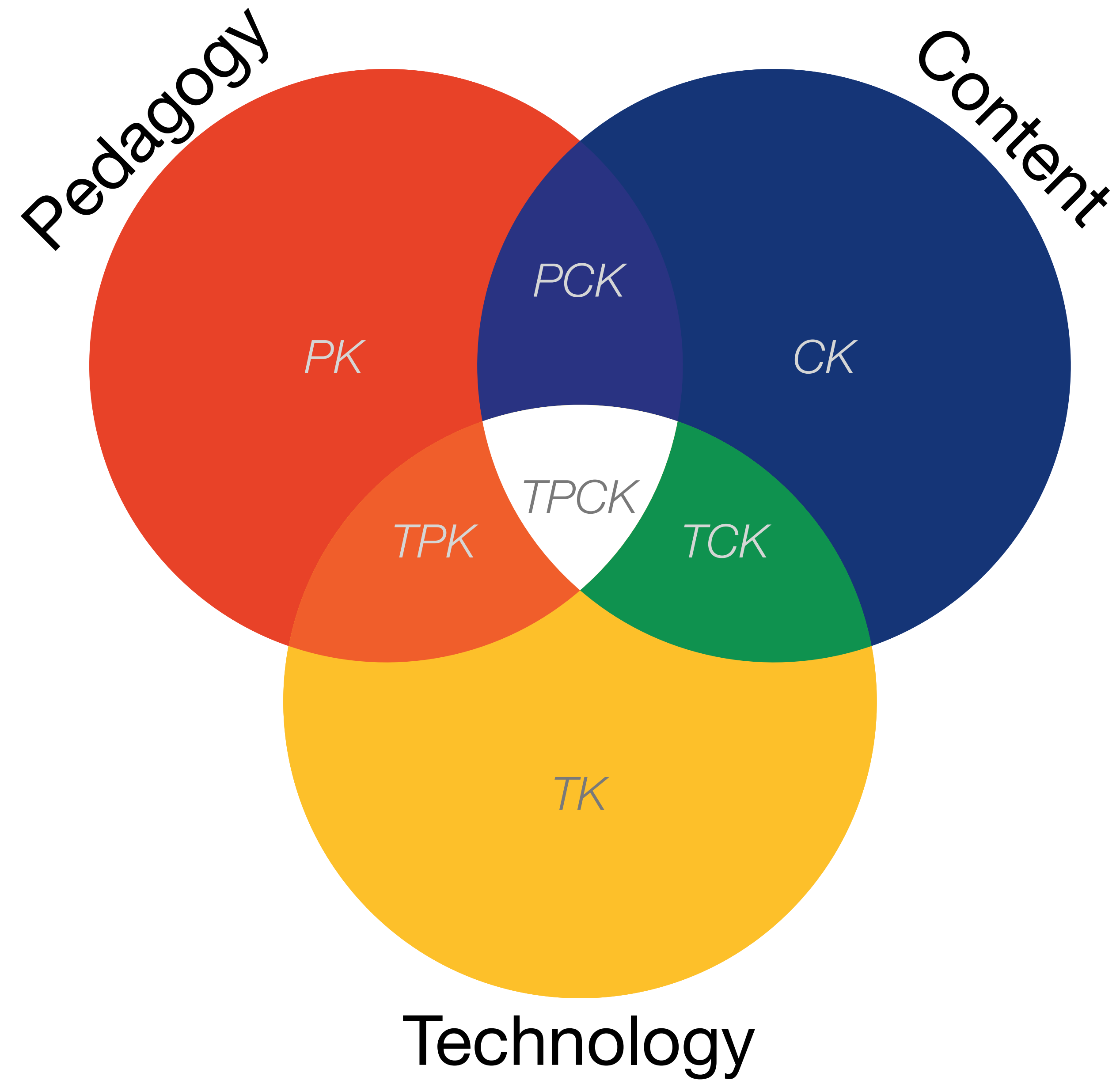
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Phase 3: Adding in TPCK

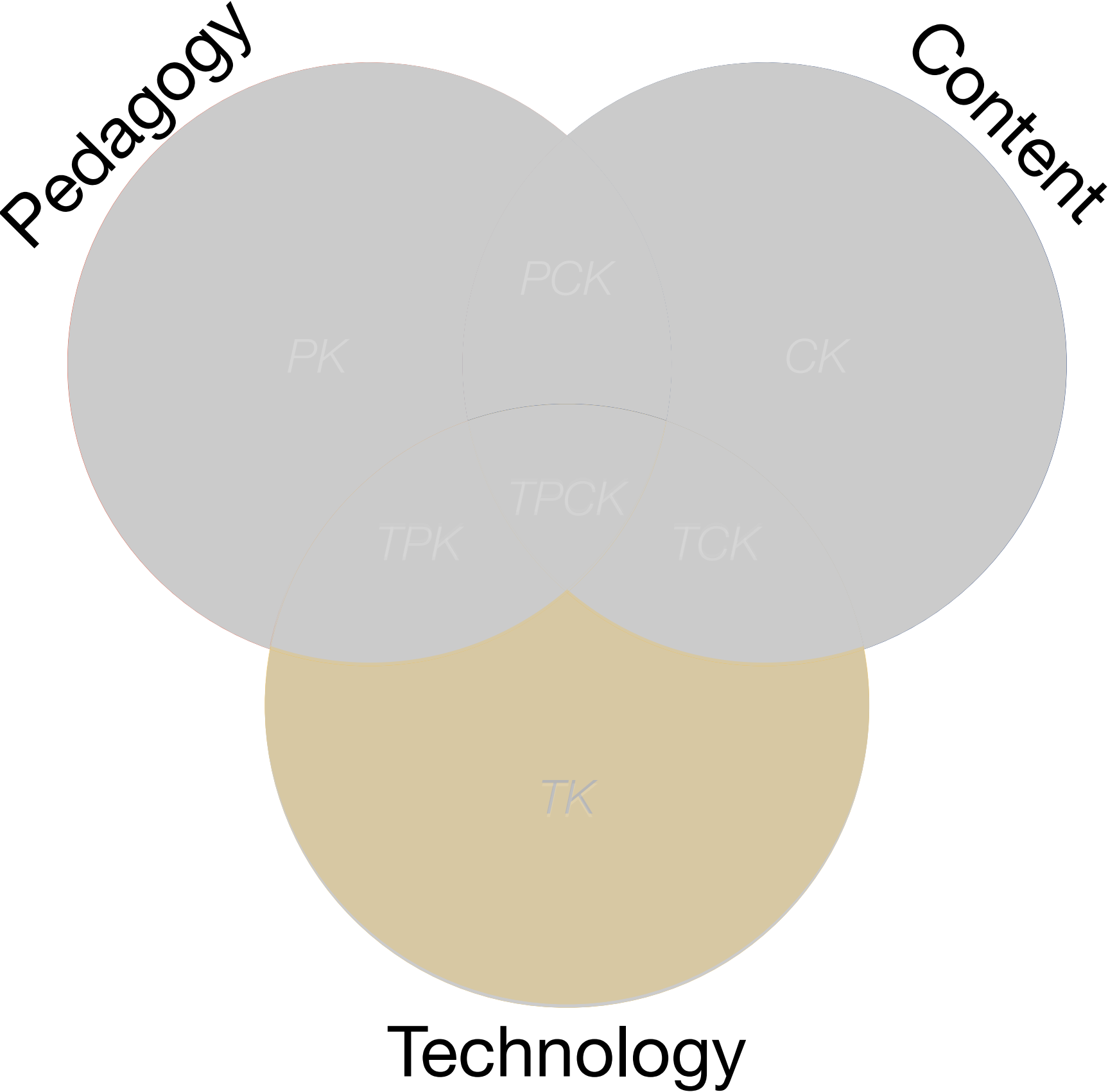


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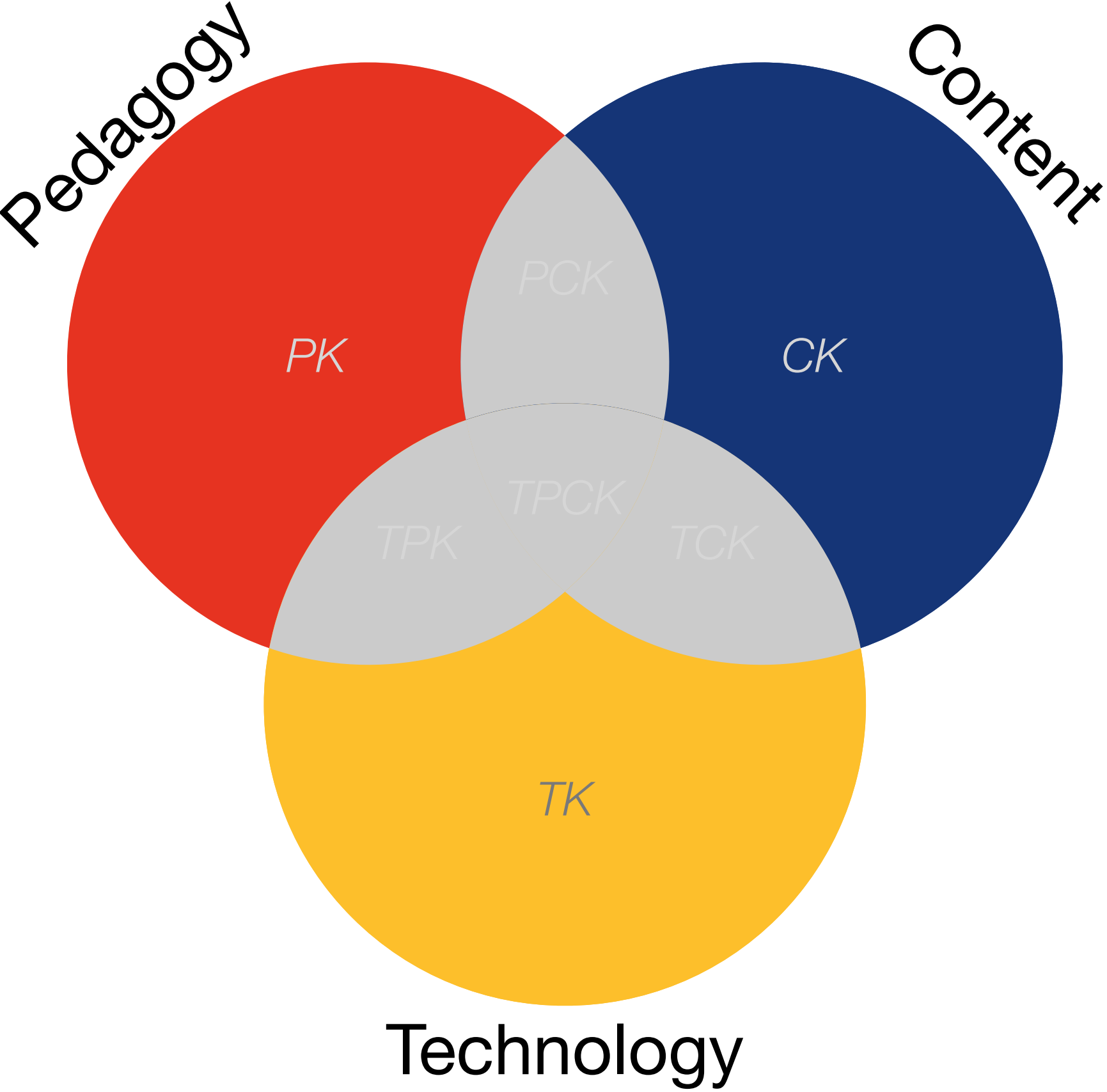


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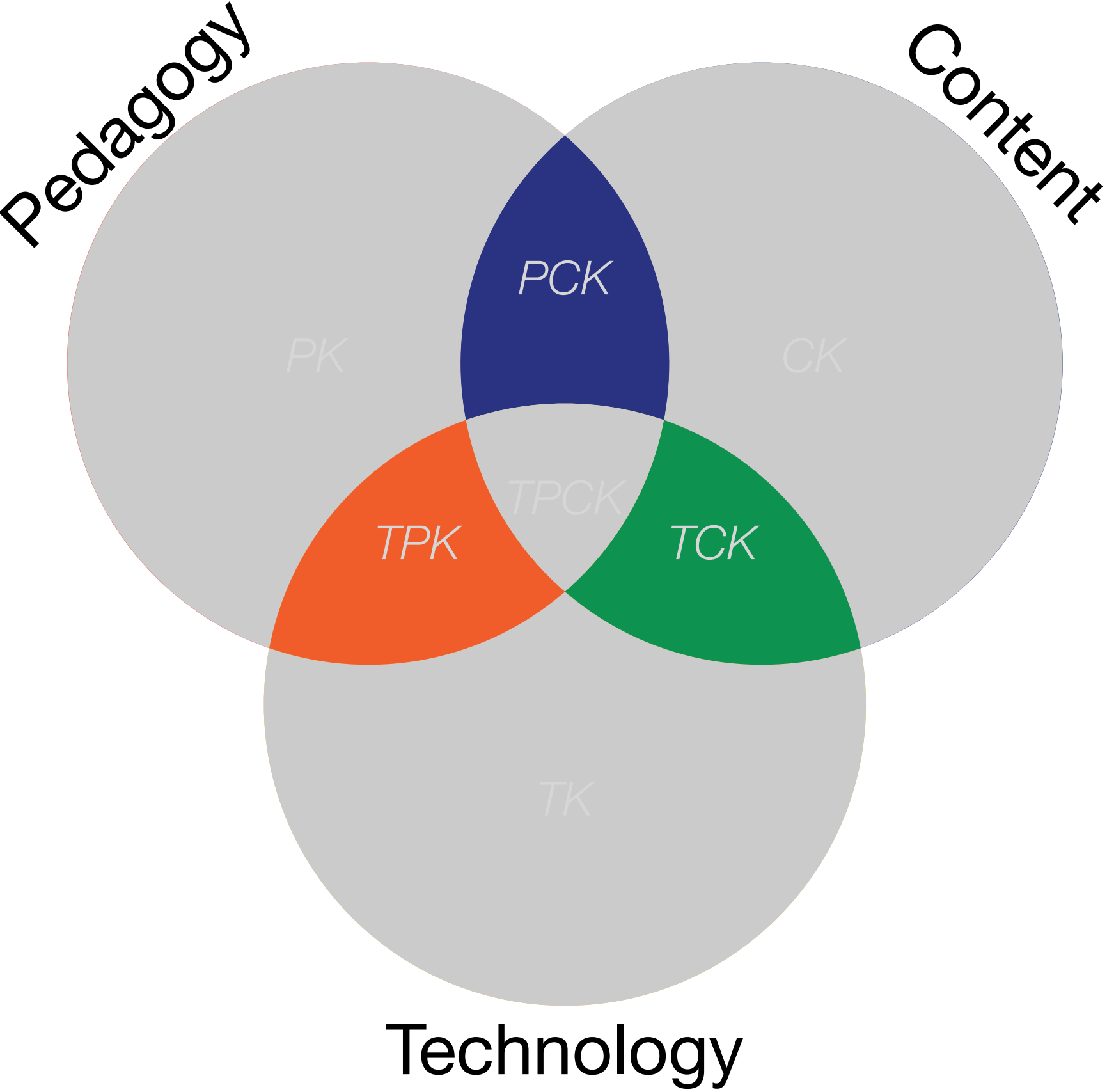


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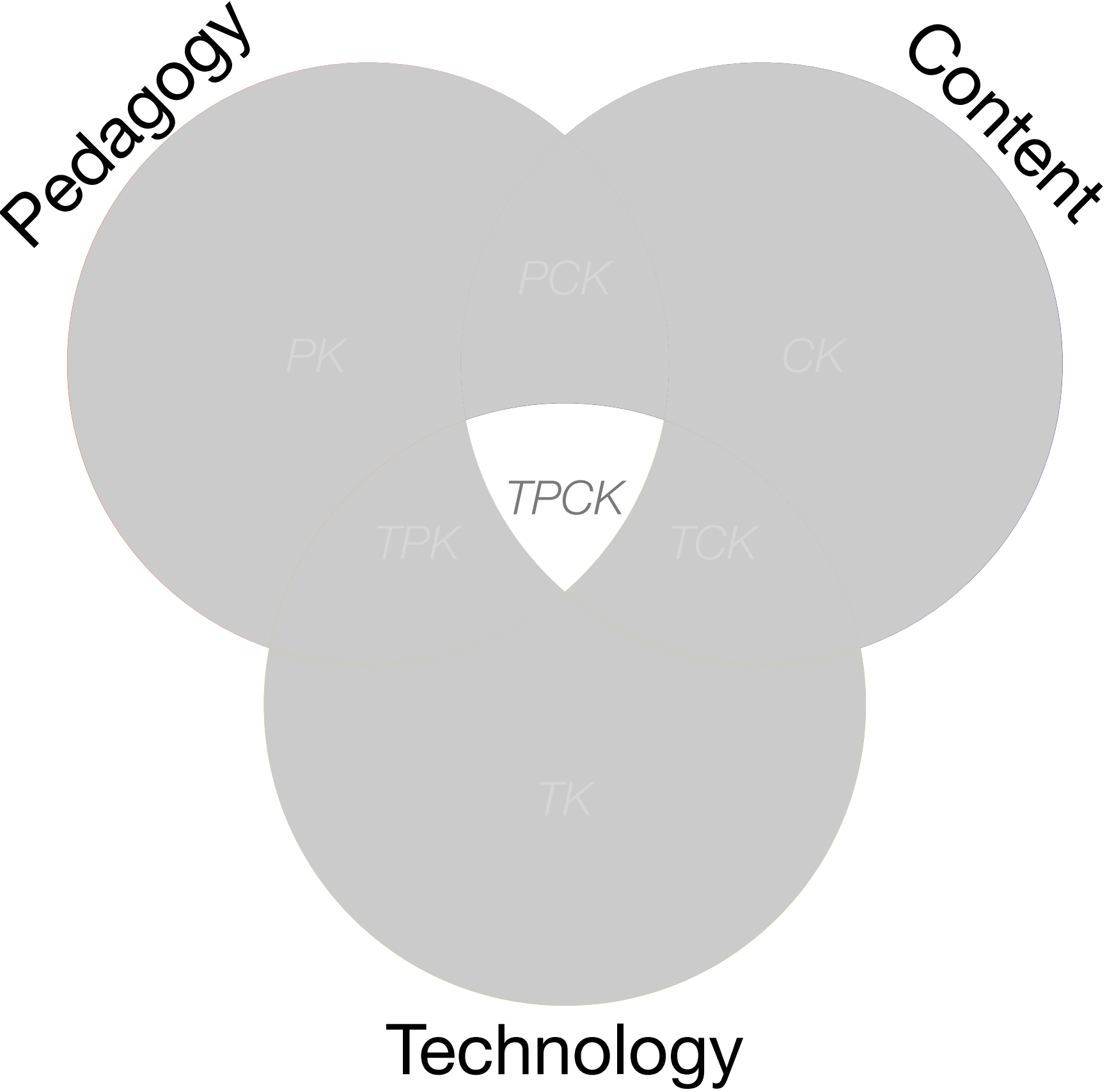


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