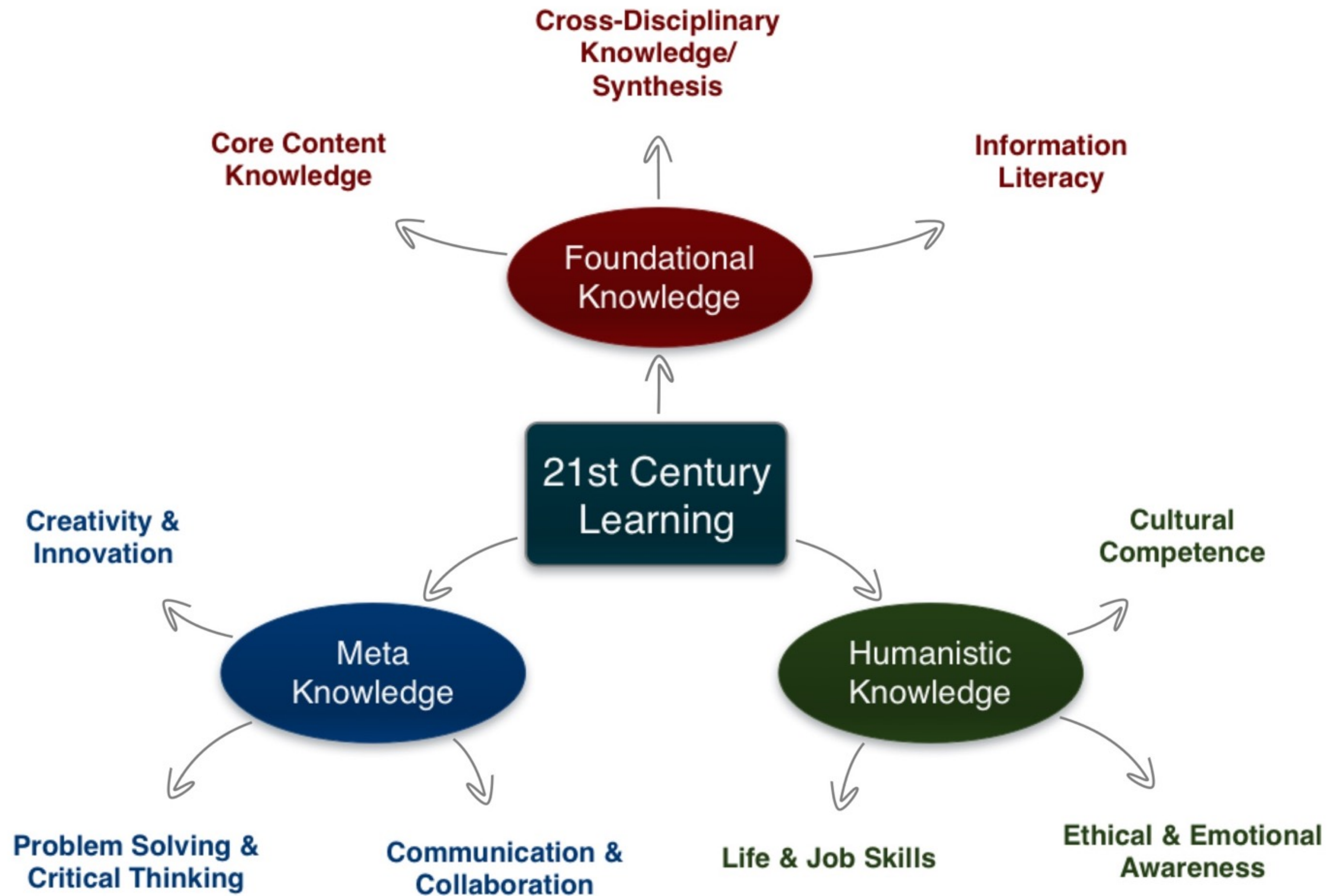


SAMR: An Executive School Leadership Perspective

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

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

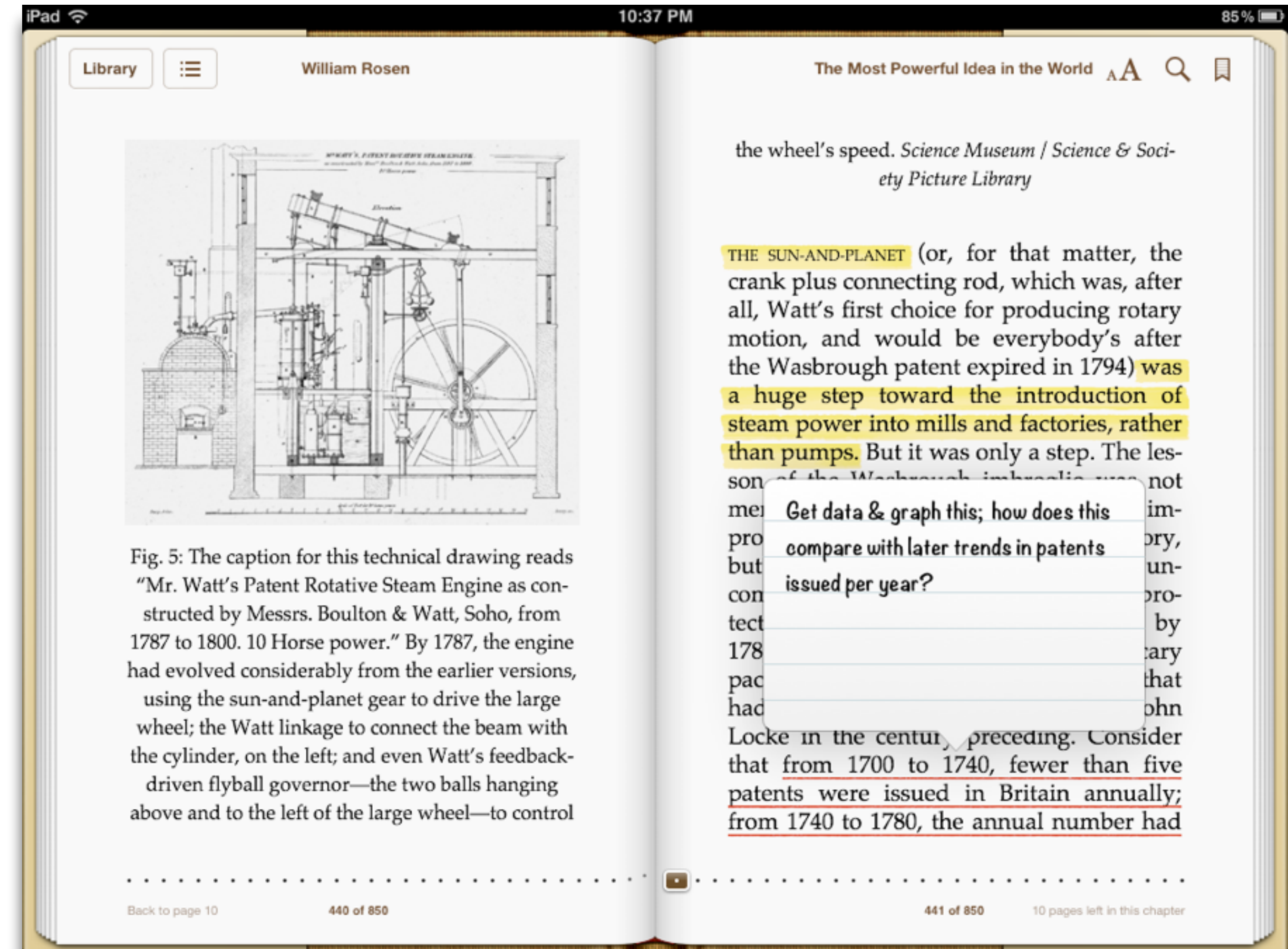
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

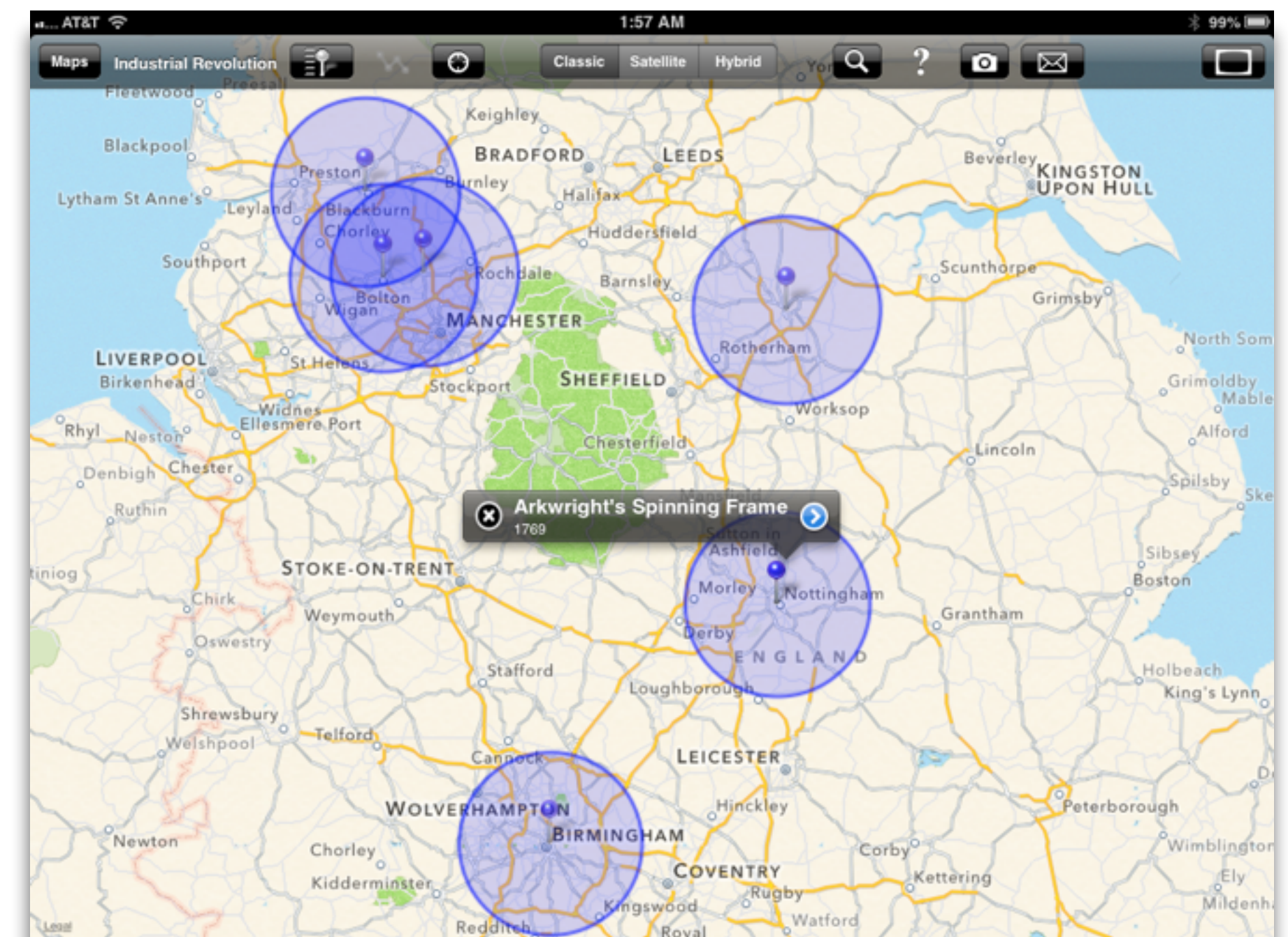
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

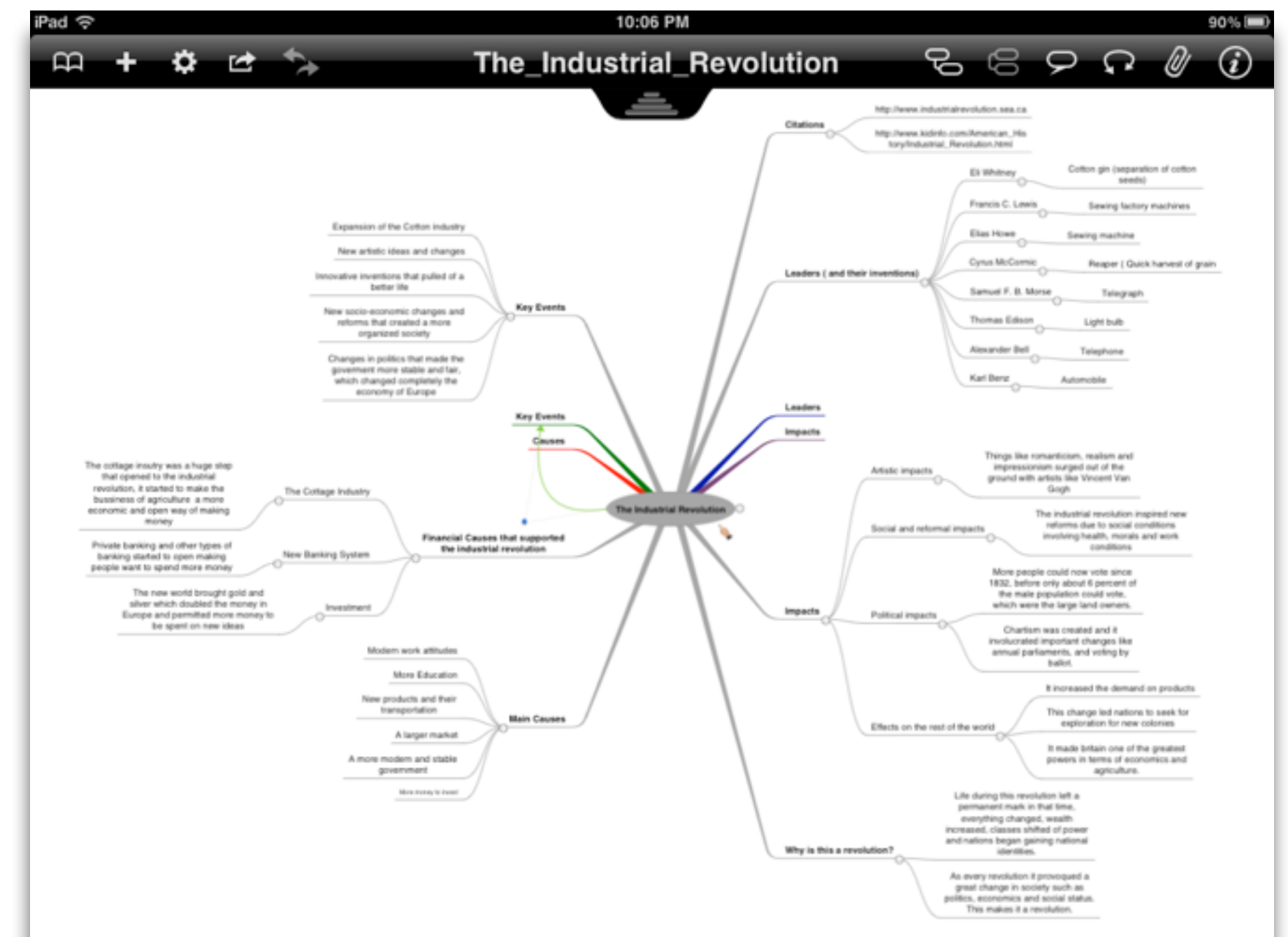
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

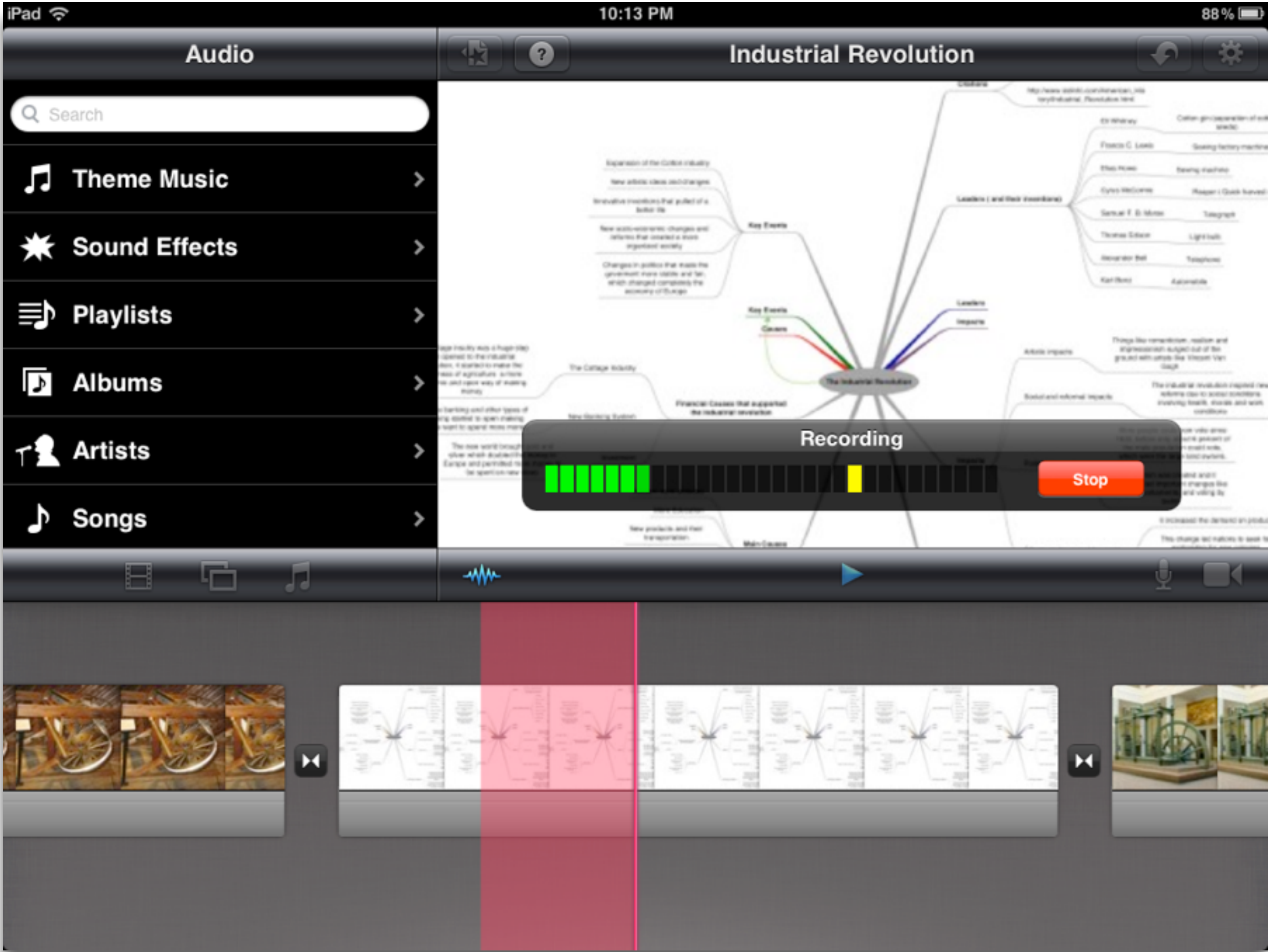
Tech allows for significant task redesign

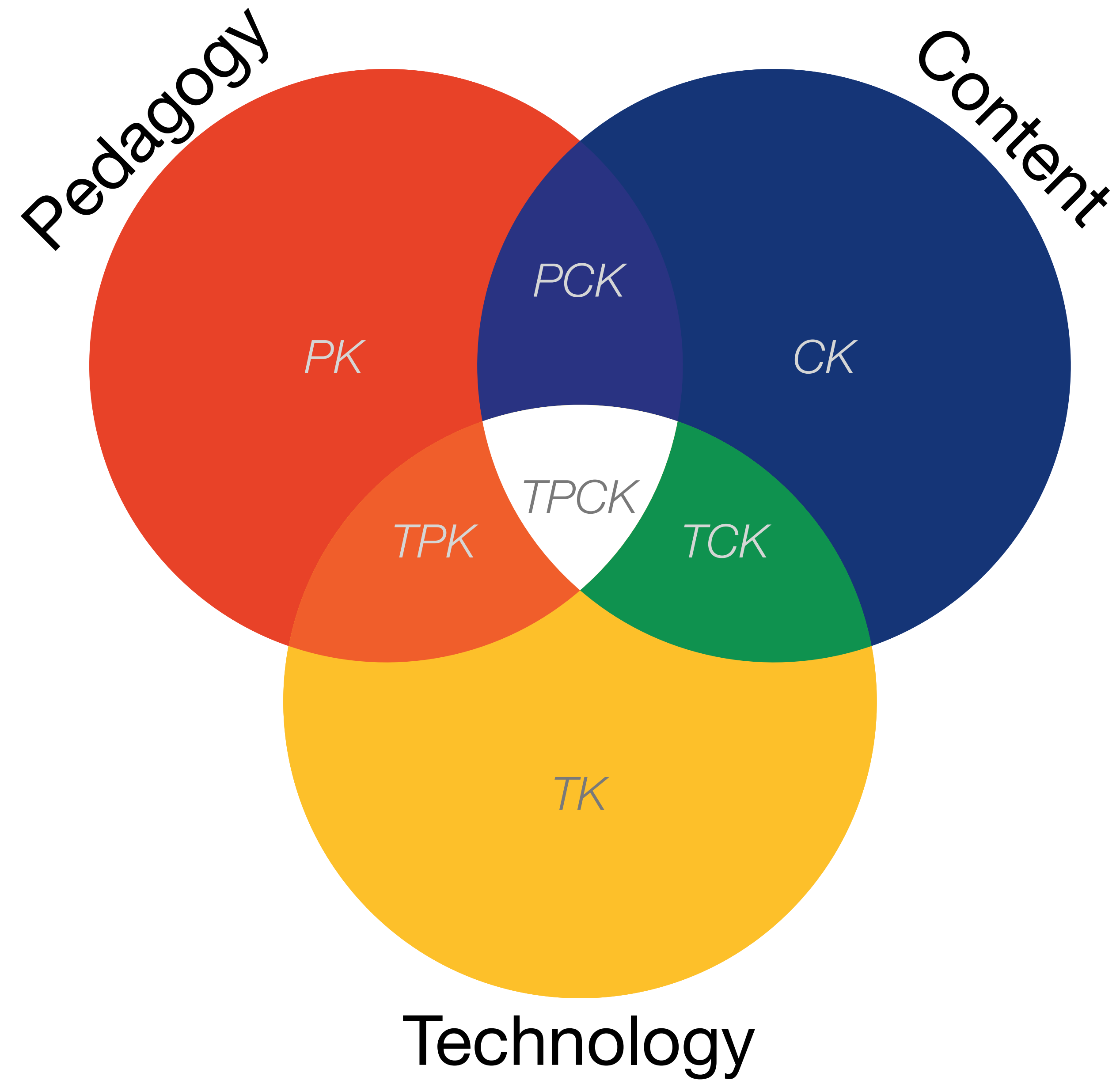
Augmentation

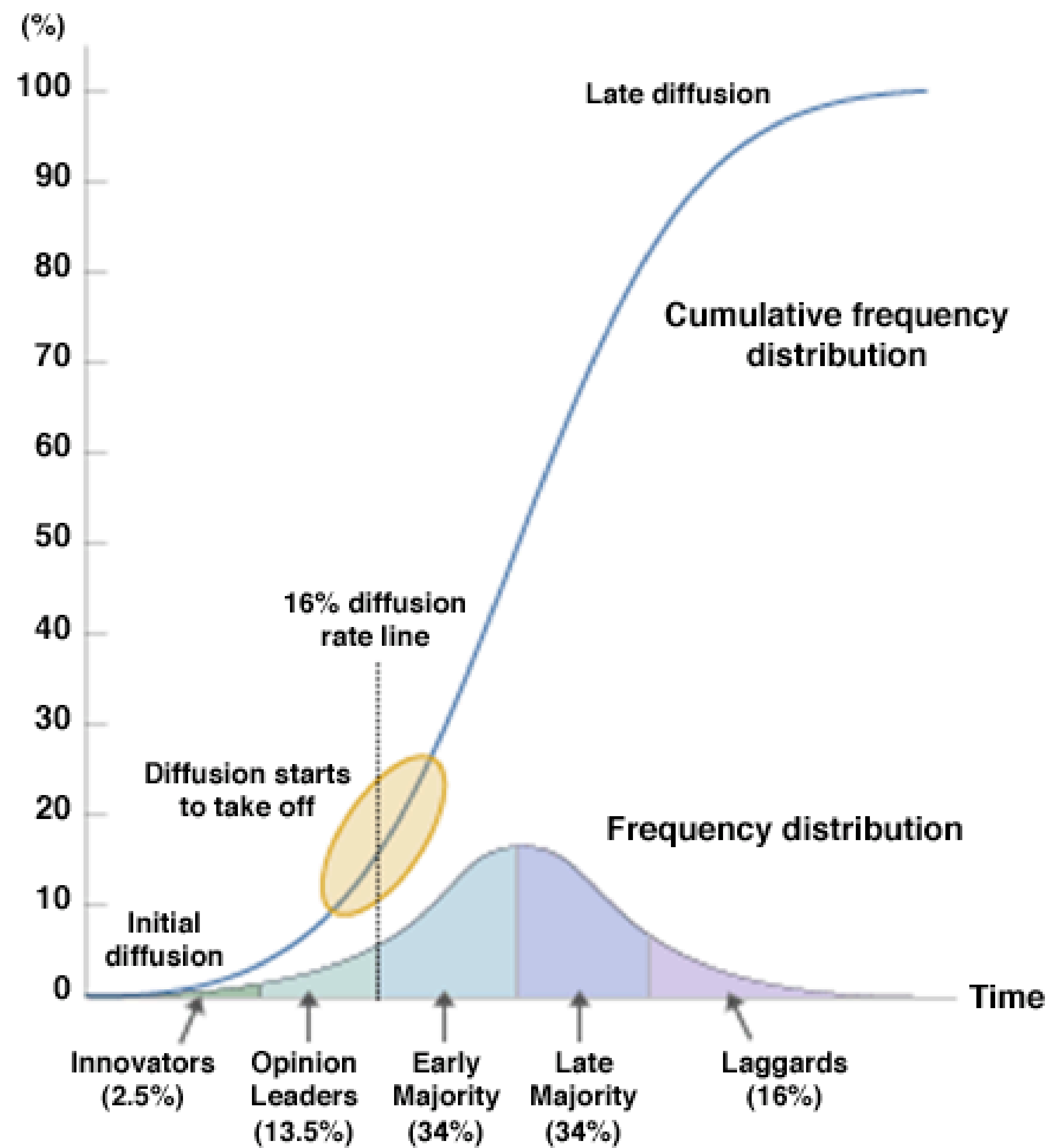
Tech acts as a direct tool substitute, with functional improvement

Substitution

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







The Pen Is Mightier Than the Keyboard: Advantages of Longhand Over Laptop Note Taking



Pam A. Mueller¹ and Daniel M. Oppenheimer²

¹Princeton University and ²University of California, Los Angeles

Abstract

Taking notes on laptops rather than in longhand is increasingly common. Many researchers have suggested that laptop note taking is less effective than longhand note taking for learning. Prior studies have primarily focused on students' capacity for multitasking and distraction when using laptops. The present research suggests that even when laptops are used solely to take notes, they may still be impairing learning because their use results in shallower processing. In three studies, we found that students who took notes on laptops performed worse on conceptual questions than students who took notes longhand. We show that whereas taking more notes can be beneficial, laptop note takers' tendency to transcribe lectures verbatim rather than processing information and reframing it in their own words is detrimental to learning.

Psychological Science

1–10

© The Author(s) 2014

Reprints and permissions:

sagepub.com/journalsPermissions.nav

DOI: 10.1177/0956797614524581

pss.sagepub.com



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

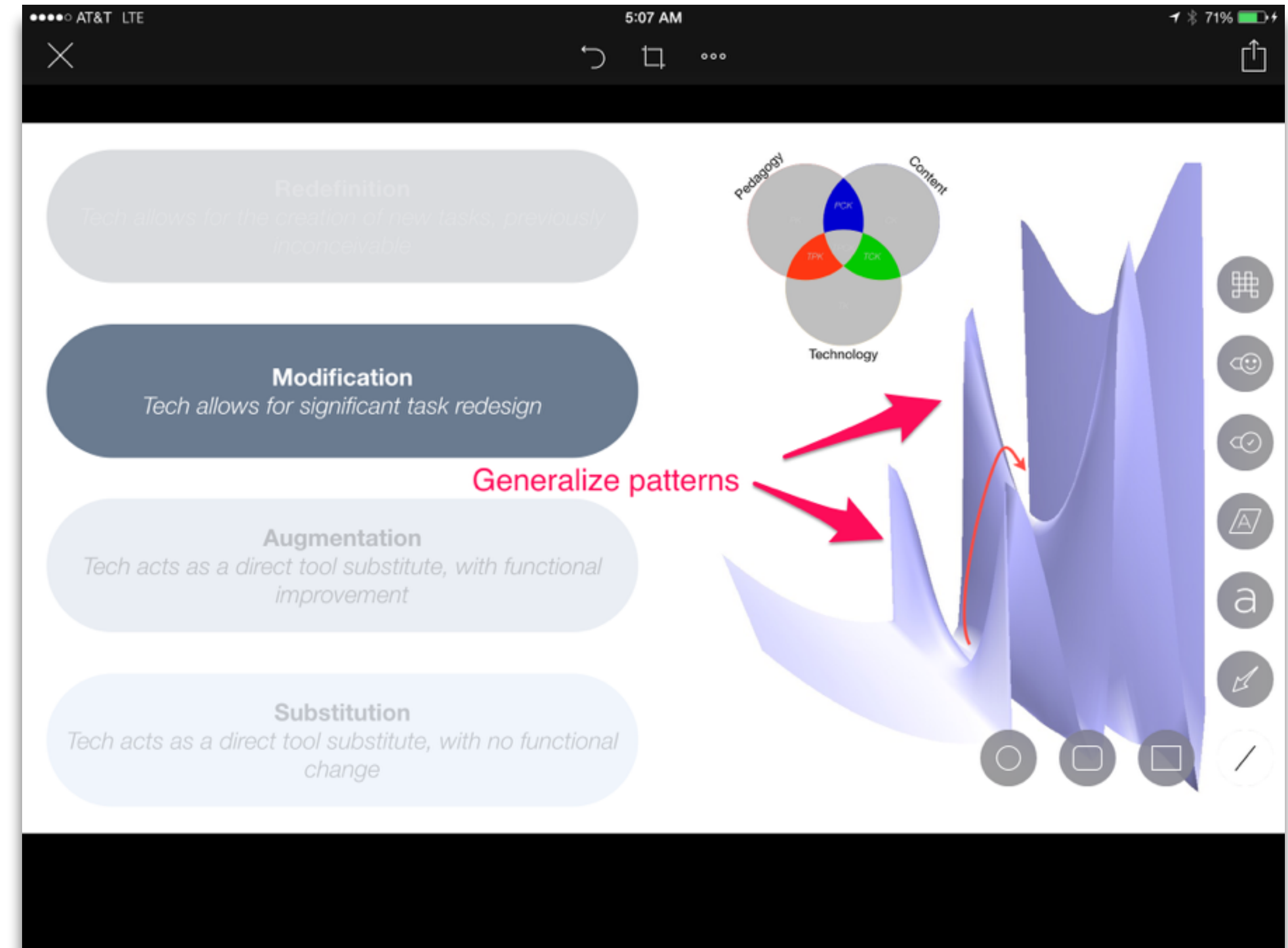
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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

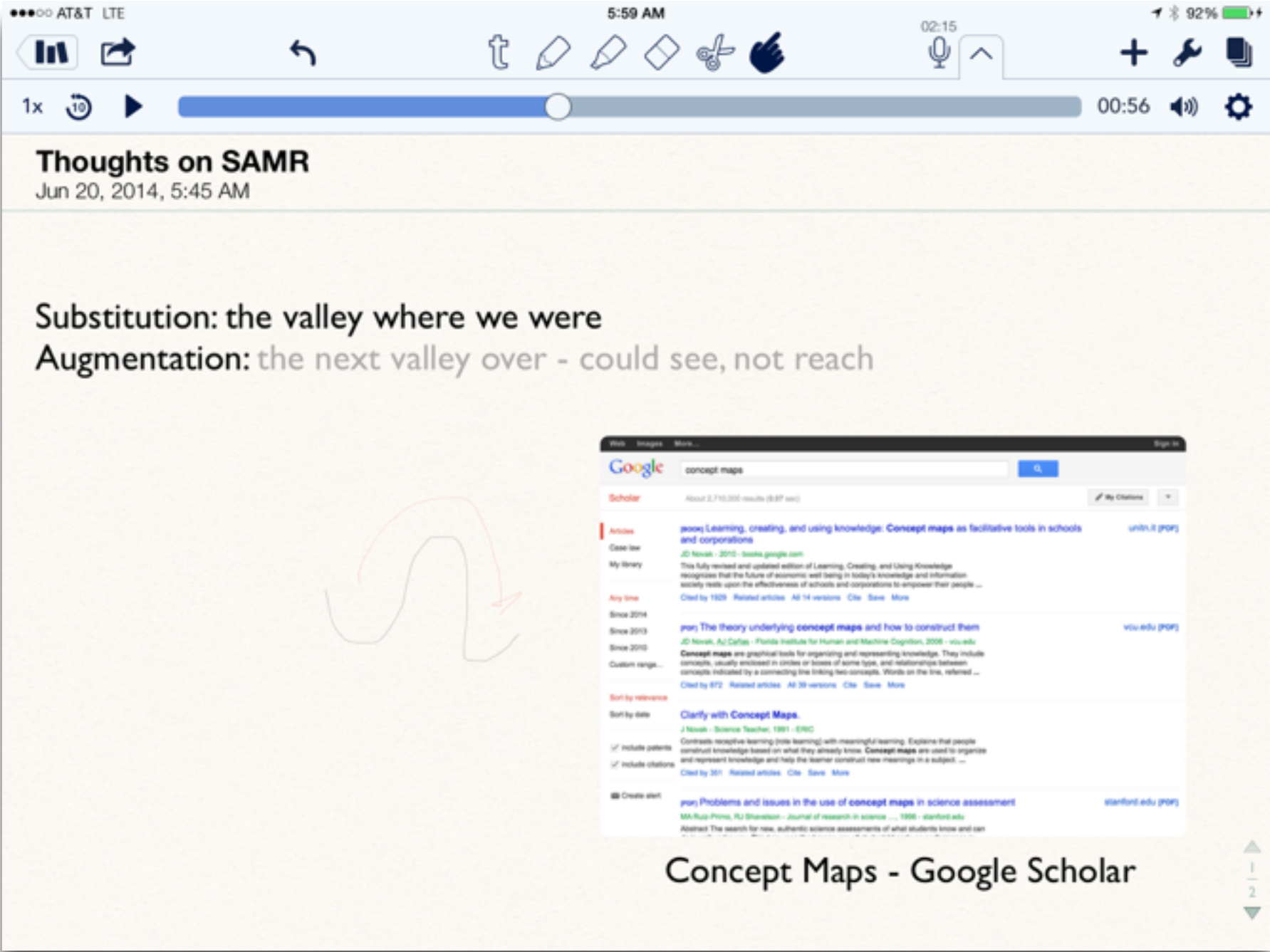
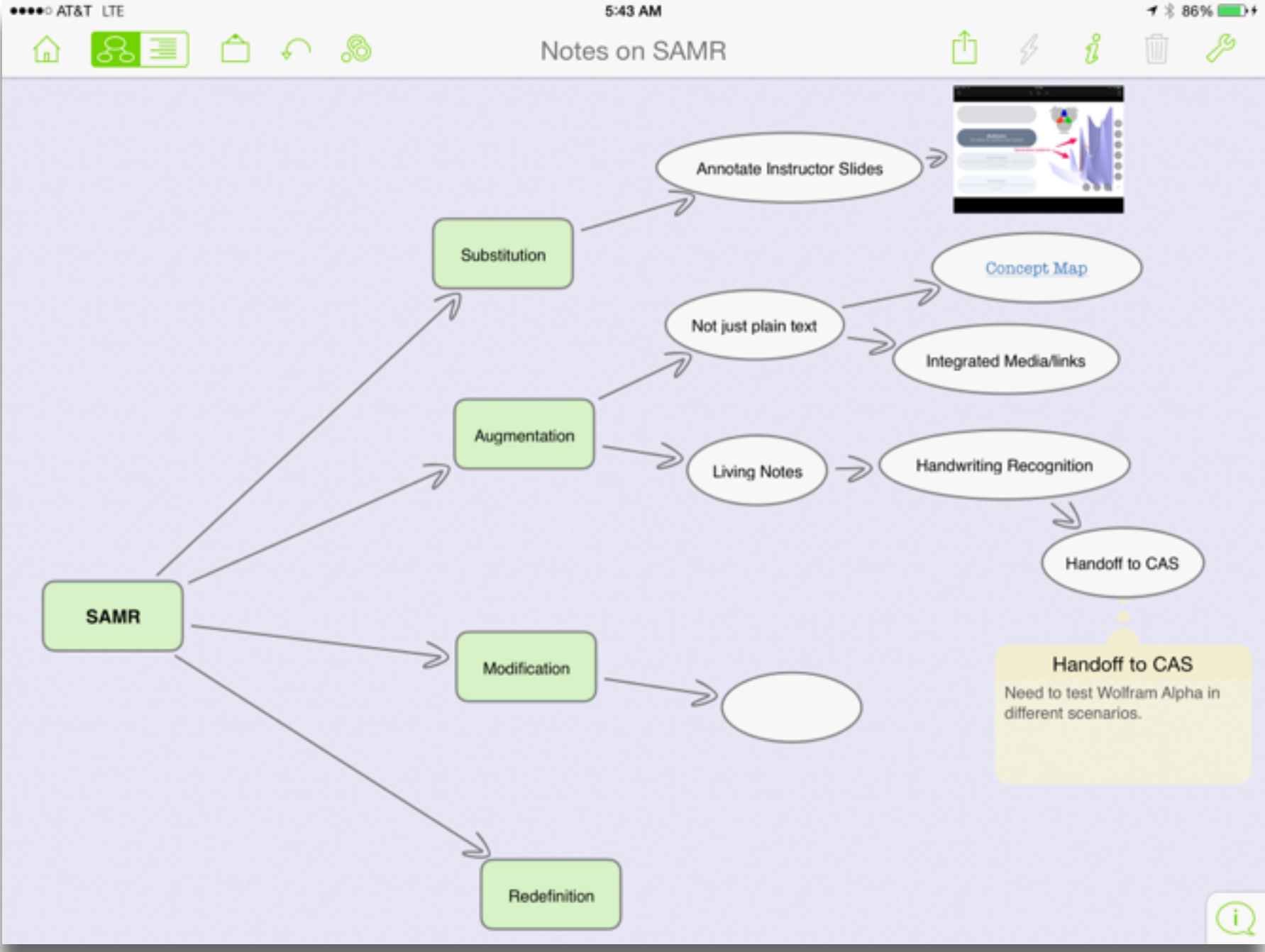


Redefinition
Tech allows for the creation of new tasks, previously inconceivable

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

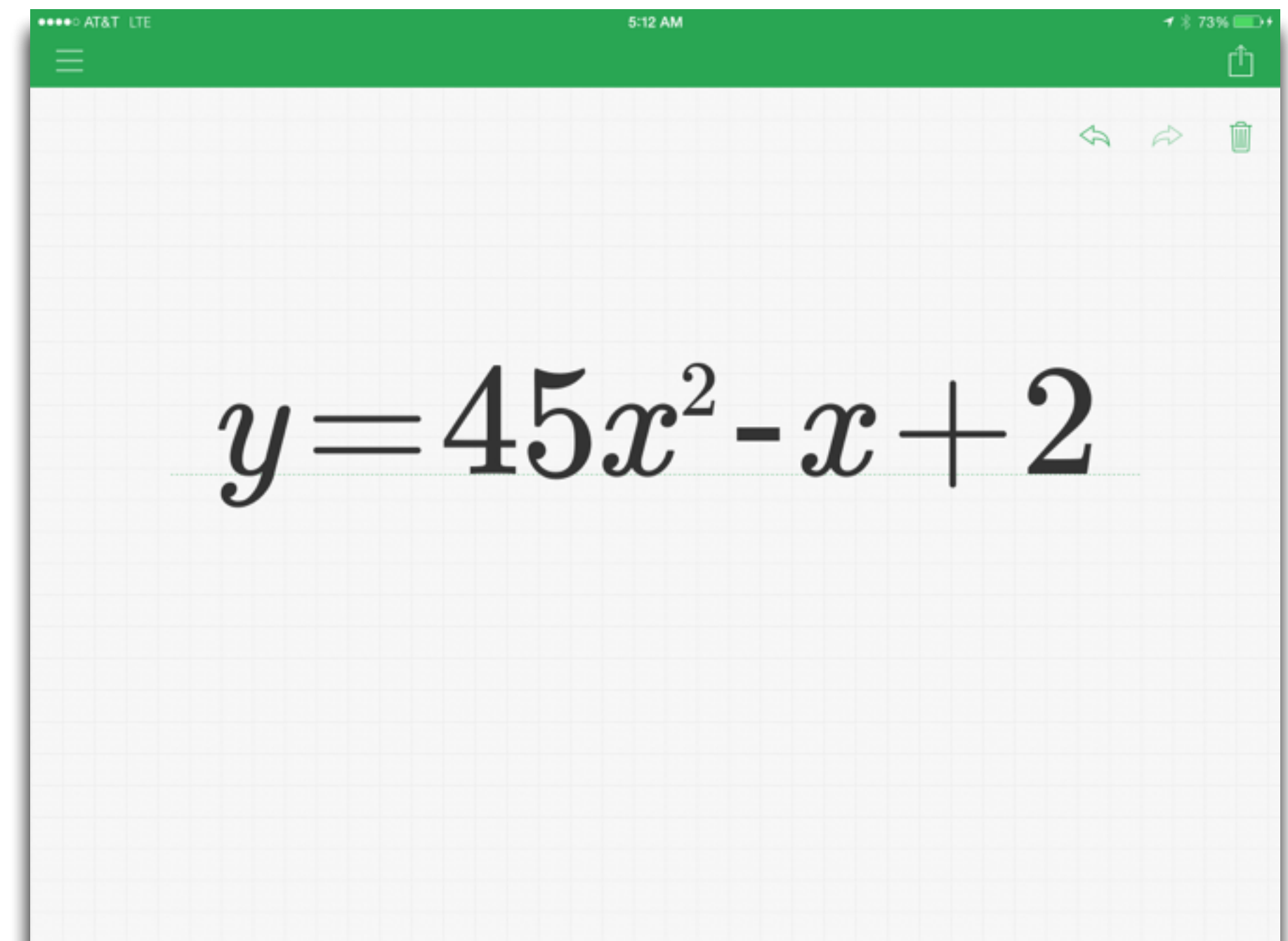
Tech allows for significant task redesign

Augmentation

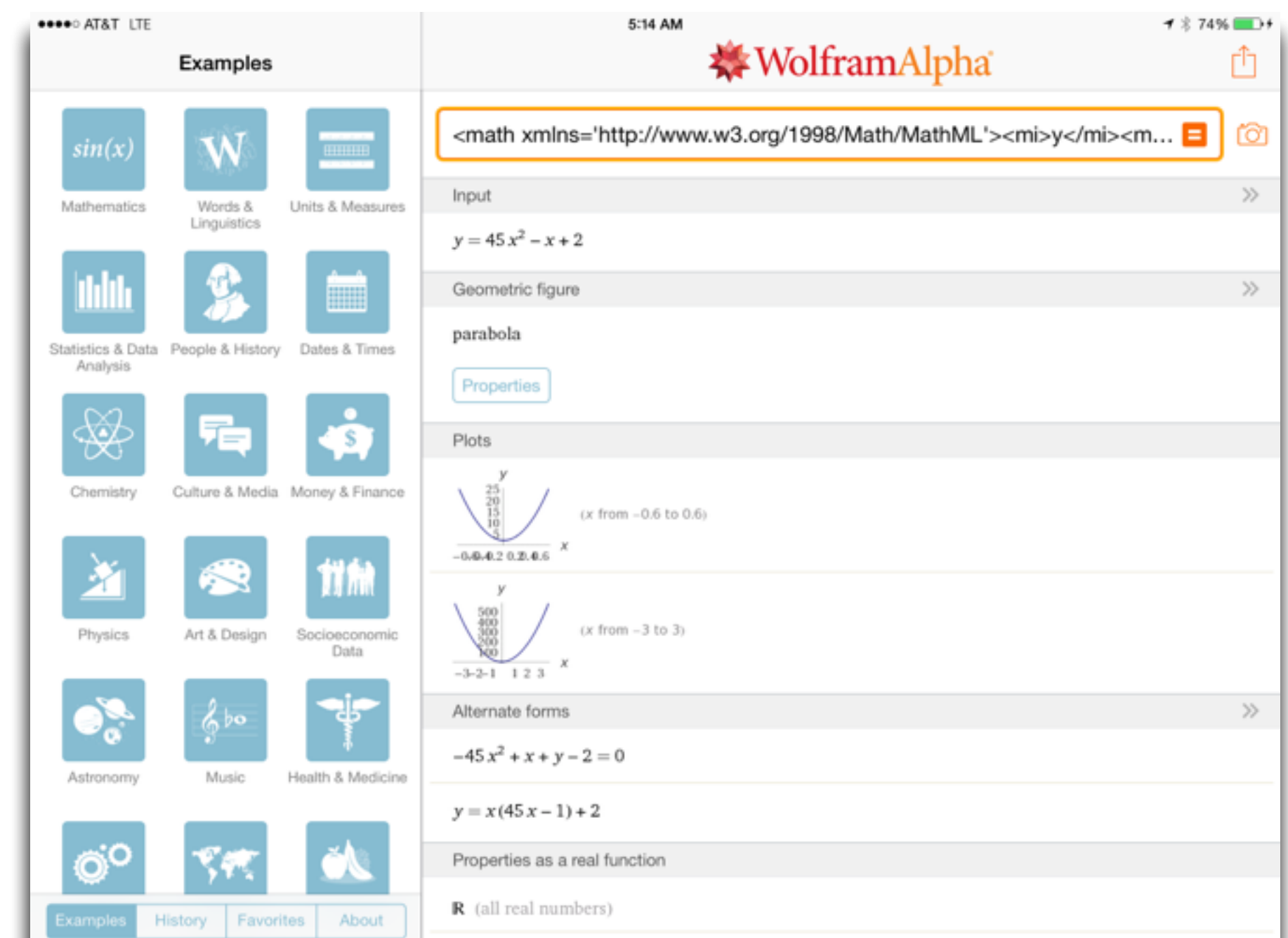
Tech acts as a direct tool substitute, with functional improvement

Substitution

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



A screenshot of a mobile application interface with a green header bar. The main area is a white grid with the quadratic equation $y = 45x^2 - x + 2$ centered in a large, black, serif font. In the top right corner, there are three small icons: a left-pointing arrow, a right-pointing arrow, and a trash can.



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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

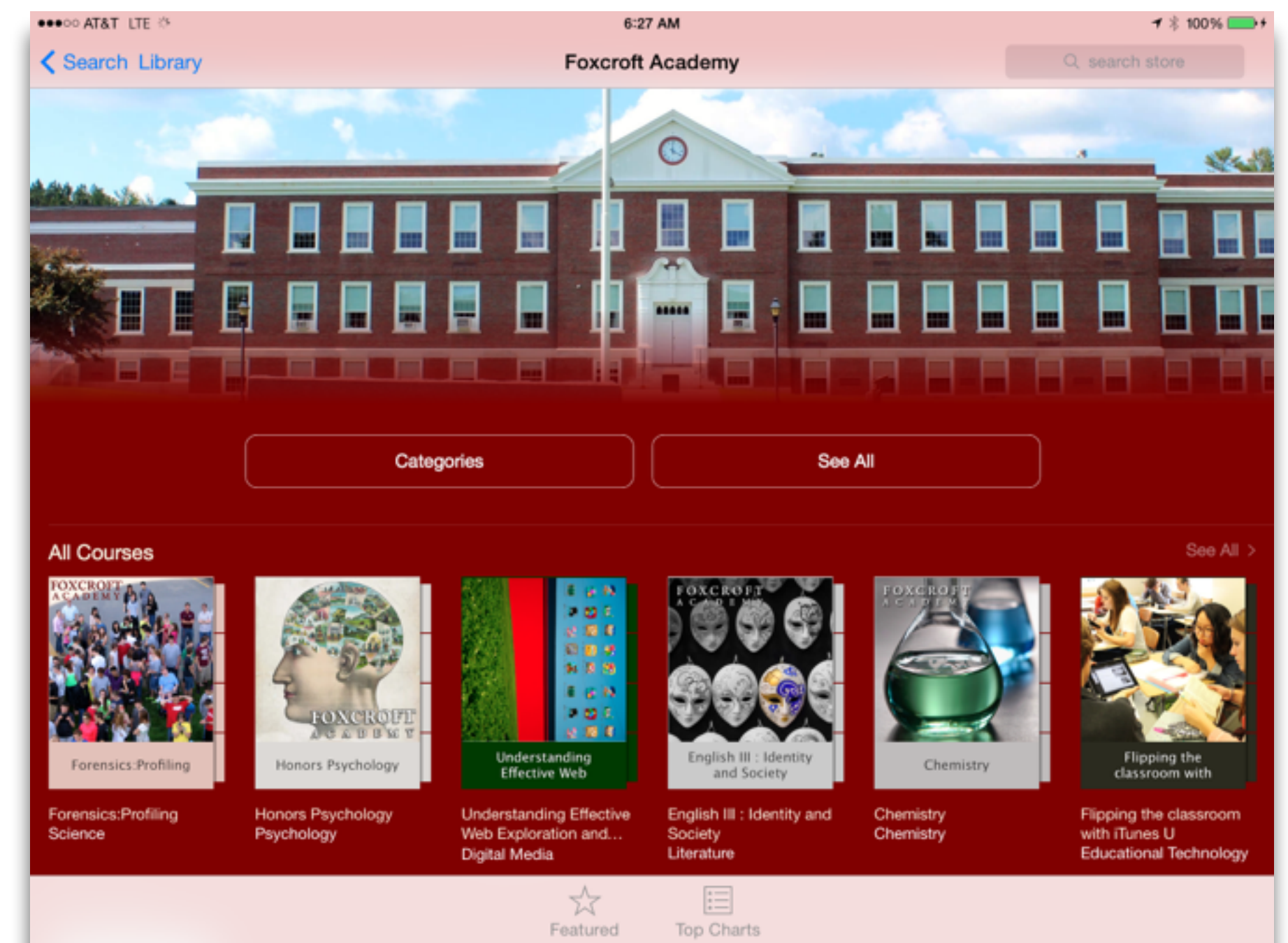
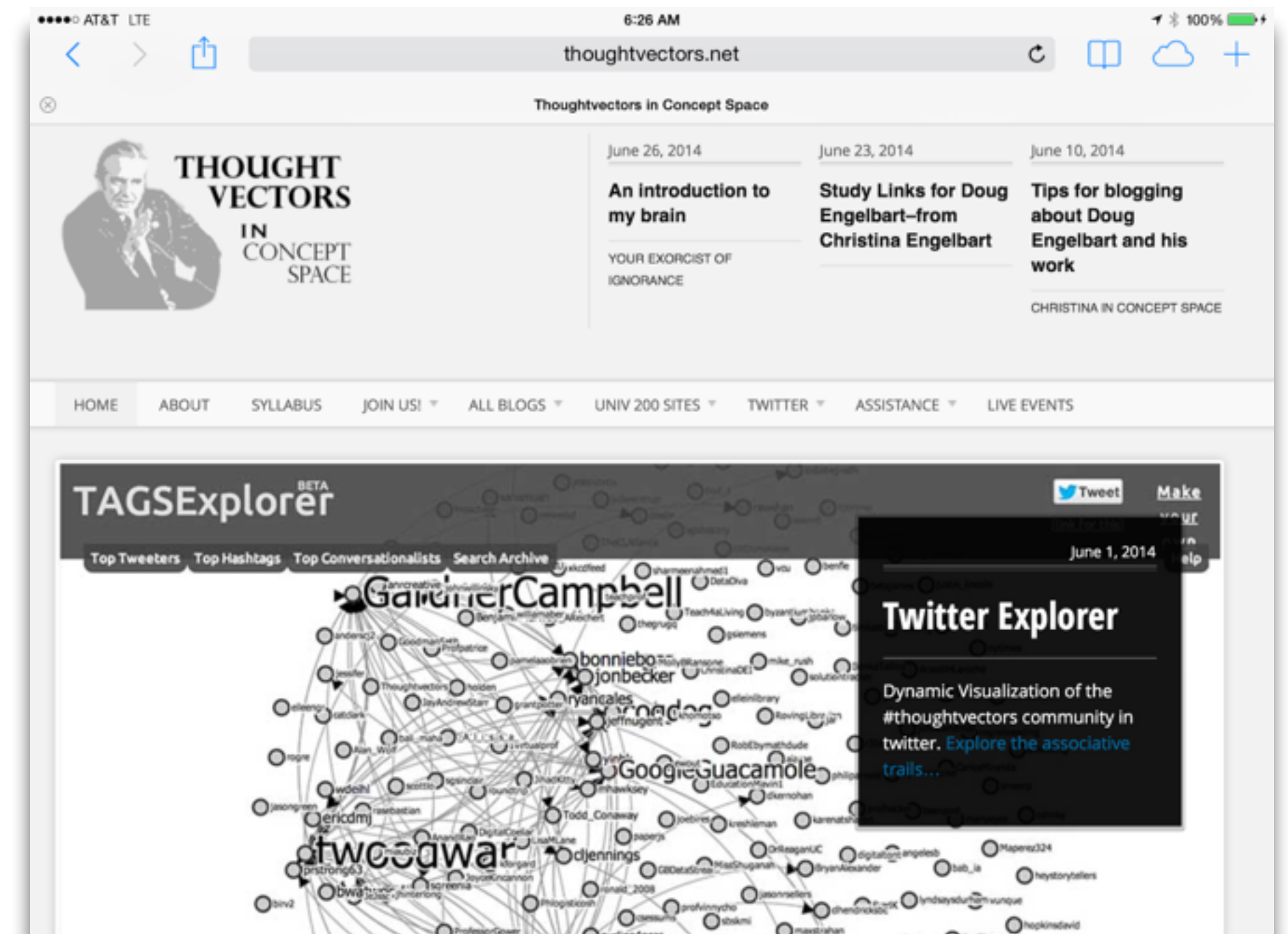
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



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?

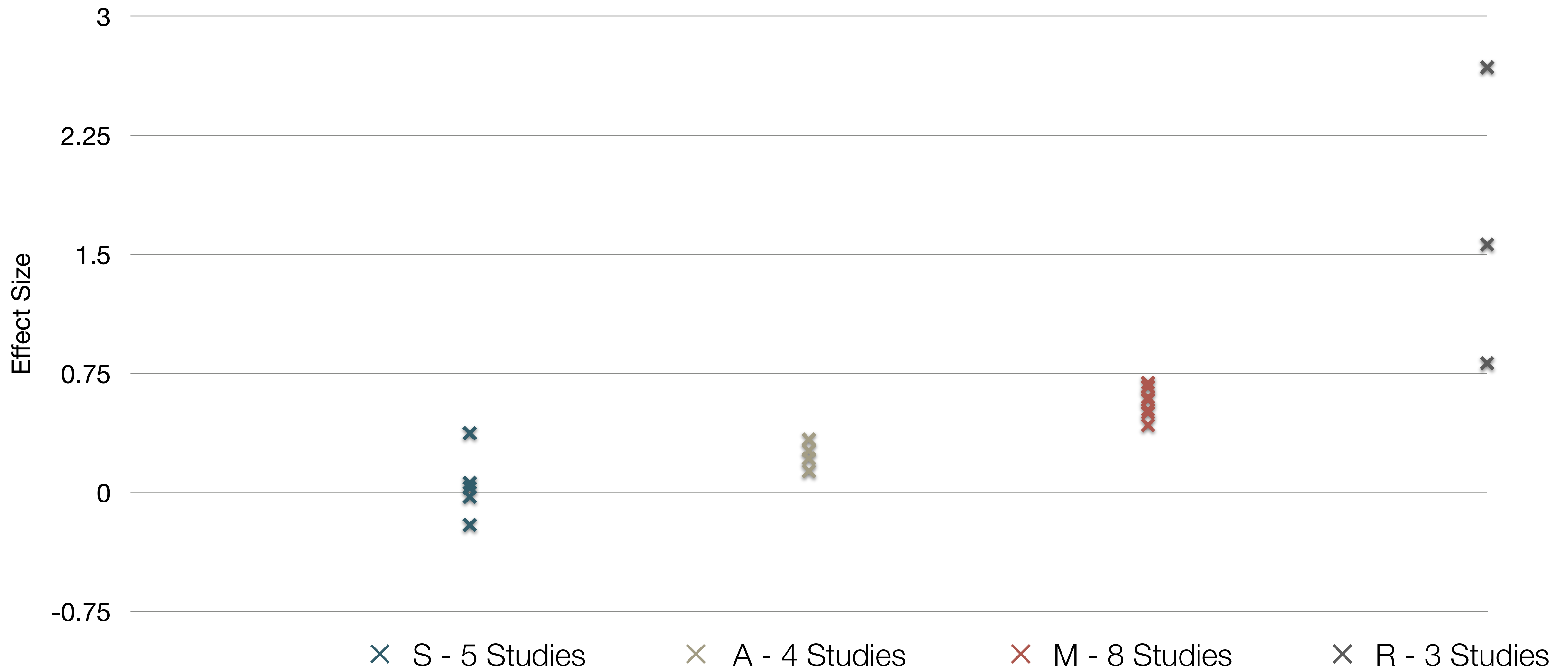
Study	SAMR Classification	Description	Effect Size
<p>Algebra I</p> <p><i>Effectiveness of Cognitive Tutor Algebra I at Scale</i>, by John F. Pane, Beth Ann Griffin, Daniel F. McCaffrey, Rita Karam</p>	S to A	<p>S: Computerized algebra drills, some tied to real-world scenarios</p> <p>A: Tools for basic visualization; adaptive response to student progress</p>	<p>≈ 0.2</p> <p>50th perc. → 58th perc.</p>
<p>Earth Science</p> <p><i>Using Laptops to Facilitate Middle School Science Learning: The Results of Hard Fun</i>, by Alexis M. Berry, Sarah E. Wintle</p>	A to M	<p>A: Interactive tools for concept exploration and visualization</p> <p>M: Narrated animation as final project</p>	<p>≈ 0.6</p> <p>50th perc. → 73rd perc. (≈ 1.4 a month later) (50th perc. → 92nd perc.)</p>

Meta-analysis	Number of studies	<i>ES</i> type	Mean <i>ES</i>	<i>SE</i>
Bangert-Drowns (1993)	19	Missing	0.27	0.11
Bayraktar (2000)	42	Cohen's <i>d</i>	0.27	0.05
Blok, Oostdam, Otter, and Overmaat (2002)	25	Hedges's <i>g</i>	0.25	0.06
Christmann and Badgett (2000)	16	Missing	0.13	0.05
Fletcher-Flinn and Gravatt (1995)	120	Glass's Δ	0.24	0.05
Goldberg, Russell, and Cook (2003)	15	Hedges's <i>g</i>	0.41	0.07
Hsu (2003)	25	Hedges's <i>g</i>	0.43	0.03
Koufogiannakis and Wiebe (2006)	8	Hedges's <i>g</i>	-0.09	0.19
Kuchler (1998)	65	Hedges's <i>g</i>	0.44	0.05
Kulik and Kulik (1991)	239	Glass's Δ	0.30	0.03
Y. C. Liao (1998)	31	Glass's Δ	0.48	0.05
Y.-I. Liao and Chen (2005)	21	Glass's Δ	0.52	0.05
Y. K. C. Liao (2007)	52	Glass's Δ	0.55	0.05

Meta-analysis	Number of studies	<i>ES</i> type	Mean <i>ES</i>	<i>SE</i>
Michko (2007)	45	Hedges's <i>g</i>	0.43	0.07
Onuoha (2007)	35	Cohen's <i>d</i>	0.26	0.04
Pearson, Ferdig, Blomeyer, and Moran (2005)	20	Hedges's <i>g</i>	0.49 ^a	0.11
Roblyer, Castine, and King (1988)	35	Hedges's <i>g</i>	0.31	0.05
Rosen and Salomon (2007)	31	Hedges's <i>g</i>	0.46	0.05
Schenker (2007)	46	Cohen's <i>d</i>	0.24	0.02
Soe, Koki, and Chang (2000)	17	Hedges's <i>g</i> and Pearson's <i>r</i> ^a	0.26 ^a	0.05
Timmerman and Kruepke (2006)	114	Pearson's <i>r</i> ^a	0.24	0.03
Torgerson and Elbourne (2002)	5	Cohen's <i>d</i>	0.37	0.16
Waxman, Lin, and Michko (2003)	42	Glass's Δ	0.45	0.14
Yaakub (1998)	20	Glass's Δ and <i>g</i>	0.35	0.05
Zhao (2003)	9	Hedges's <i>g</i>	1.12	0.26

a. Converted to Cohen's *d*.

Study	SAMR Level	Description	Effect Size
Ligas (2002)	S	CAI system used to support direct instruction approach for at-risk students.	0.029 (50th perc. → 51st perc.)
Xin & Reith (2001)	A	Multimedia resources provided to contextualize learning of word meanings and concepts.	0.264 (50th perc. → 60th perc.)
Higgins & Raskind (2005)	M	Software/hardware used for text-to-speech, definitions, pronunciation guide for children with reading disabilities.	0.600 (50th perc. → 73rd perc.)
Salomon, Globerson & Guterman (1989)	R	Software presents students with reading principles and metacognitive questions as part of the reading process.	1.563 (50th perc. → 94th perc.)



Surveying Seymour Papert's Four Expectations

- **Expectation 1:** suitably designed formative/summative assessment rubrics will show improvement when compared to traditional instruction.
- **Expectation 2:** students will show more instances of work at progressively higher levels of Bloom's Taxonomy.
- **Expectation 3:** student work will demonstrate more – and more varied – critical thinking cognitive skills, particularly in areas related to the examination of their own thinking processes.
- **Expectation 4:** student daily life will reflect the introduction of the technology. This includes (but is not limited to) directly observable aspects such as reduction in student attrition, increase in engagement with civic processes in their community, and engagement with communities beyond their own.



Horizon Report > 2014 K-12 Edition



Key Trends Driving Ed Tech Adoption	
Fast (1-2 yrs.)	Rethinking the Roles of Teachers Shift to Deeper Learning Approaches
Mid-Range (3-5 yrs.)	Increasing Focus on OER Increasing Use of Hybrid Learning Designs
Long-Range (5+ yrs.)	Rapid Acceleration of Intuitive Technology Rethinking How Schools Work

Important Ed Tech Developments	
Adoption: 1 yr. or less	BYOD Cloud Computing
Adoption: 2-3 yrs.	Games and Gamification Learning Analytics
Adoption: 4-5 yrs.	The Internet of Things Wearable Technology

Significant Challenges Impeding Ed Tech Adoption		
Solvable <i>understand and know how to solve</i>	Difficult <i>understand but solutions are elusive</i>	Wicked <i>complex to define, much less address</i>
Authentic Learning Opportunities Integrating Personalized Learning	Complex Thinking & Communication Safety of Student Data	Competition from New Models of Ed Keeping Formal Education Relevant

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

The screenshot shows the MIT OpenCourseWare website interface. At the top, there's a navigation bar with 'MIT OPEN COURSEWARE' and 'MASSACHUSETTS INSTITUTE OF TECHNOLOGY'. Below this is a search bar and a 'Donate Now' button. The main content area is titled 'System Dynamics Self Study'. It includes a sidebar with links to 'COURSE HOME', 'SYLLABUS', 'READINGS', 'ASSIGNMENTS', and 'DOWNLOAD COURSE MATERIALS'. The main content features a graph showing 'Heroin stock', 'Price', 'Number of drug busts', and 'Revenue-raising crime' over time. To the right of the graph, there's a section for 'Instructor(s)' (Prof. Jay Forrester), 'MIT Course Number' (15.988), 'As Taught In' (Fall 1998 - Spring 1999), and 'Level' (Undergraduate / Graduate). There's also a 'CITE THIS COURSE' button. On the far right, there's a 'Discover, Learn, Support OCW' section with a grid of course thumbnails and a 'Find out how' button.

The screenshot shows a video player interface. The video content is a diagram of the carbon cycle and chemical equations. On the left, there's a diagram of the carbon cycle with labels for 'Atmosphere (830)', 'Photosynthesis', 'Plant respiration', 'Plant biomass (550)', 'Net terrestrial uptake 3', 'Soil carbon', 'Soil (2300)', and 'Microbial respiration and decomposition'. On the right, there's a section titled 'Atmosphere-Biosphere Exchange' with two chemical equations: 'Photosynthesis' (Solar Energy + CO₂ + H₂O + nutrients → CH₂O + O₂) and 'Respiration & Decay' (CH₂O + O₂ → Energy + CO₂ + H₂O + nutrients). The video player has a progress bar at the bottom showing 3:15 / 10:12.

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

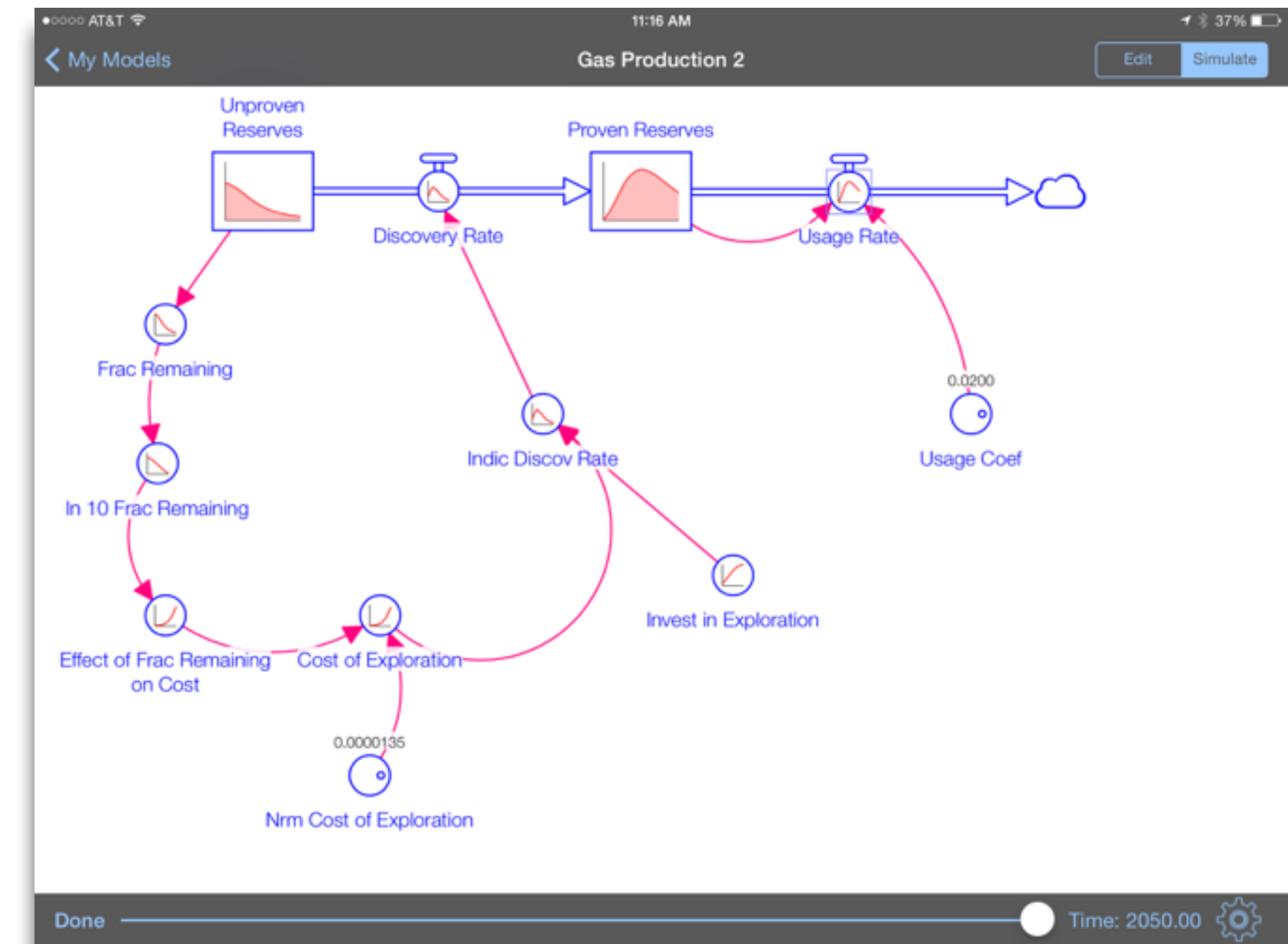
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

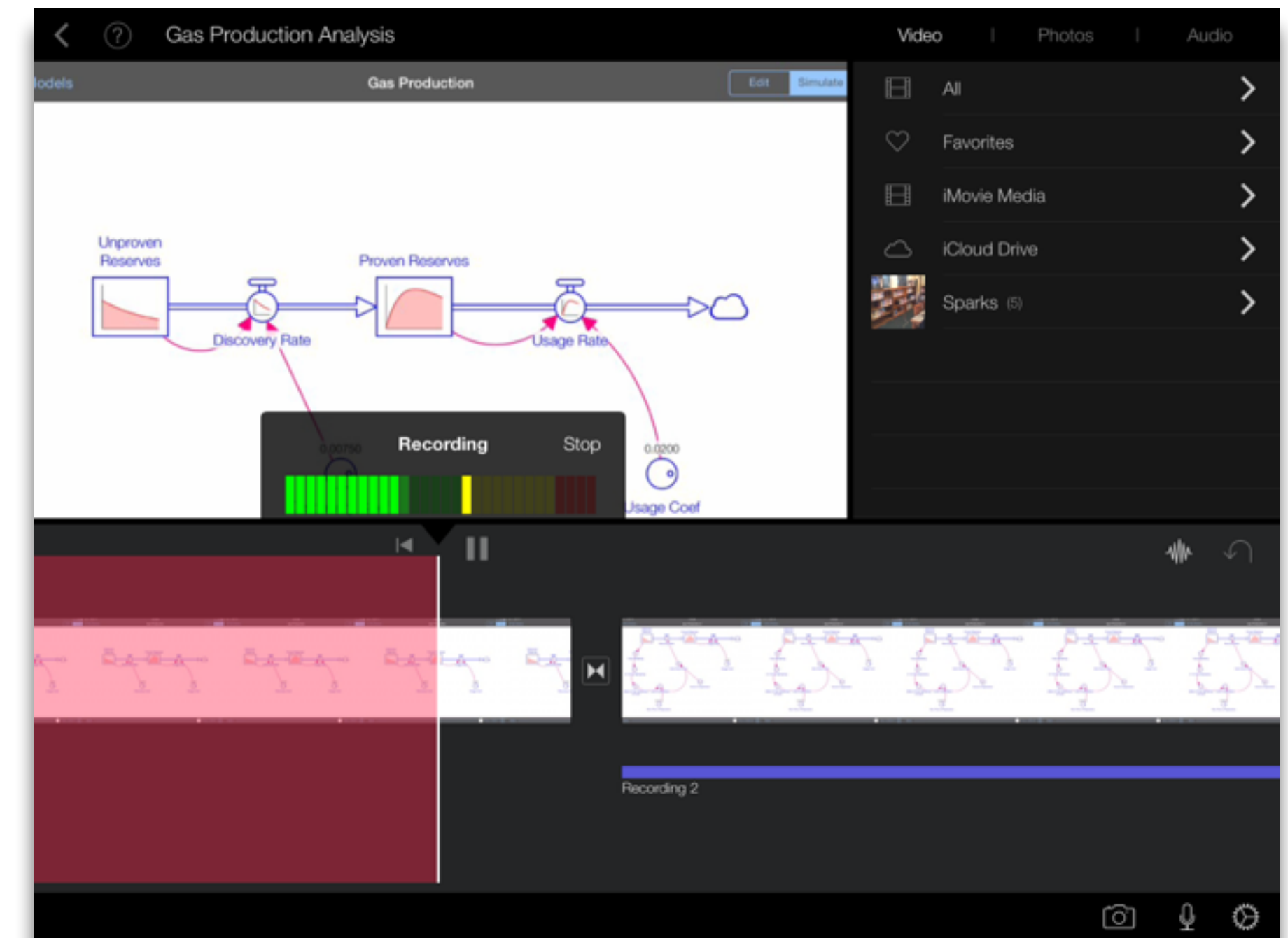
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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



Key Trends Driving Ed Tech Adoption	
Fast (1-2 yrs.)	Rethinking the Roles of Teachers Shift to Deeper Learning Approaches
Mid-Range (3-5 yrs.)	Increasing Focus on OER Increasing Use of Hybrid Learning Designs
Long-Range (5+ yrs.)	Rapid Acceleration of Intuitive Technology Rethinking How Schools Work

Important Ed Tech Developments	
Adoption: 1 yr. or less	BYOD Cloud Computing
Adoption: 2-3 yrs.	Games and Gamification Learning Analytics
Adoption: 4-5 yrs.	The Internet of Things Wearable Technology



Significant Challenges Impeding Ed Tech Adoption		
Solvable <i>understand and know how to solve</i>	Difficult <i>understand but solutions are elusive</i>	Wicked <i>complex to define, much less address</i>
Authentic Learning Opportunities Integrating Personalized Learning	Complex Thinking & Communication Safety of Student Data	Competition from New Models of Ed Keeping Formal Education Relevant

Hippasus



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

Email: rubenrp@hippasus.com

Twitter: @rubenrp

This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

