

# SAMR, Shared Practices, and Innovation in Schools

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Ruben R. Puentedura, Ph.D.

## 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**

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## Enhancement



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



Bookmarks



RSS Feeds

Discussions



Microblogging

Blogging

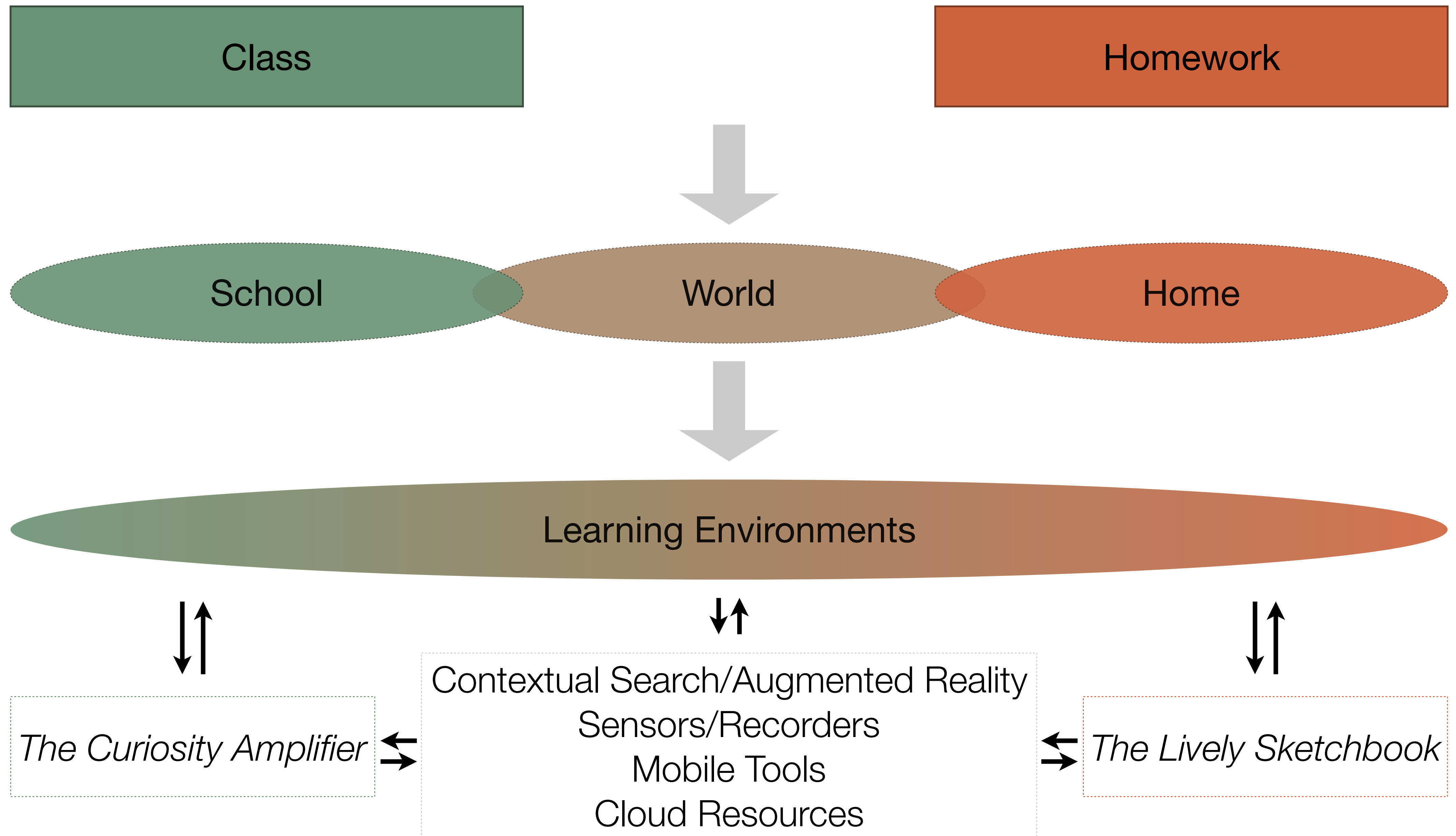


Wikis

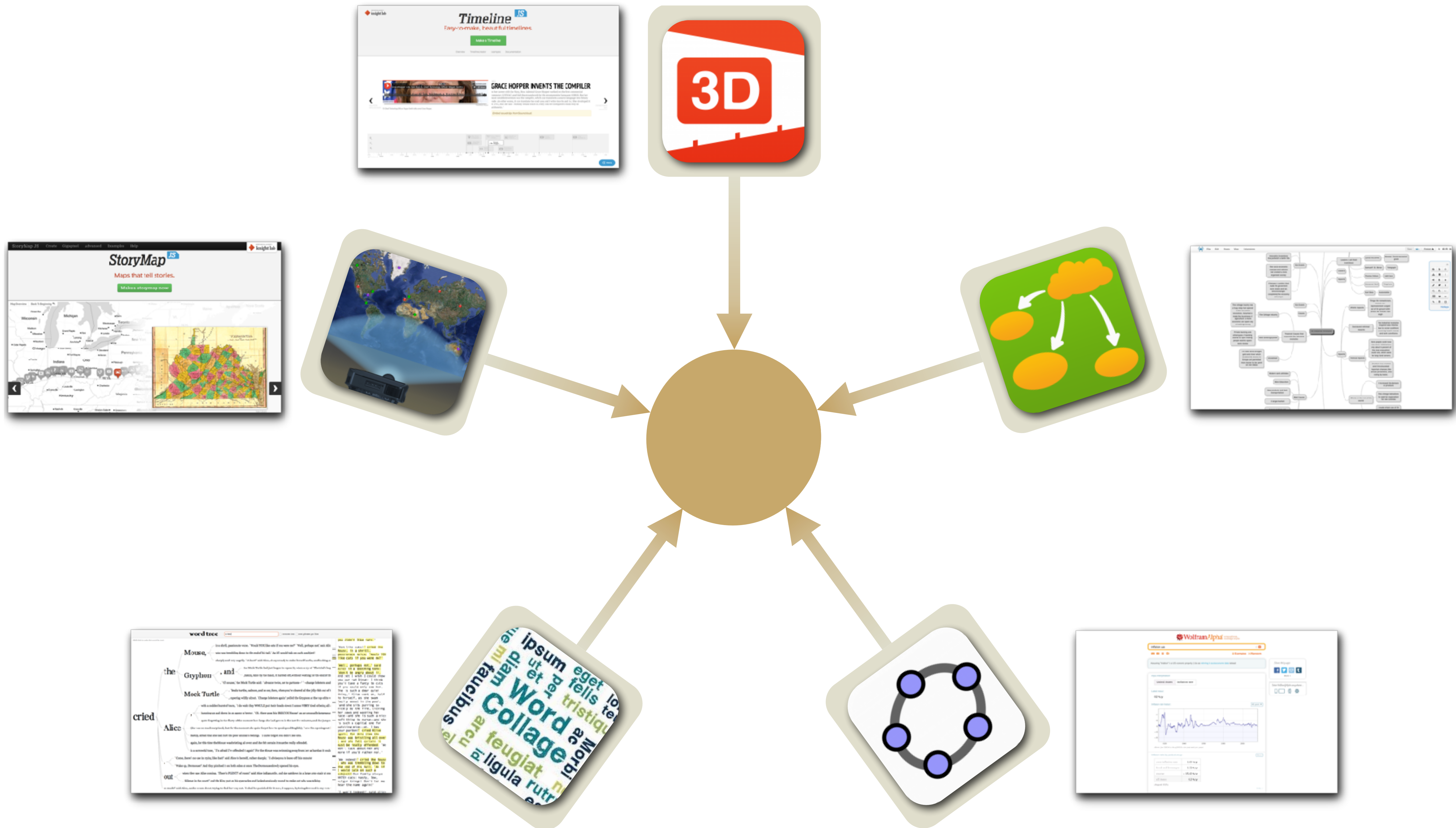
Telepresence



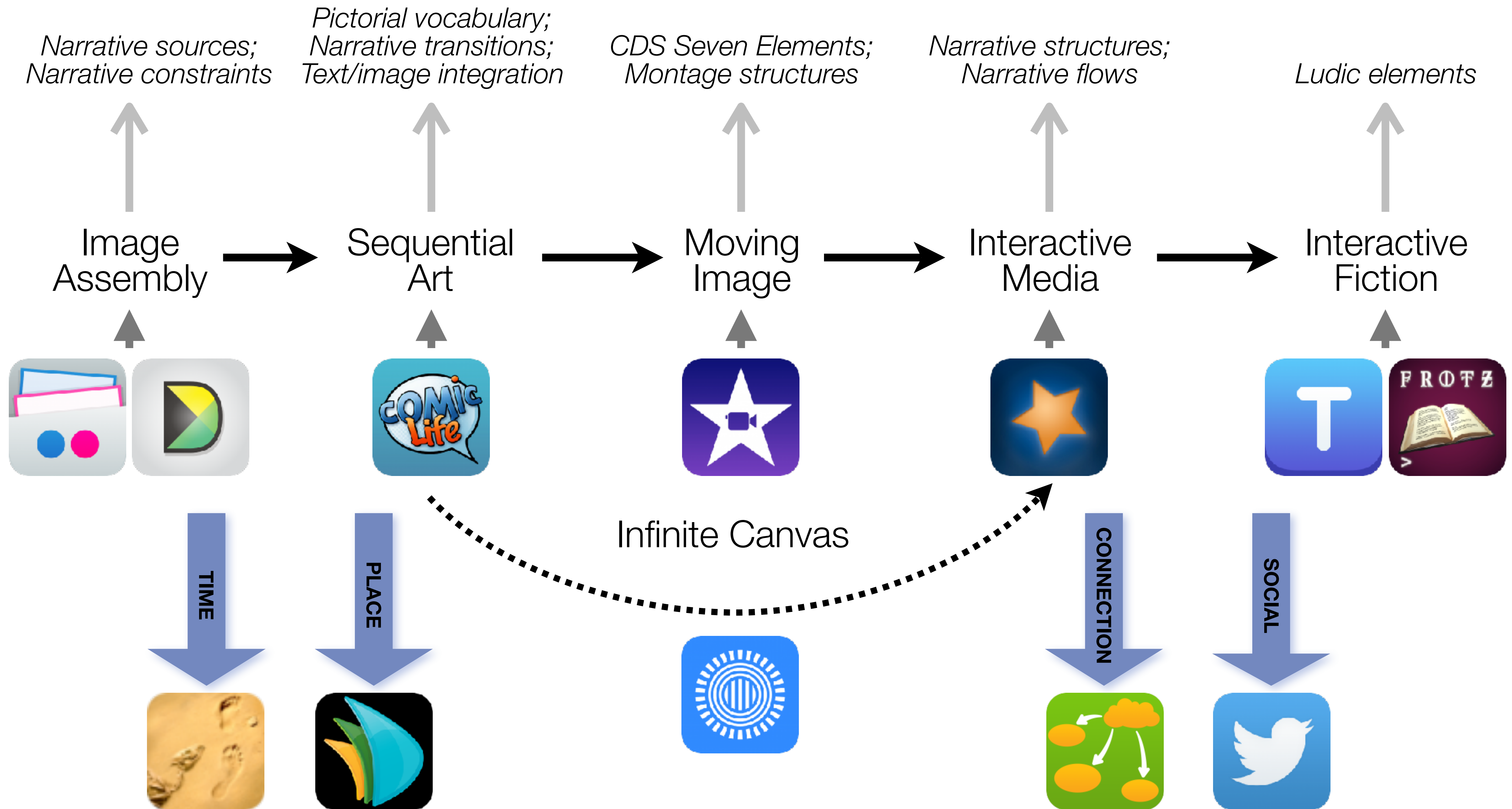
File Sharing



# Visualization







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

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“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

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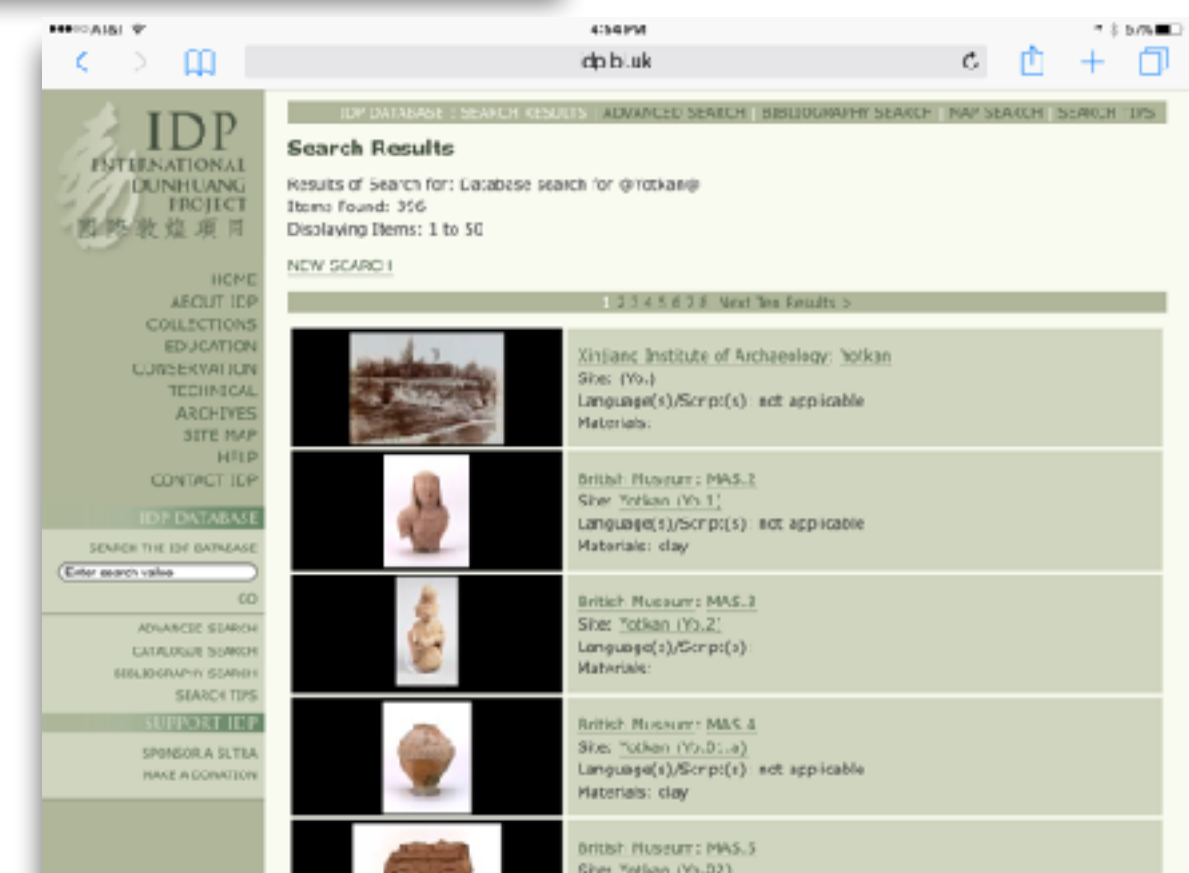
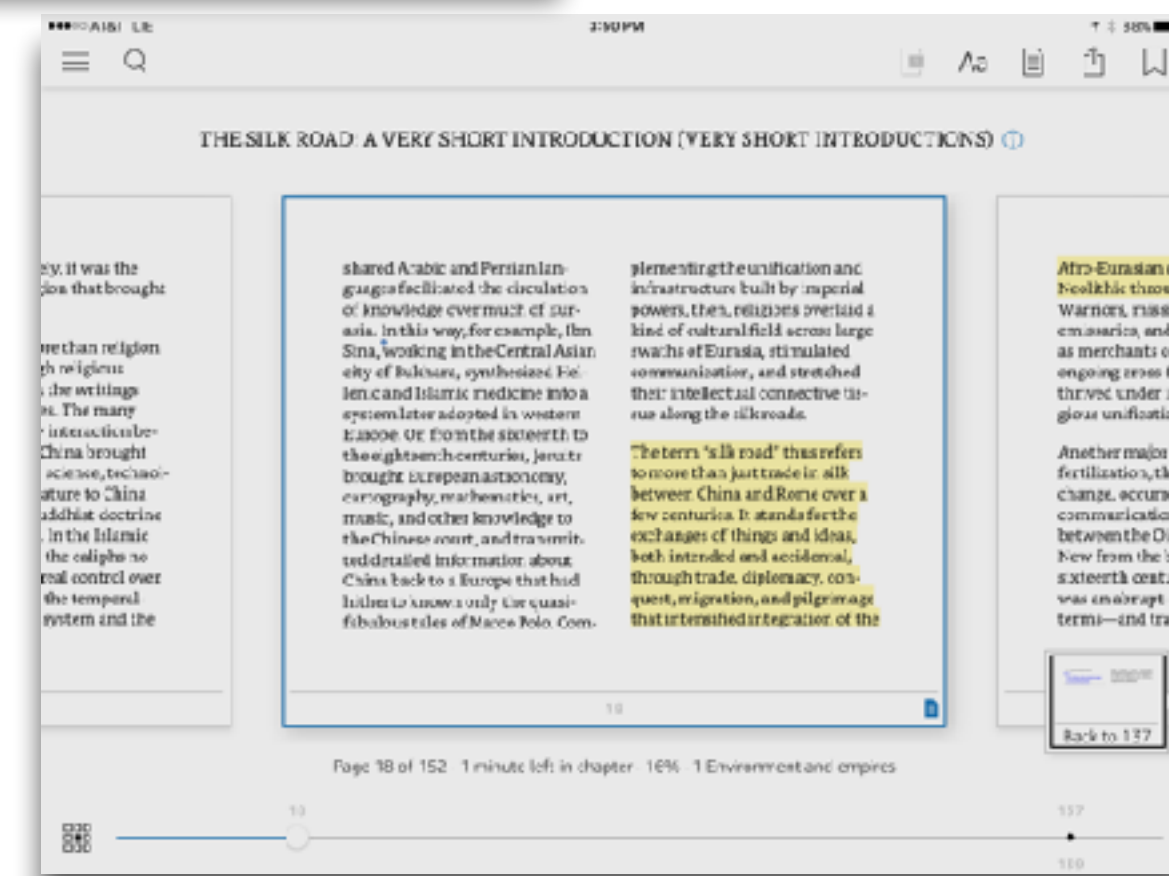
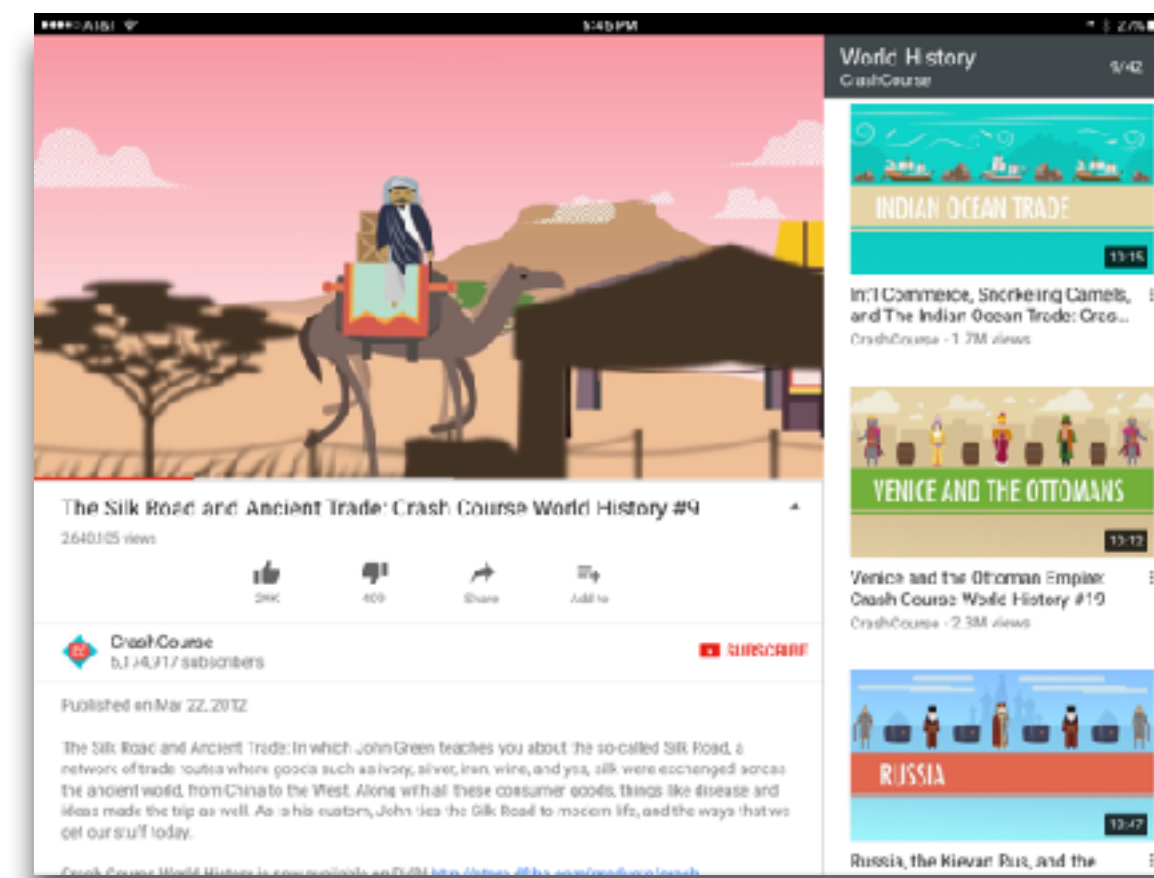
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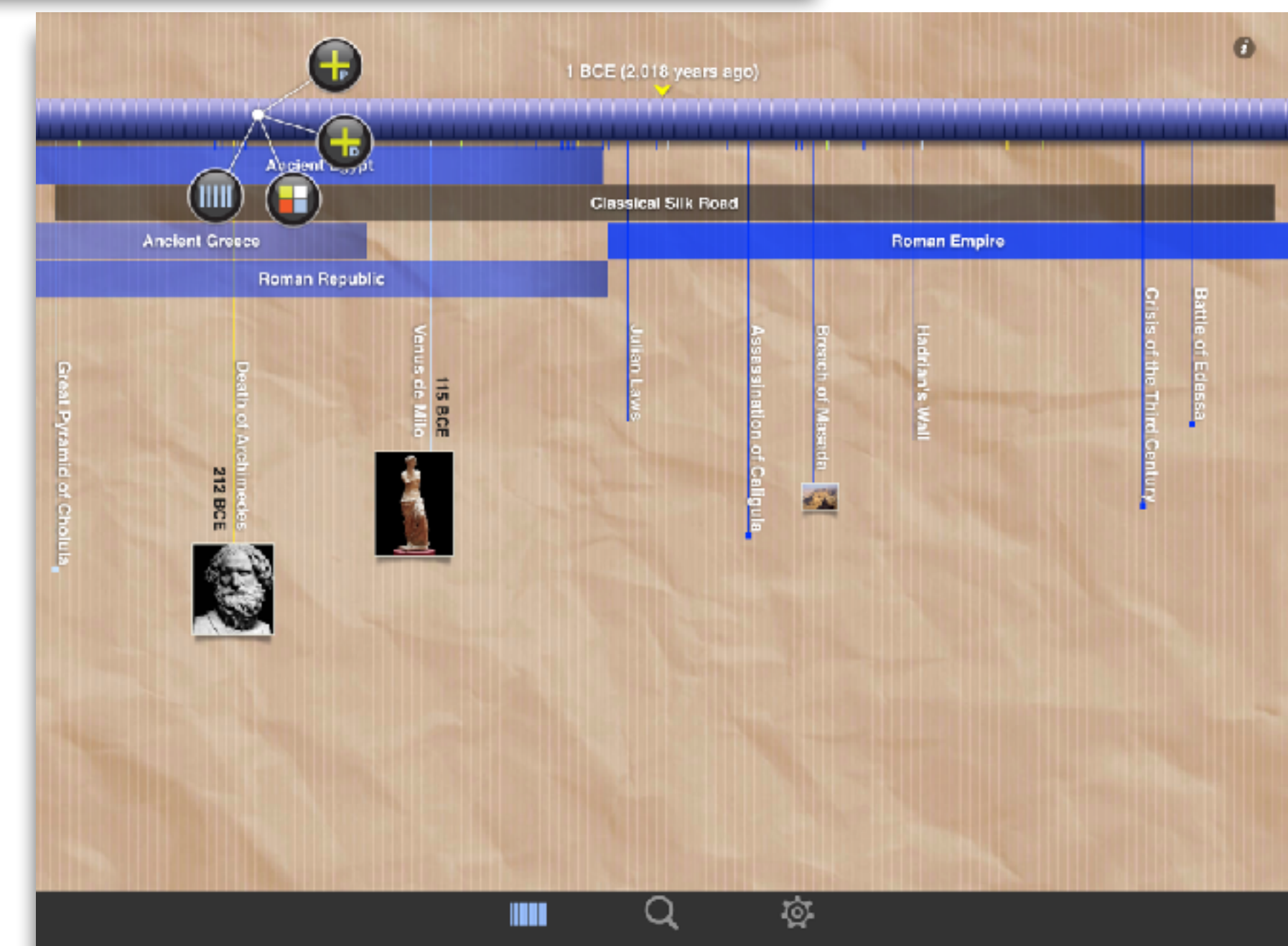
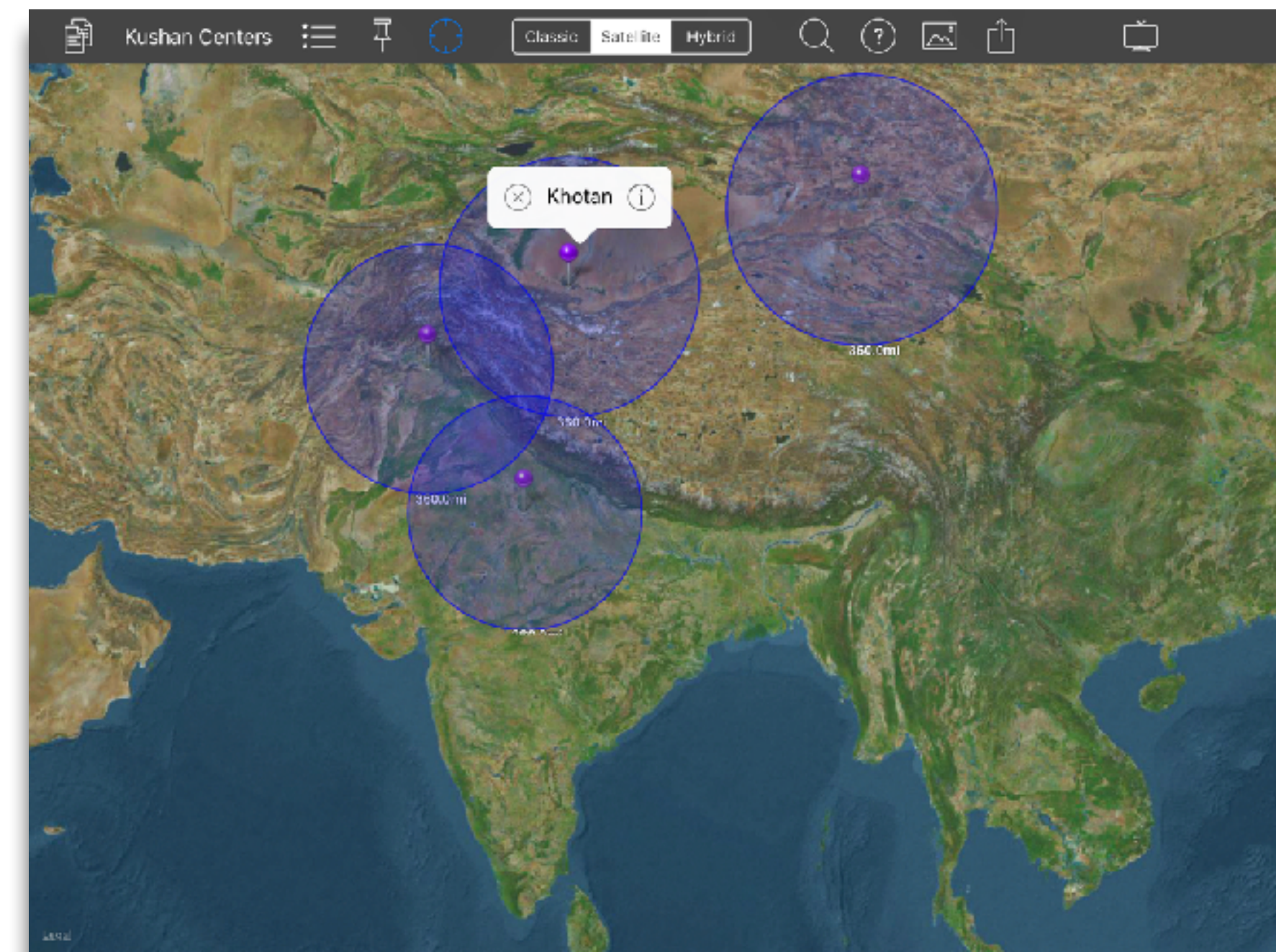
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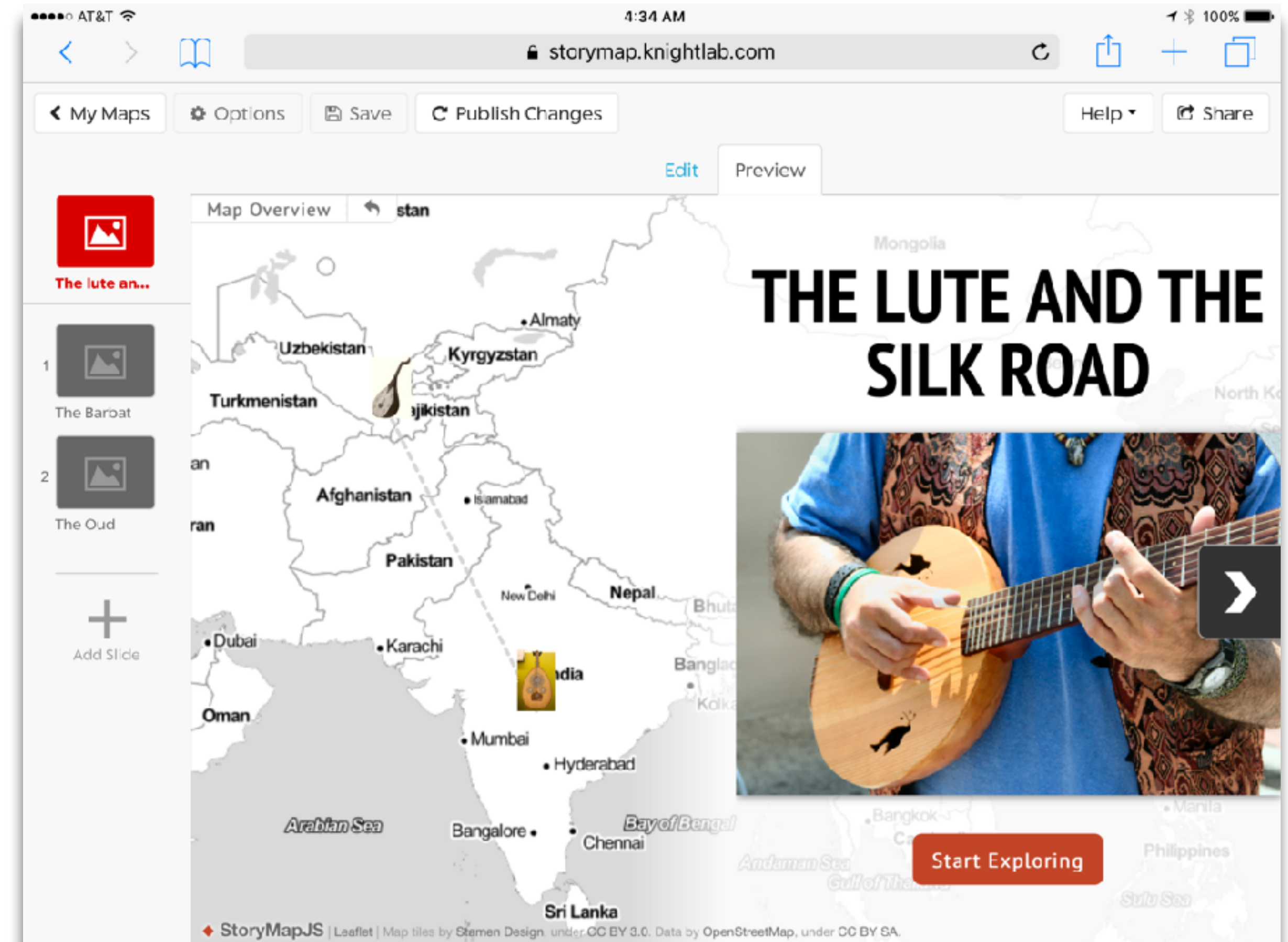
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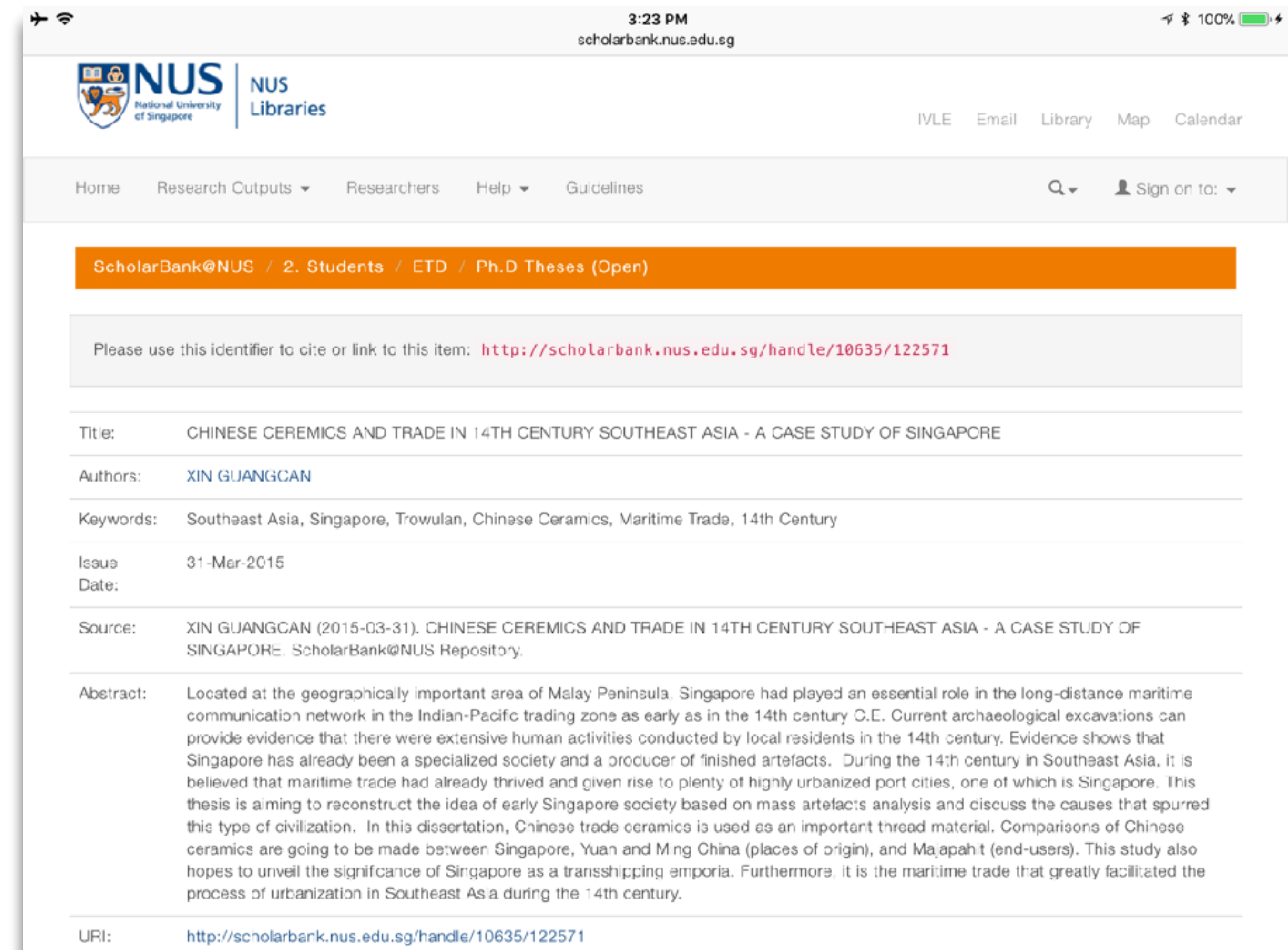
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# S to A: The Value of Shared Practices

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- 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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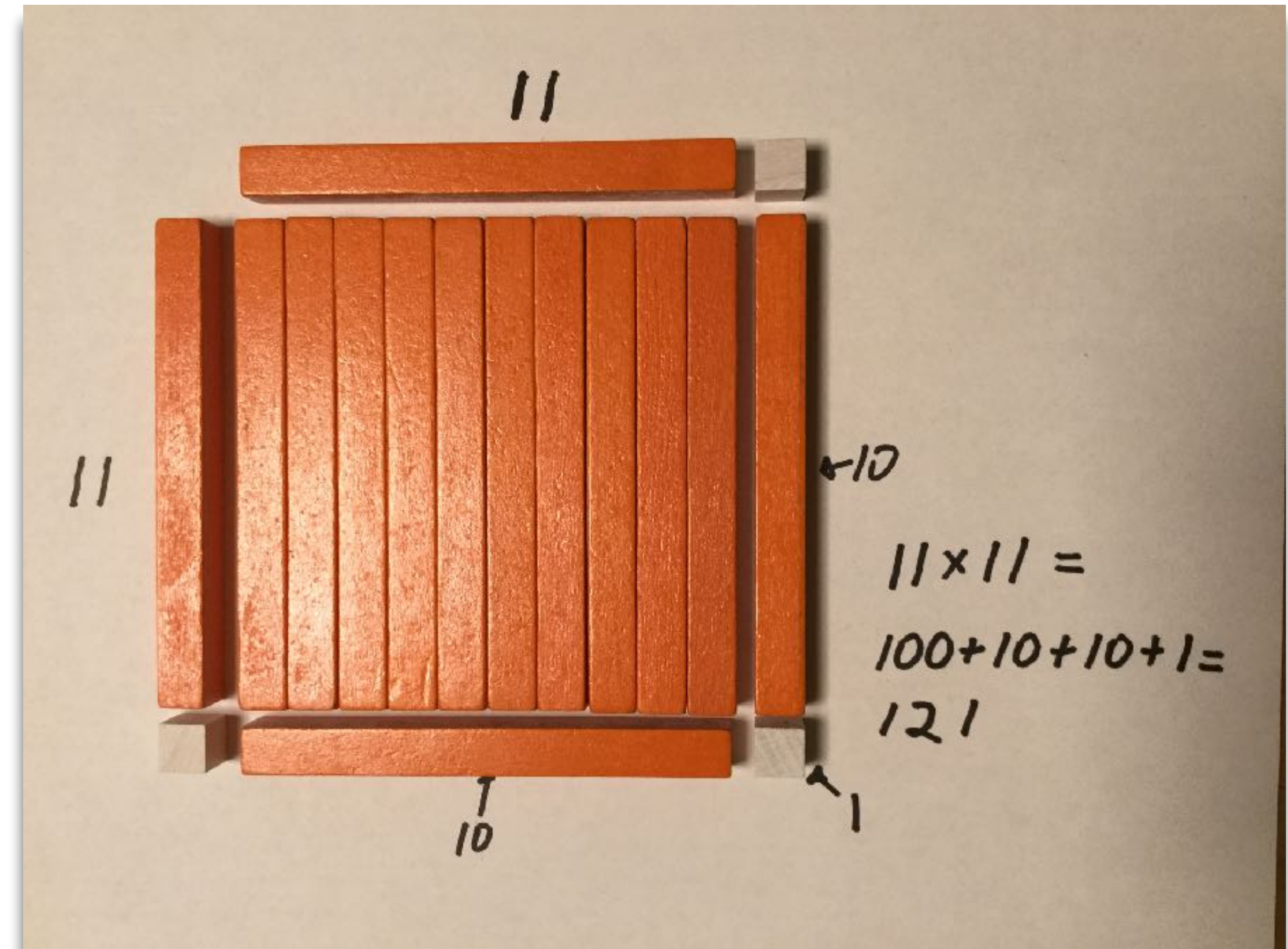
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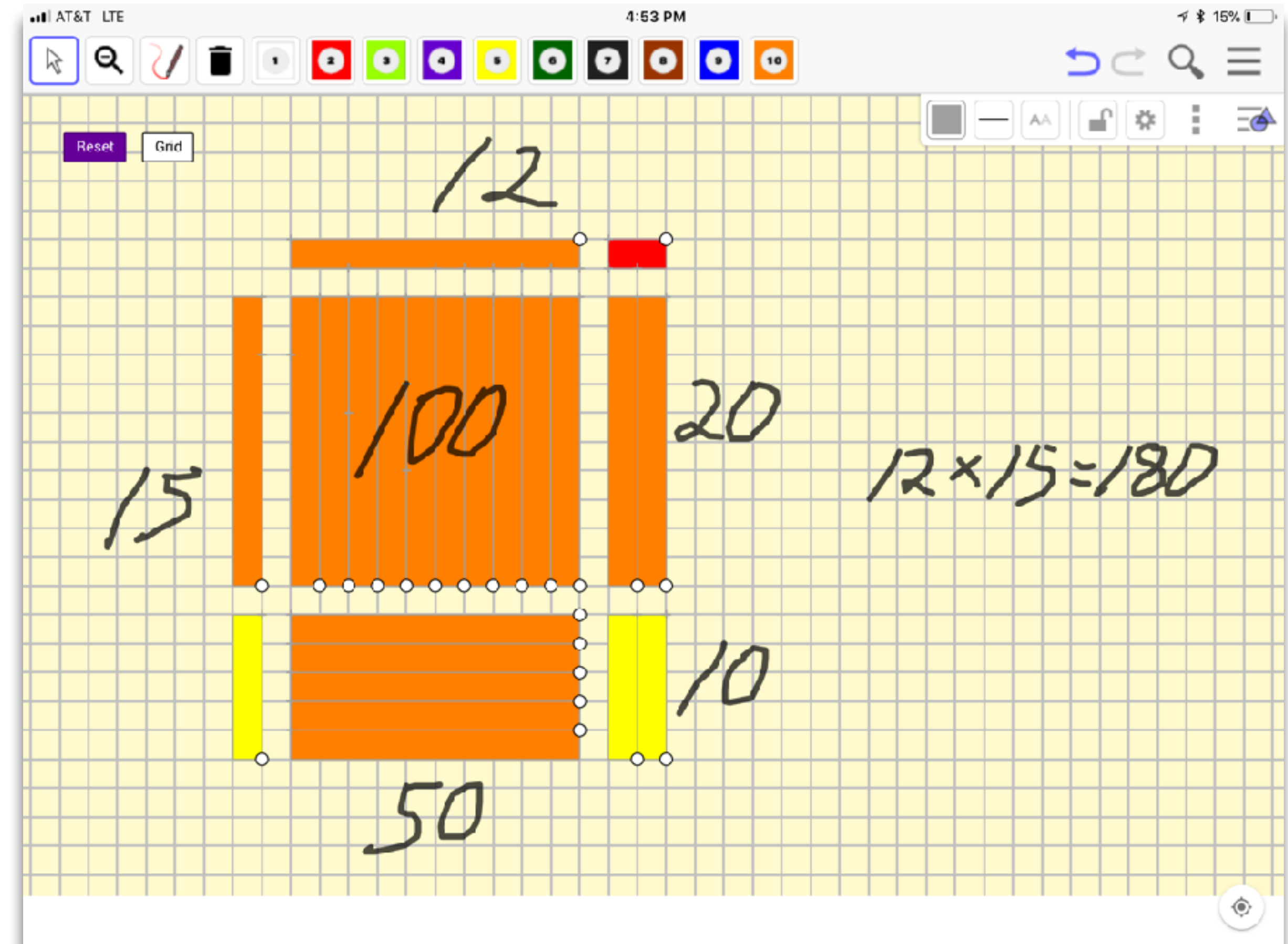
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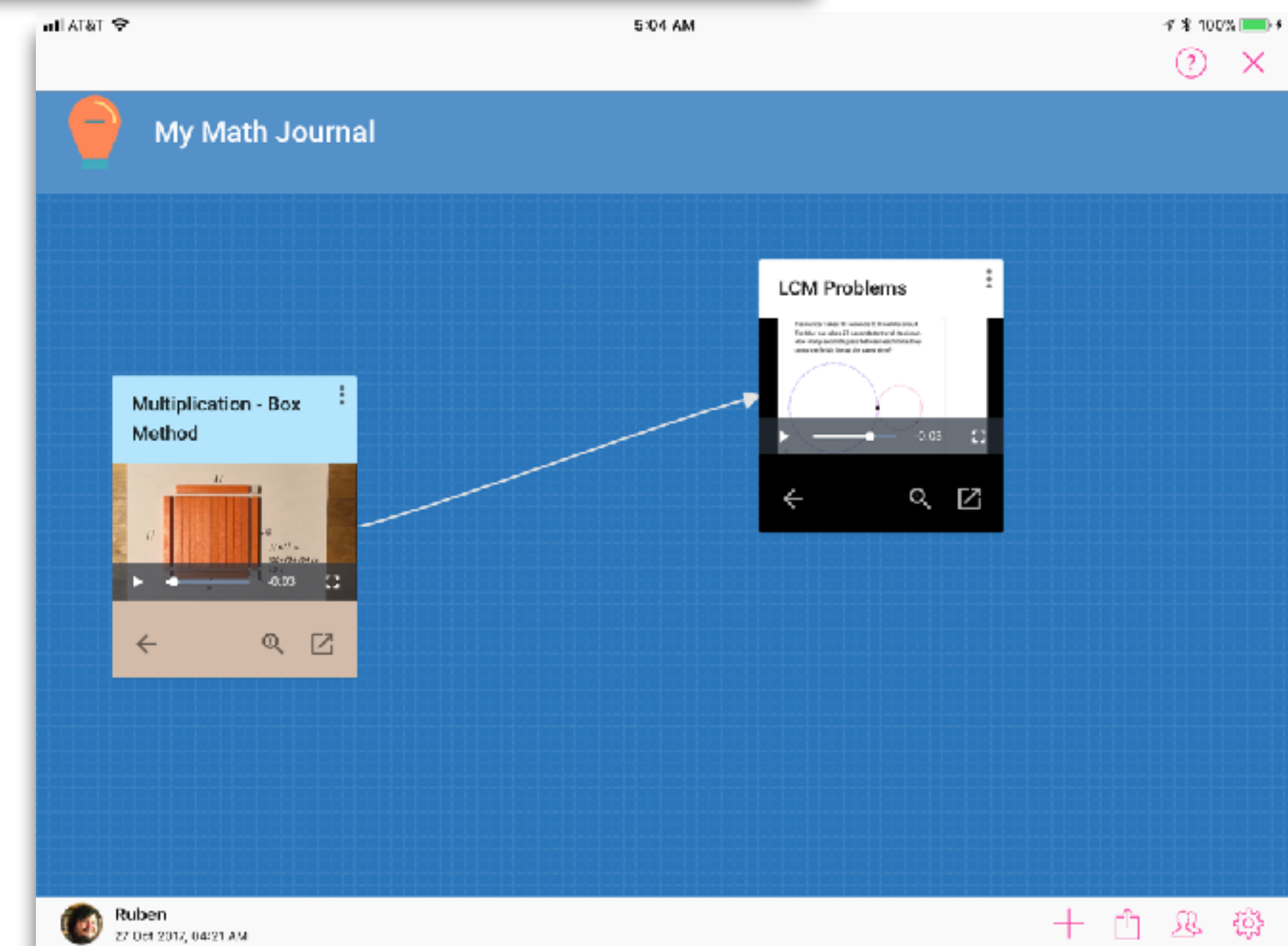
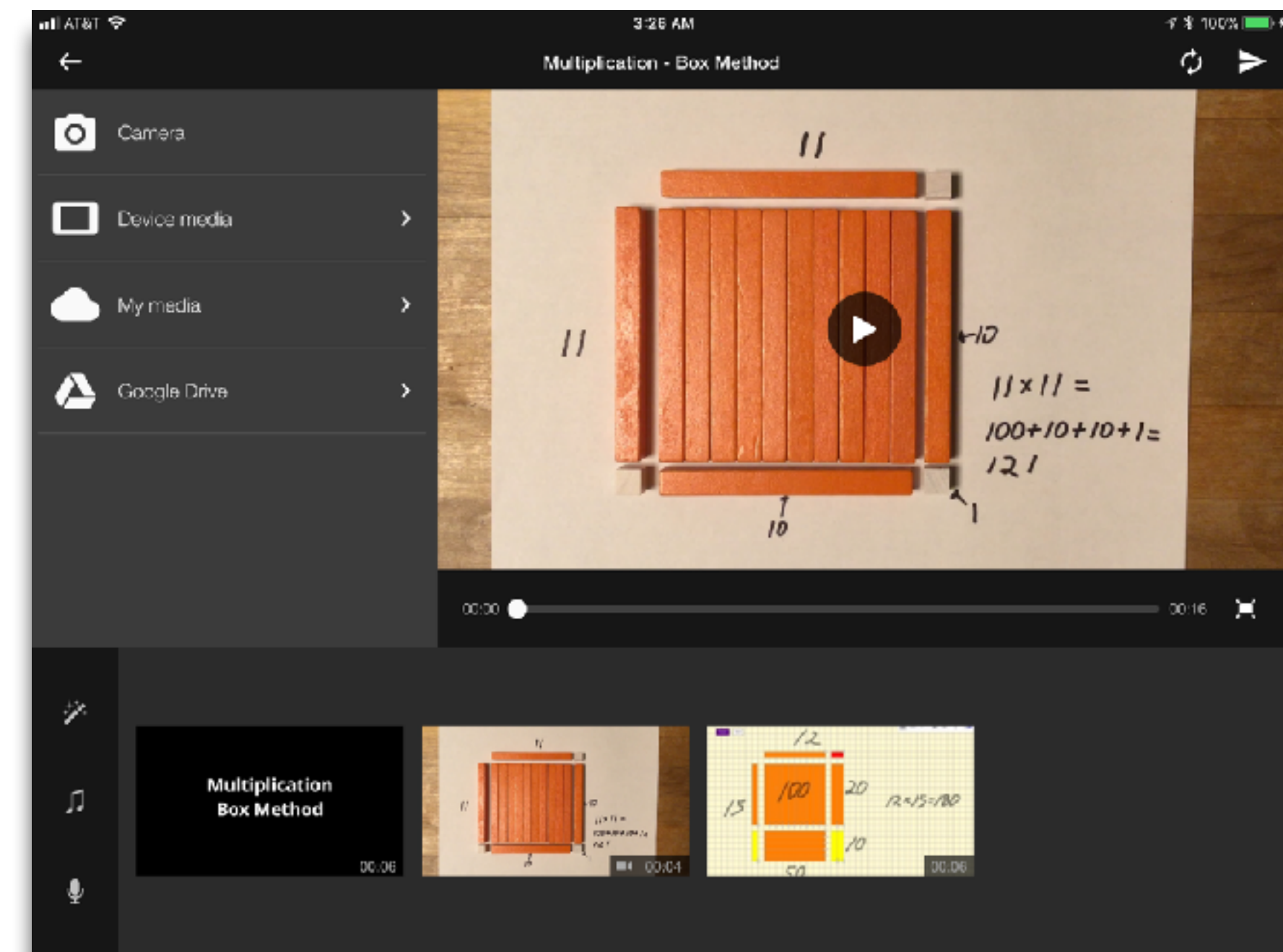
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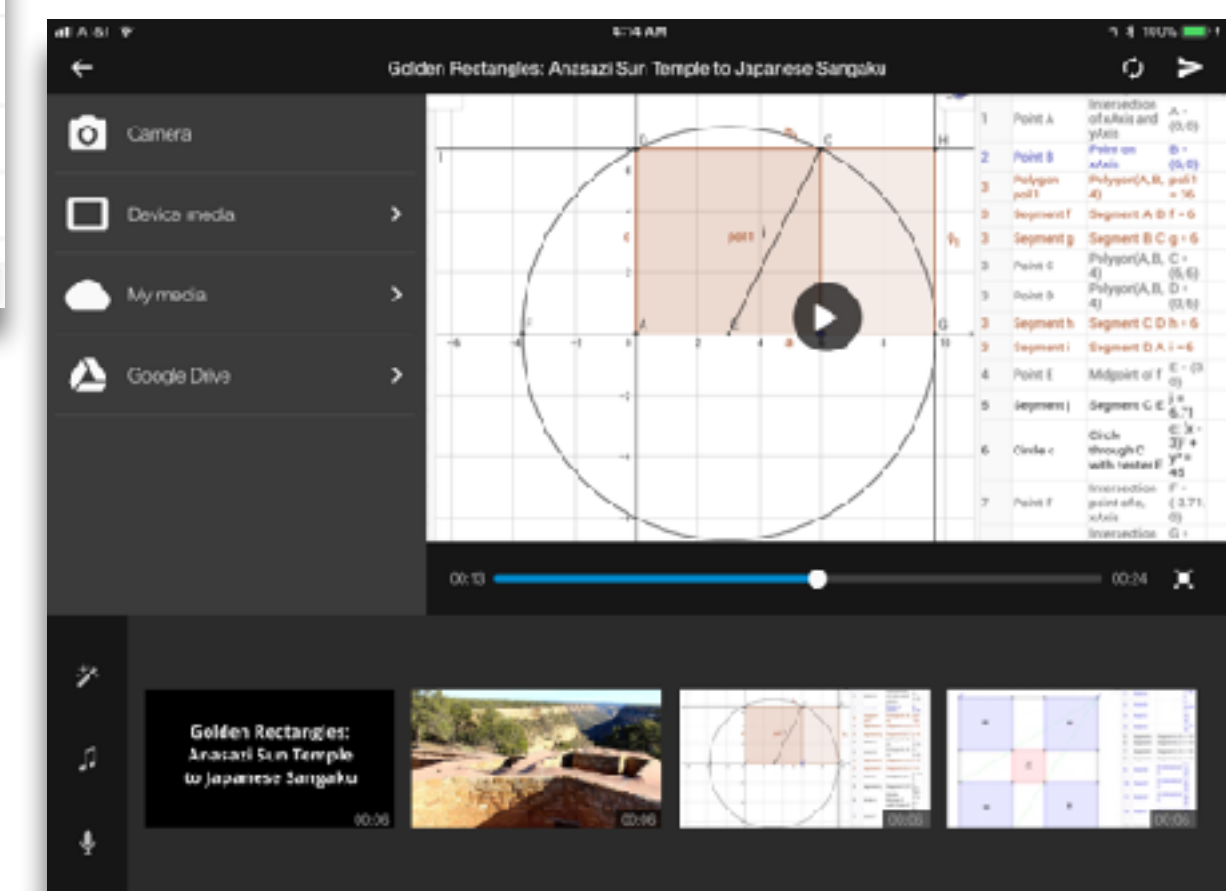
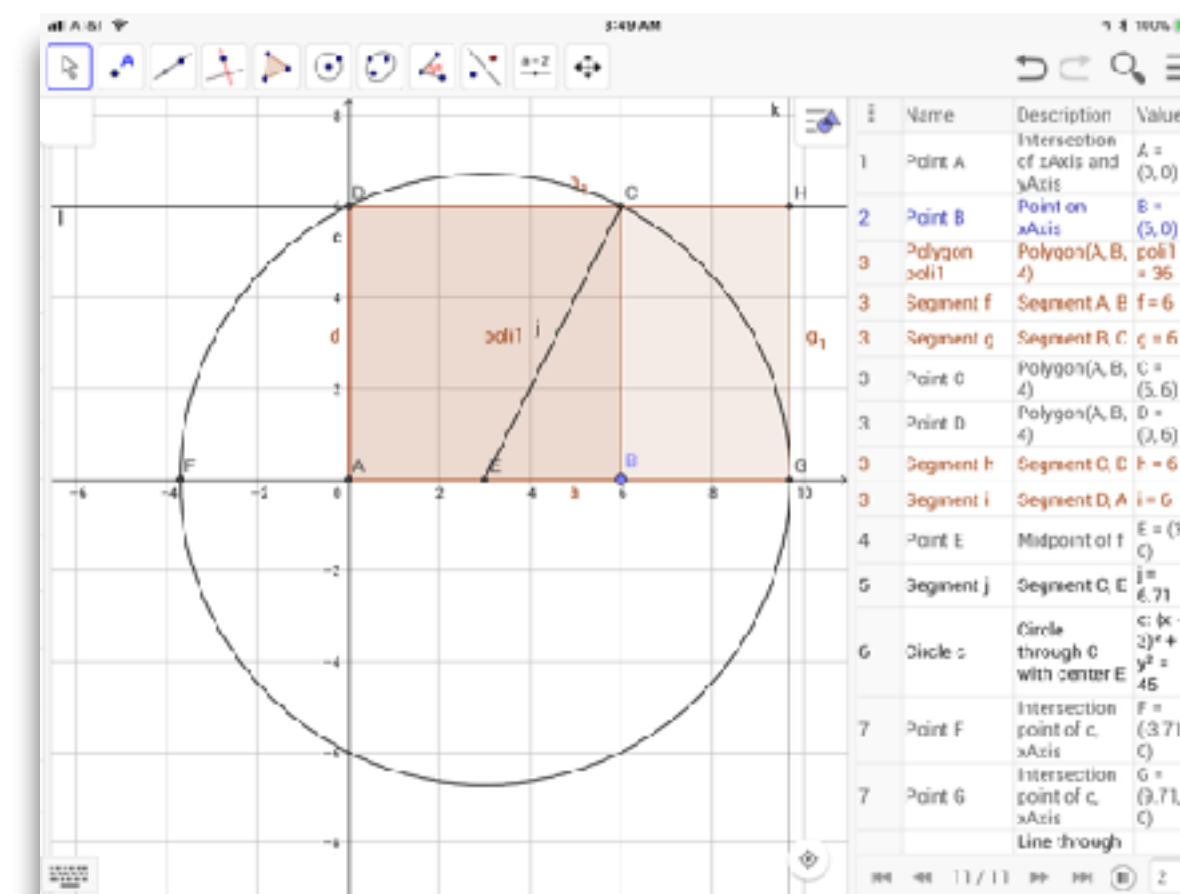
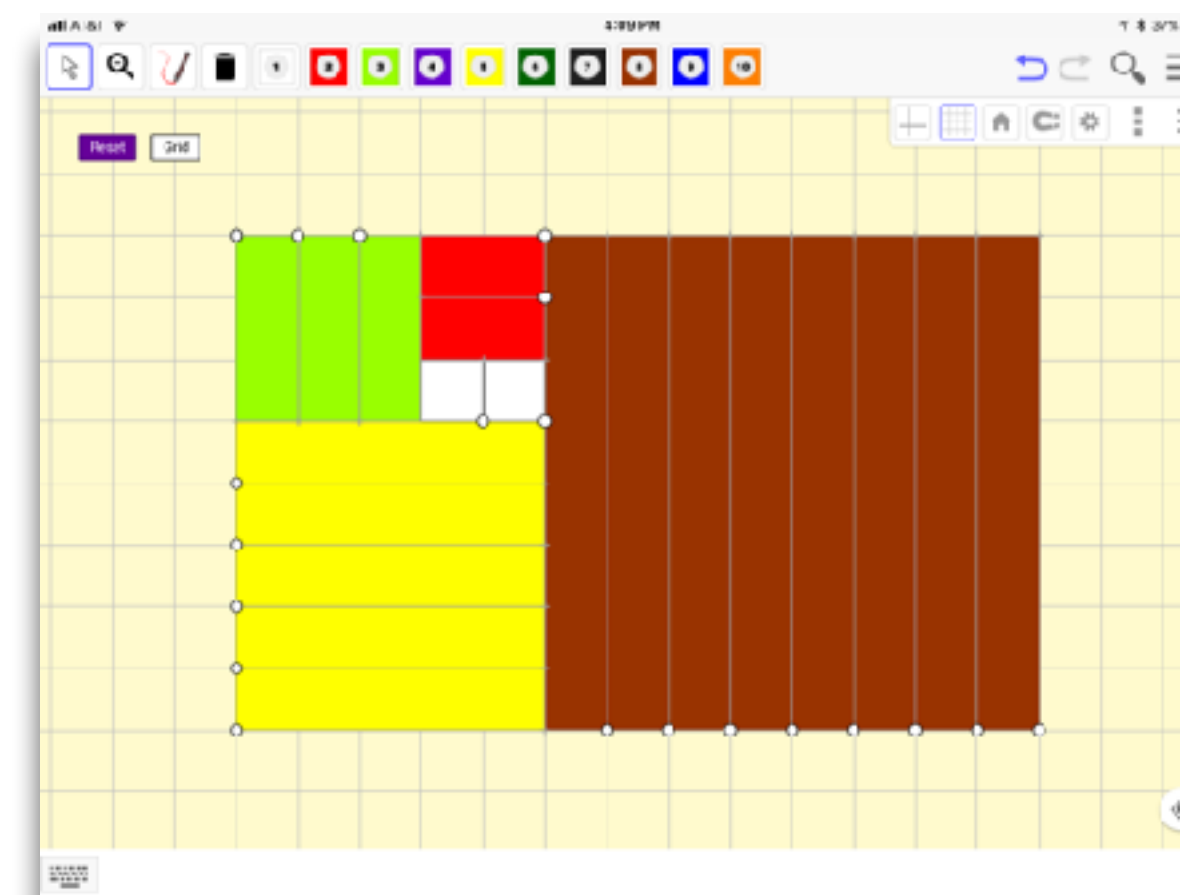
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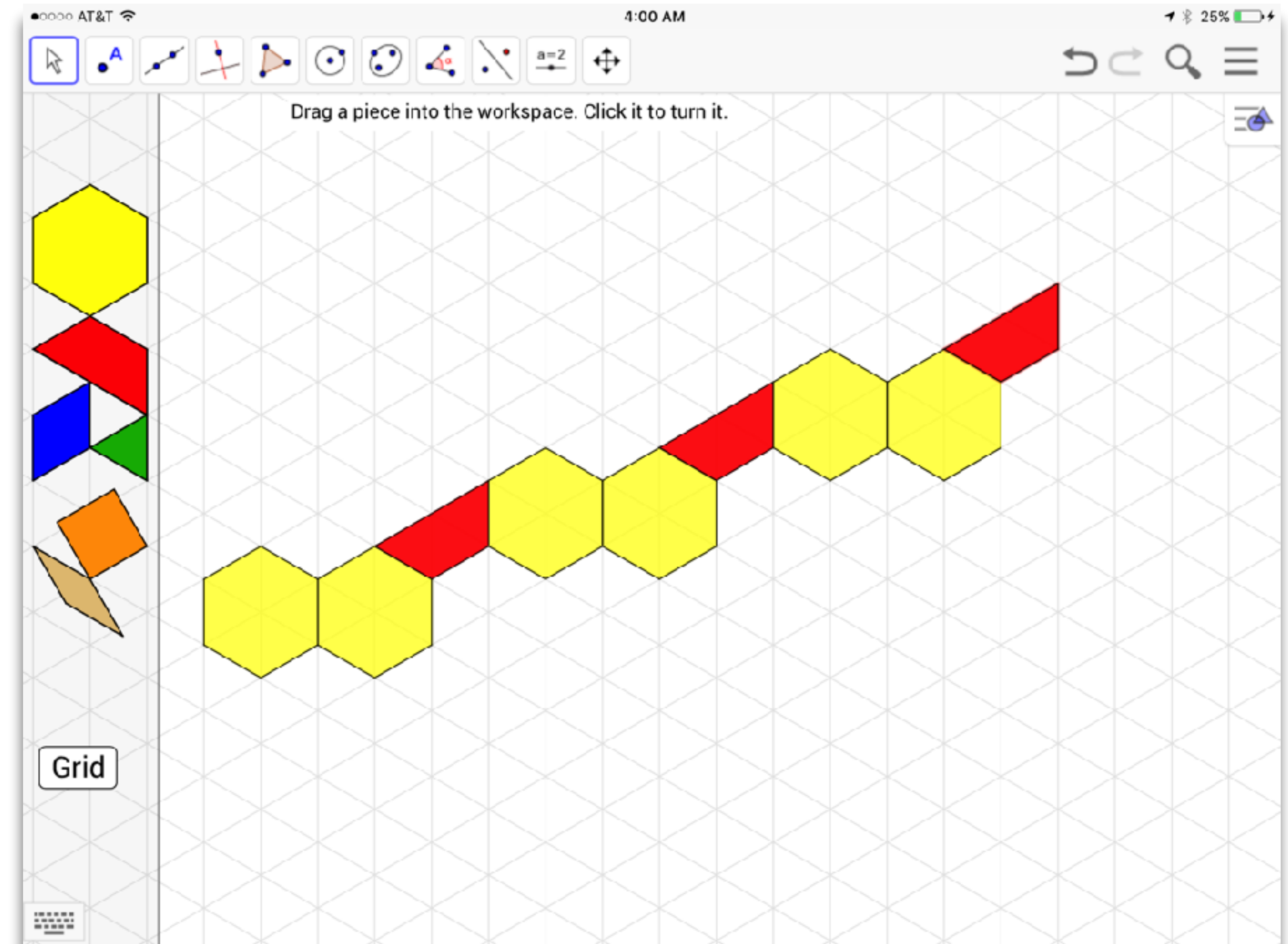
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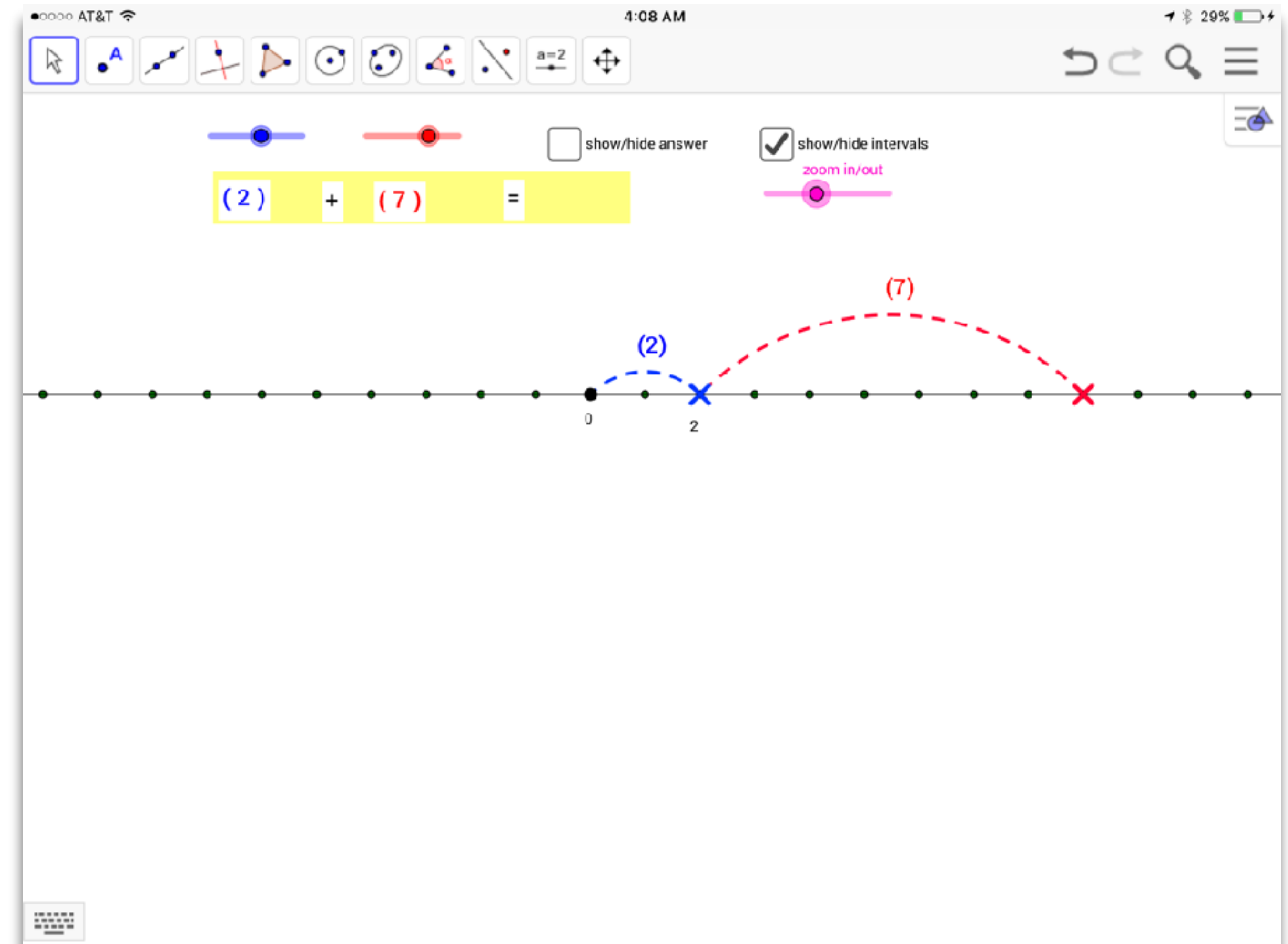
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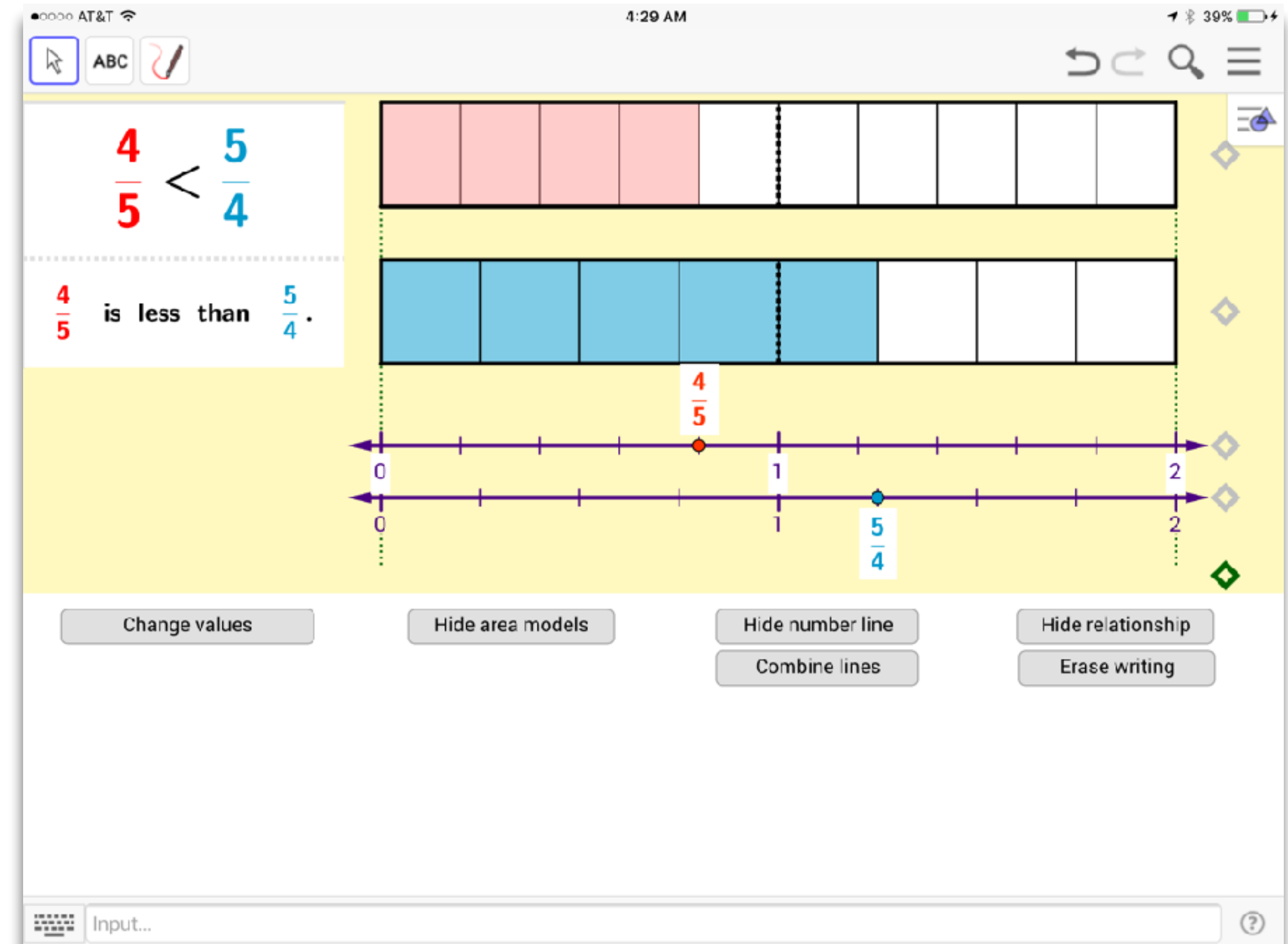
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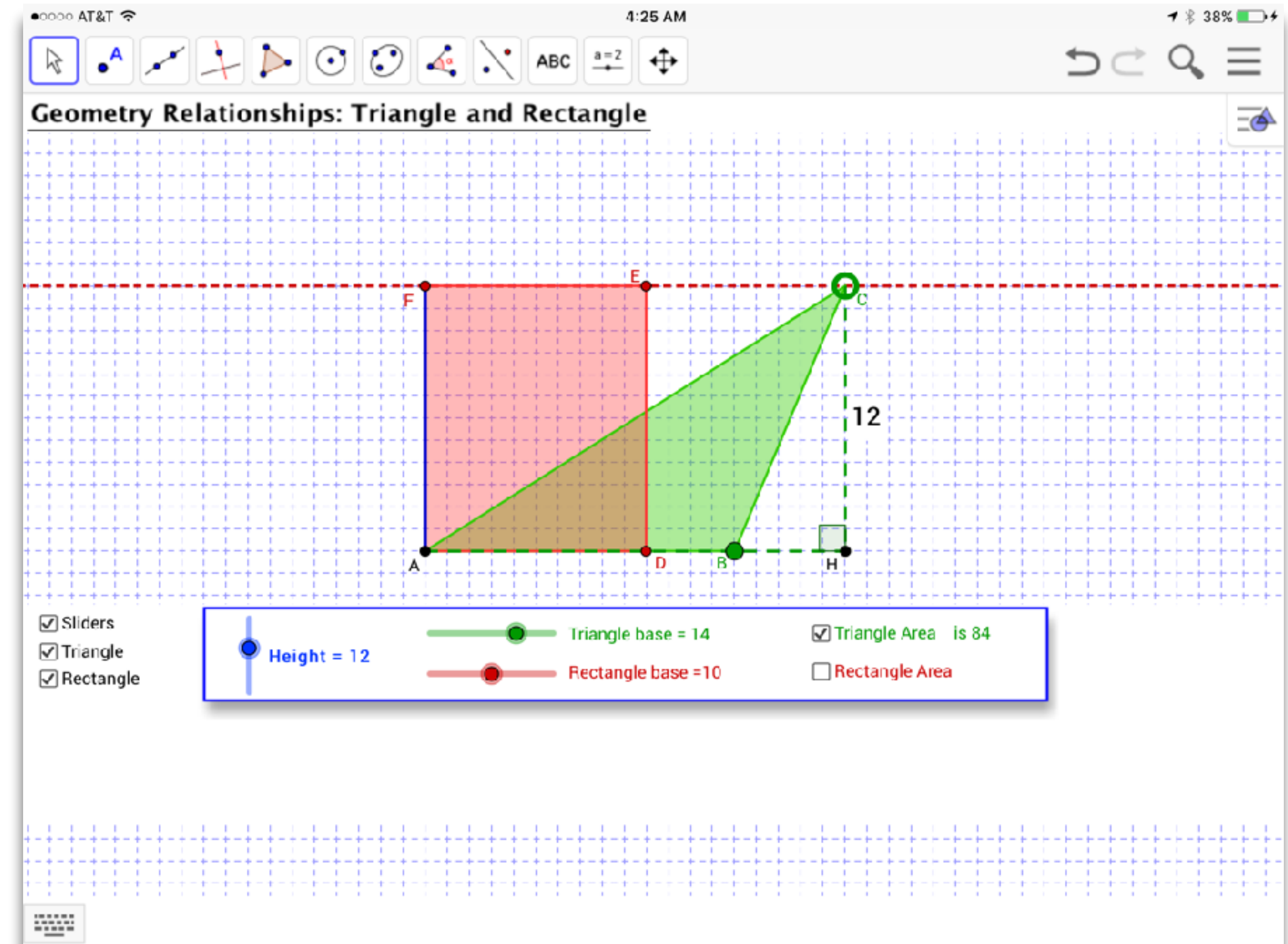
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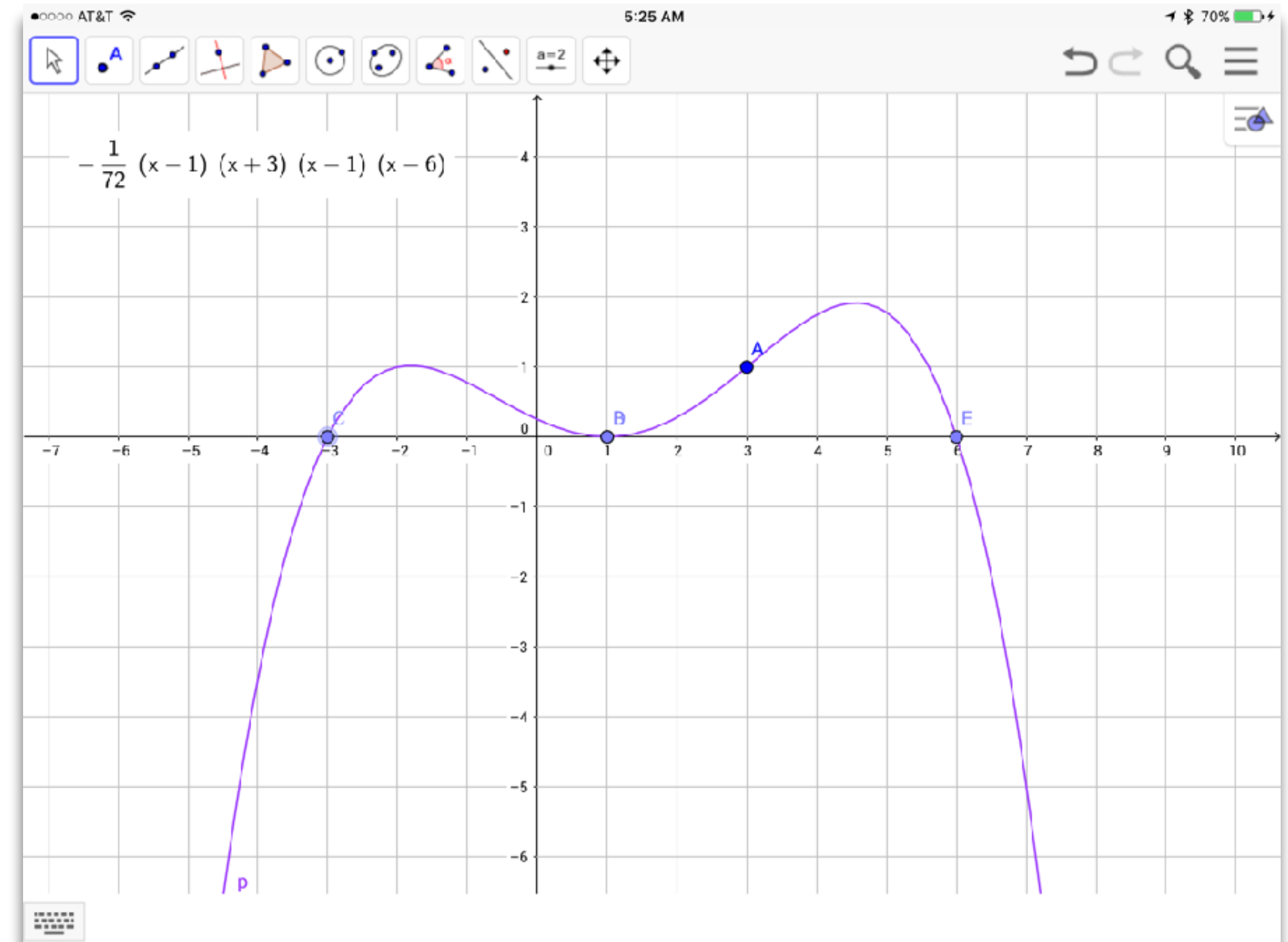
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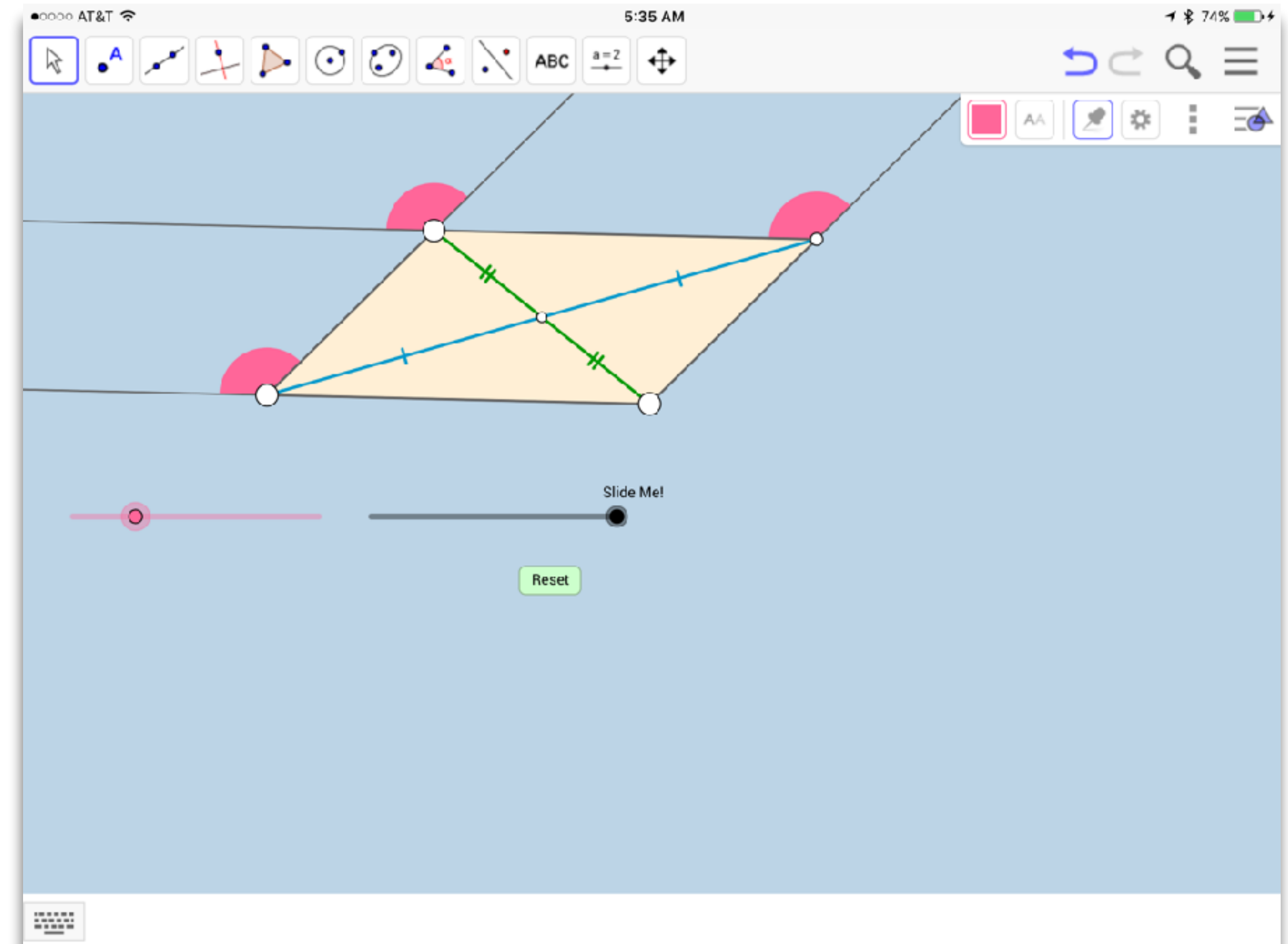
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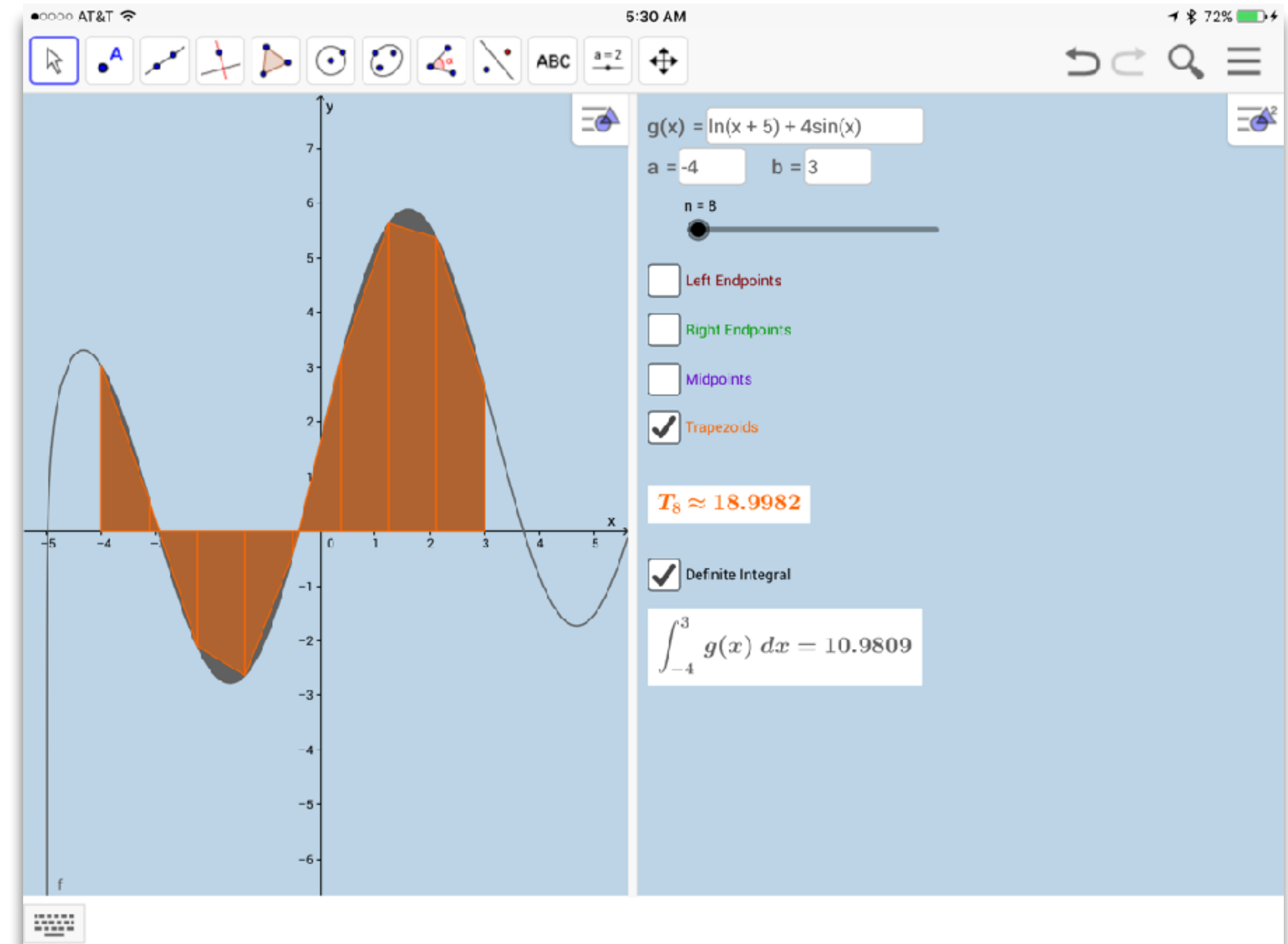
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# Challenge 1: Shared Practices

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- Pick **one** shared practice that you believe will be particularly powerful in the context of your school.
- Outline specific ways in which you see this shared practice being used in different subject areas *within* a grade level of your choice.
- Outline a sequence for using this shared practice *across* grade levels in progressively deeper ways.
- Finally, pick a **second** shared practice that you believe will provide a particularly powerful complement to the first, and outline at least two examples that illustrate this complementarity.



“A house is a machine for living in.”

–Le Corbusier, *Towards an Architecture* (1923)

# Five Environmental Elements (Telefonplan School)

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- 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)

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- 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

## Challenge 2: Learning Spaces as Technologies

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- Take one (or both) of the shared practices you selected in the first challenge, and design an example that embeds them sequentially in at least two different combinations of the Five Environmental Elements and the FAR Model.
- The example need not be a SAMR ladder, but you should analyze each combination to determine its SAMR level.



# Hippasus

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