SAMR, Shared Practices, and Innovation in Schools

Ruben R. Puentedura, Ph.D.

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 Transformation

Augmentation

Ruben R. Puentedura, As We May Teach: Educational Technology, From Theory Into Practice. (2009)

Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
<image/>				
	Ruben R. Puentedura, "Technology In Educati	on: The First 200,000 Years" The NMC Perspective Series: Ideas	that Matter. NMC Summer Conference, 2012.	





Bookmarks

Discussions

Social

Blogging

Telepresence







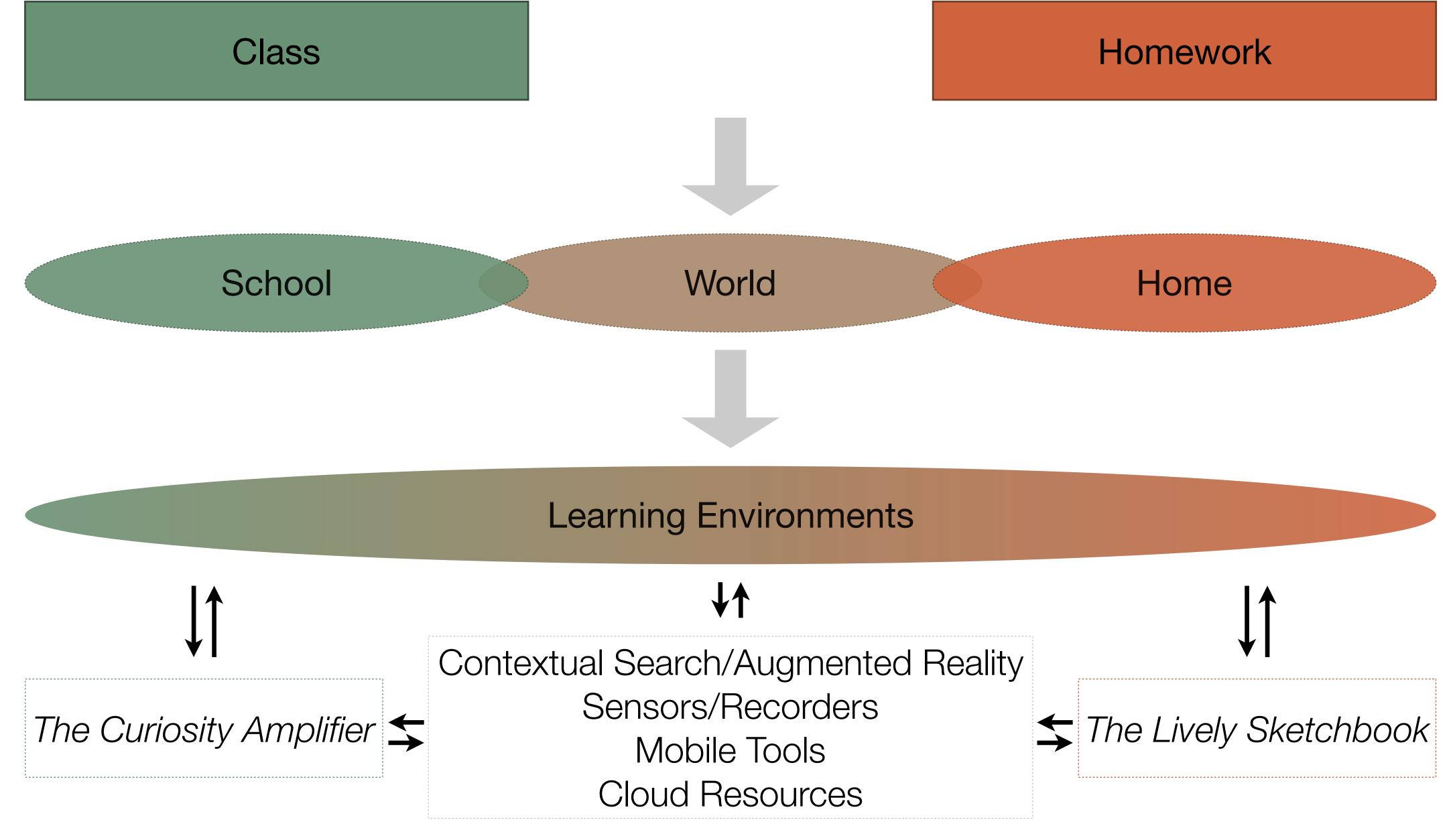




Microblogging

Wikis

File Sharing



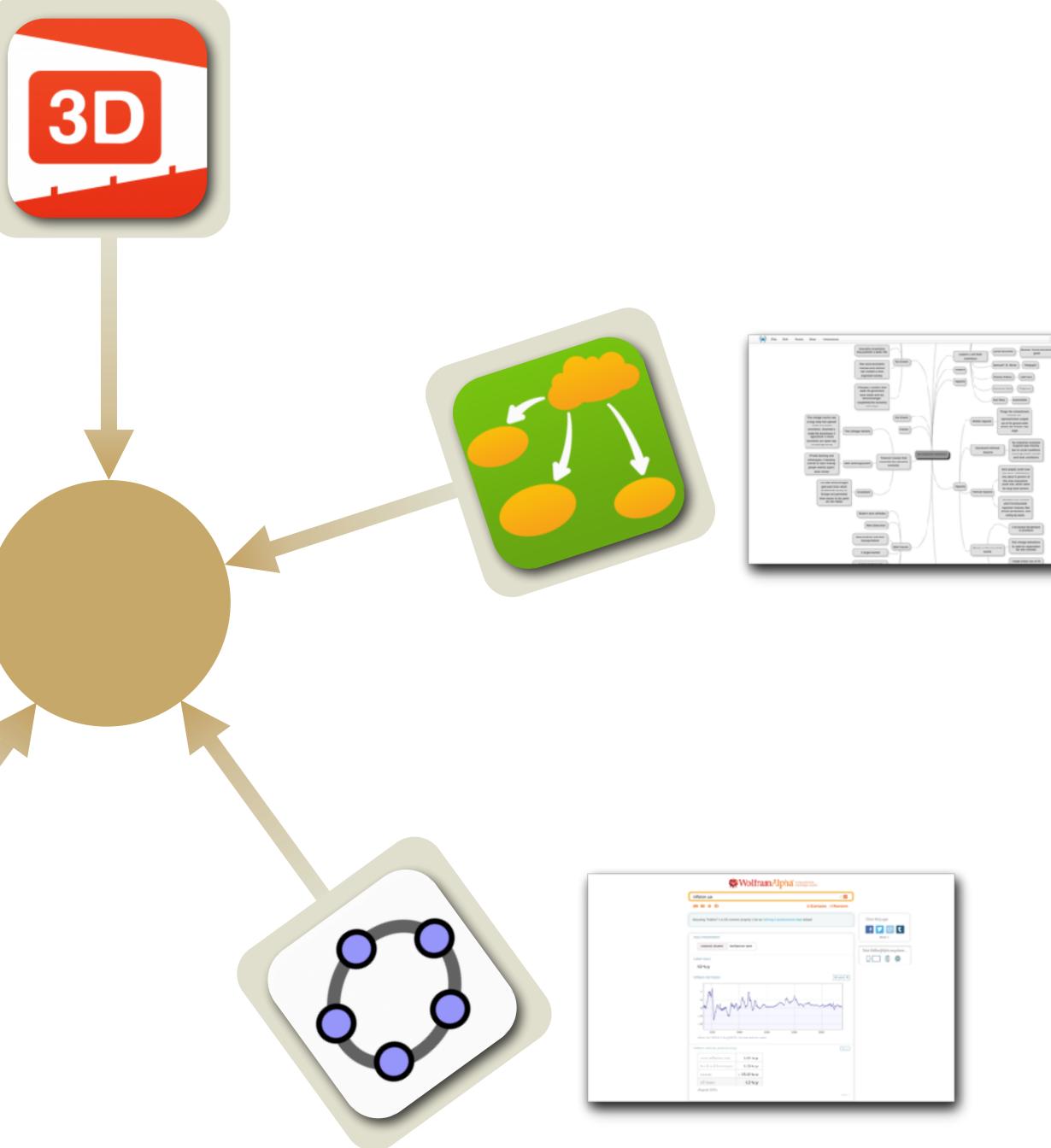




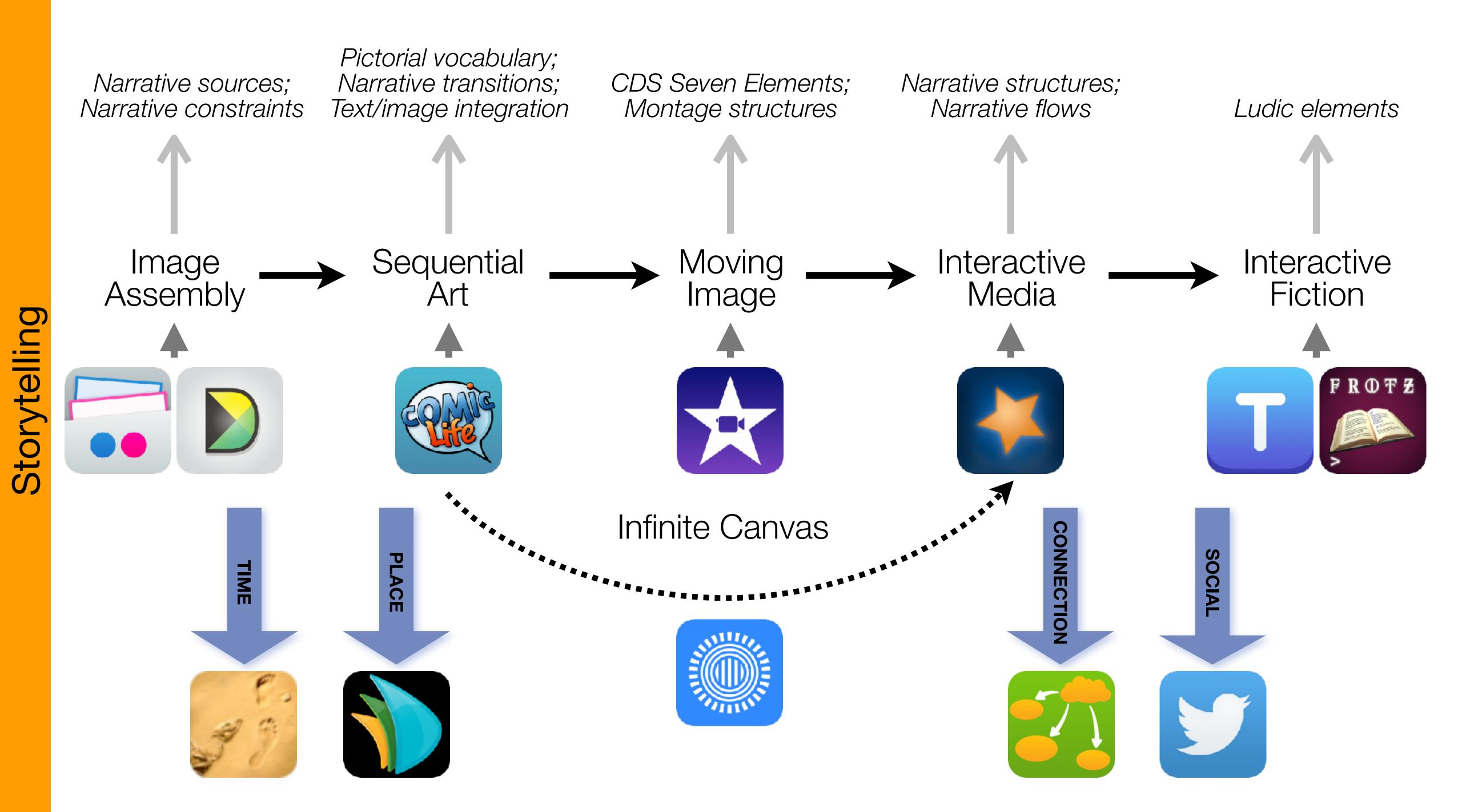












Formal Definition of **Game** (Salen & Zimmerman)

"A game is a system in which players rules, that results in a quantifiable outcome."

engage in an artificial conflict, defined by

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Social	Commur
Mobility	Anytime, /
Visualization	Making
Storytelling	Knowledg
Gaming	Feedback L

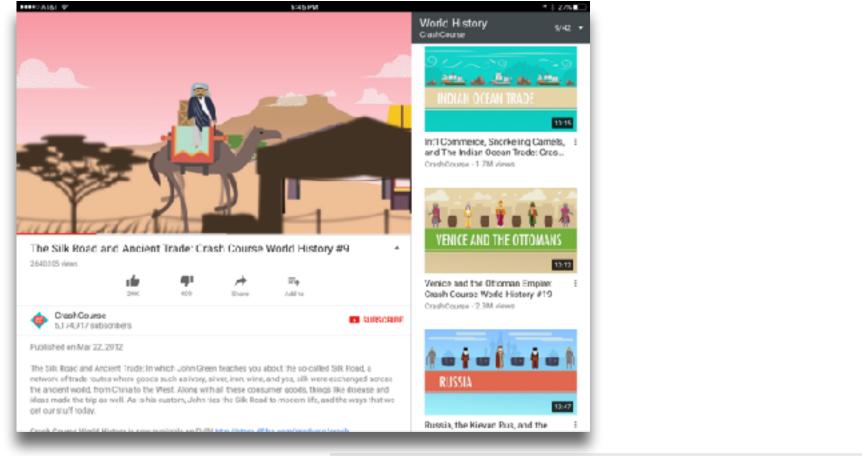
et – Associated Practices

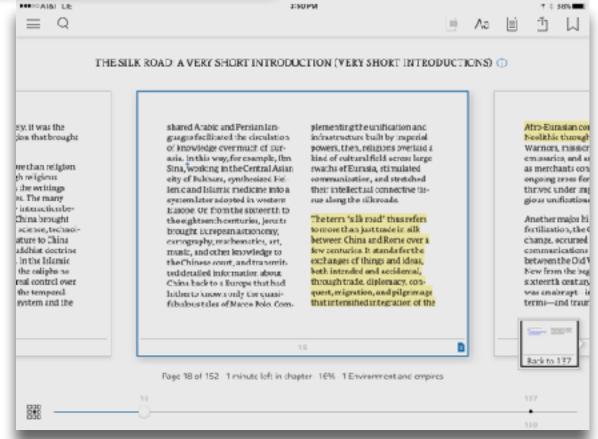
- nication, Collaboration, Sharing
- Anyplace Learning and Creation
- g Abstract Concepts Tangible
- ge Integration and Transmission
- Loops and Formative Assessment

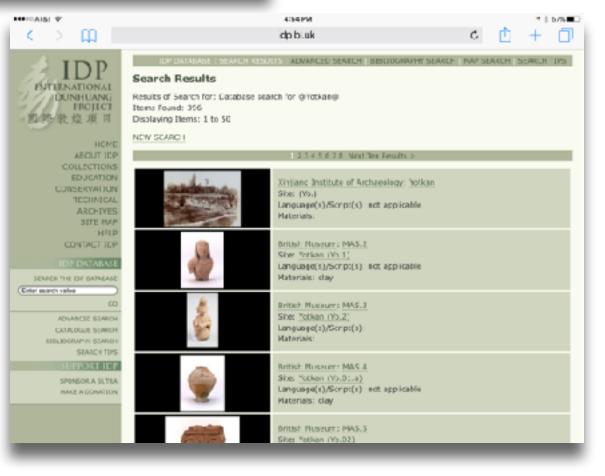
Modification Tech allows for significant task redesign

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Substitution



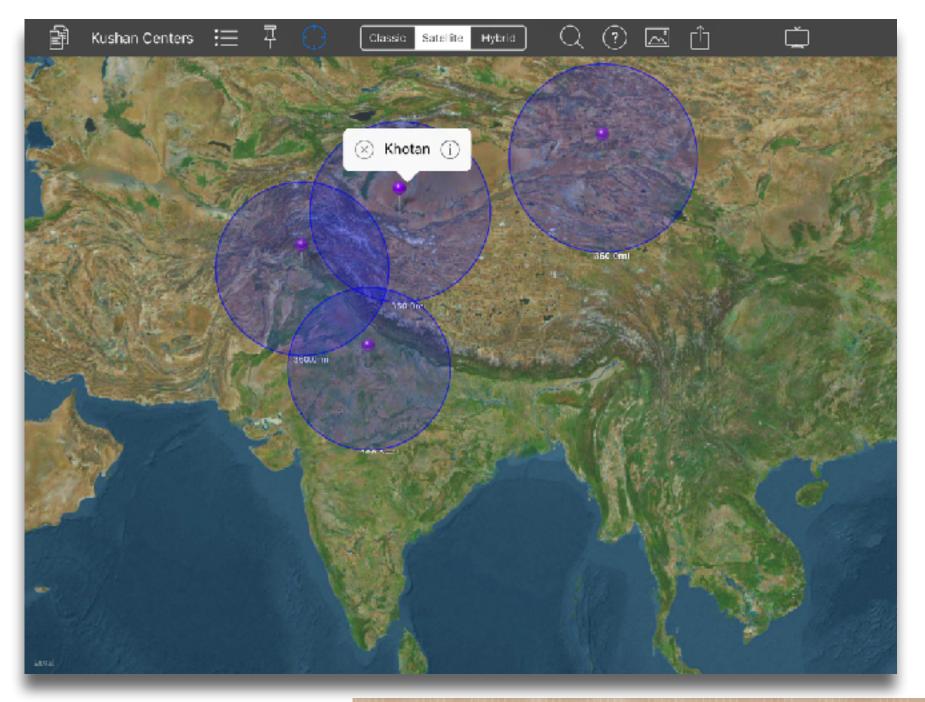


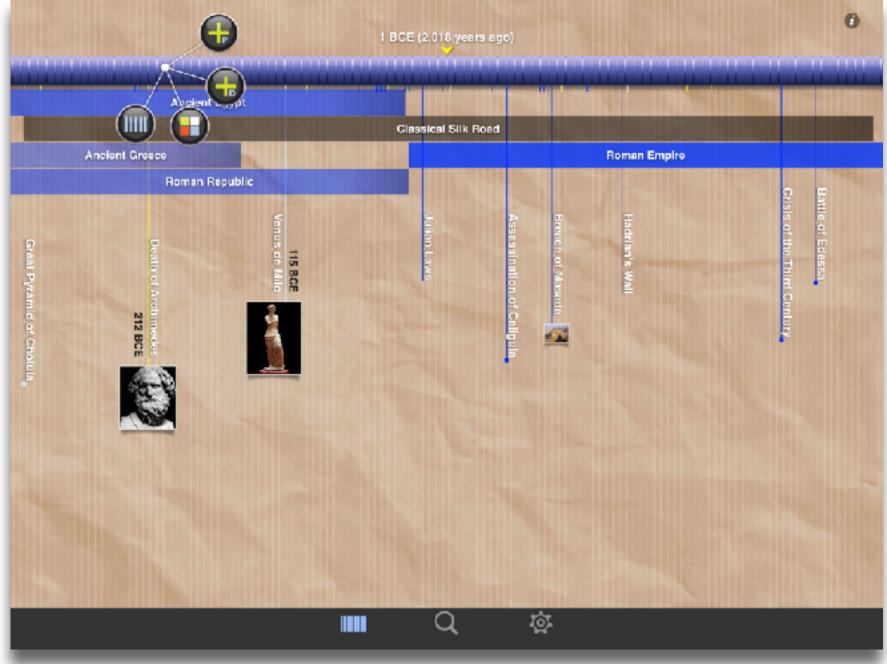


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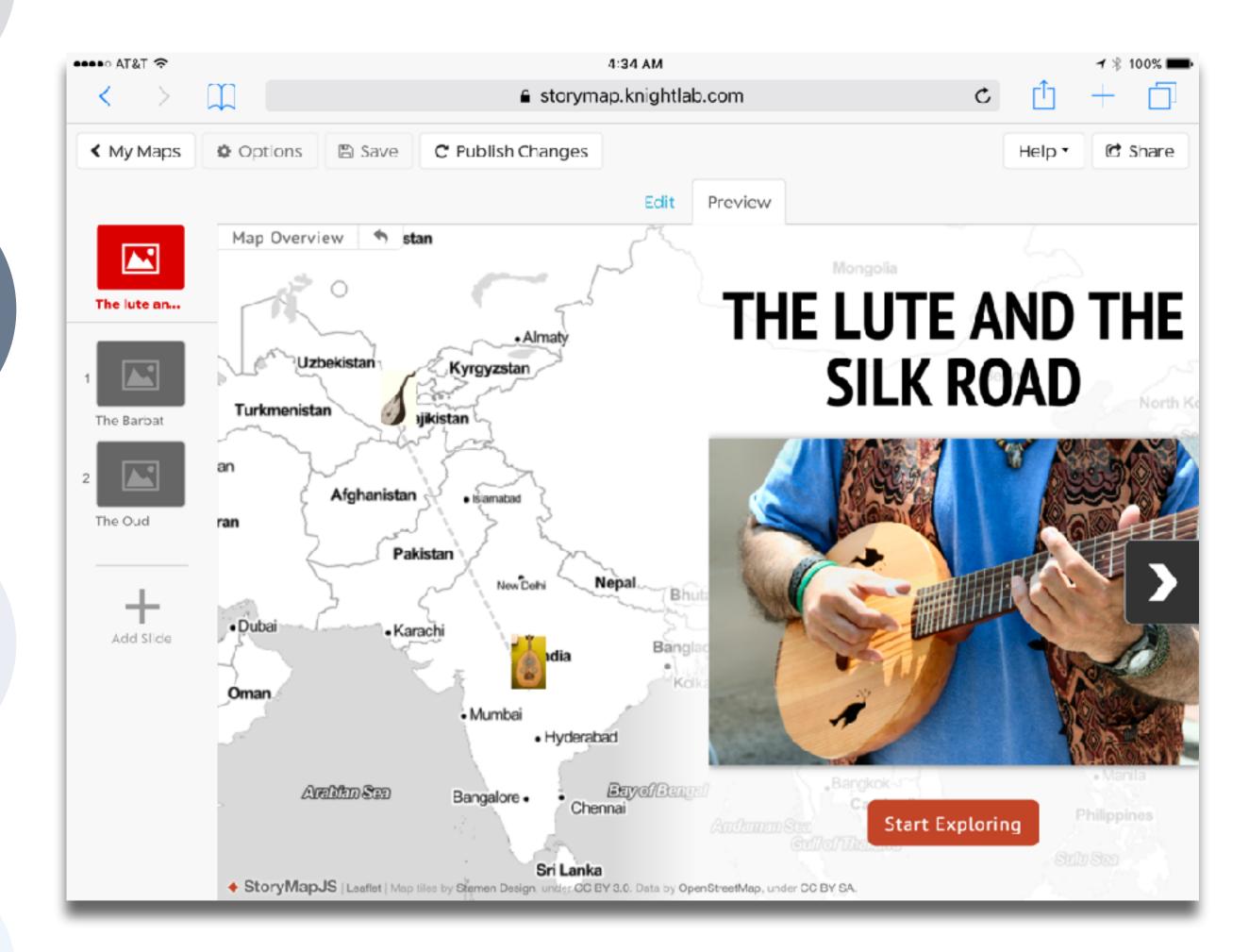




Modification

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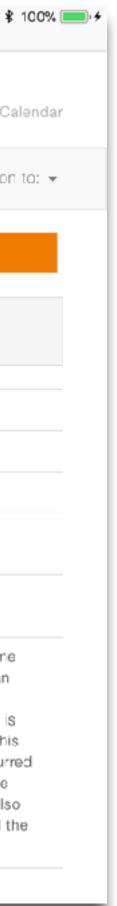
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Please use this identifier to cite or link to this item: http://scholarbank.nus.edu.sg/handle/10635/122571

Title:	CHINESE CEREMICS AND TRADE IN 14TH CENTURY SOUTHEAST ASIA - A CASE STUDY OF SINGAPORE
Authors:	XIN GUANGCAN
Keywords:	Southeast Asia, Singapore, Trowulan, Chinese Ceramics, Maritime Trade, 14th Century
Isaua Date:	31-Mar-2015
Source:	XIN GUANGCAN (2015-03-31). CHINESE CEREMICS AND TRADE IN 14TH CENTURY SOUTHEAST ASIA - A CASE STUDY OF SINGAPORE. ScholarBank@NUS Repository.
Abstract:	Located at the geographically important area of Malay Peninsula, Singapore had played an essential role in the long-distance maritime communication network in the Indian-Pacific trading zone as early as in the 14th century C.E. Current archaeological excavations can provide evidence that there were extensive human activities conducted by local residents in the 14th century. Evidence shows that Singapore has already been a specialized society and a producer of finished artefacts. During the 14th century in Southeast Asia, it is believed that maritime trade had already thrived and given rise to plenty of highly urbanized port cities, one of which is Singapore. This thesis is aiming to reconstruct the idea of early Singapore society based on mass artefacts analysis and discuss the causes that spurn this type of civilization. In this discertation, Chinese trade ceramics is used as an important thread material. Comparisons of Chinese ceramics are going to be made between Singapore, Yuan and Ming China (places of origin), and Majapahit (end-users). This study also hopes to unveil the significance of Singapore as a transshipping emporia. Furthermore, it is the maritime trade that greatly facilitated th process of urbanization in Southeast Asia during the 14th century.
URI:	http://scholarbank.nus.edu.sg/handle/10635/122571



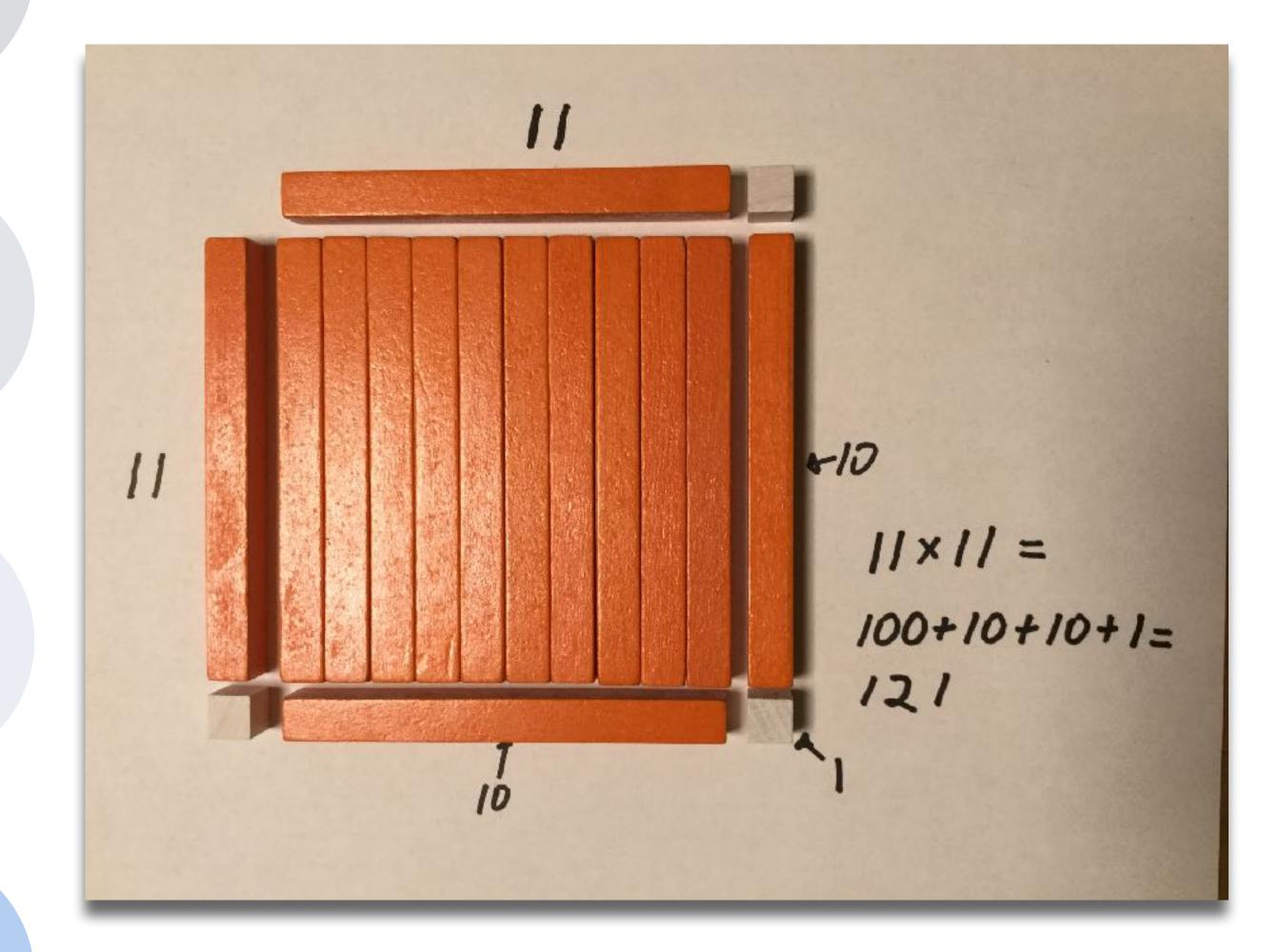
S to A: The Value of Shared Practices

- 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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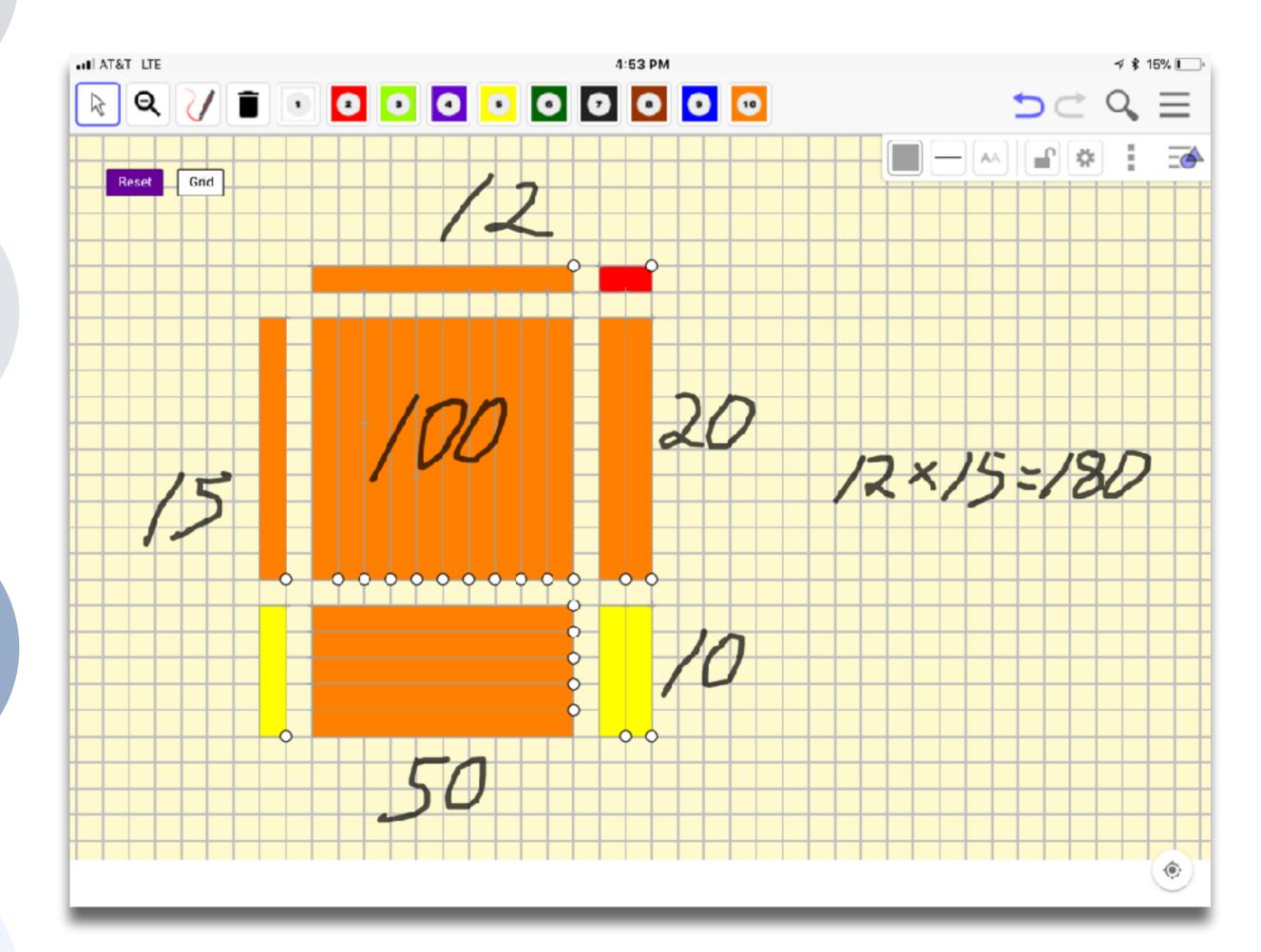
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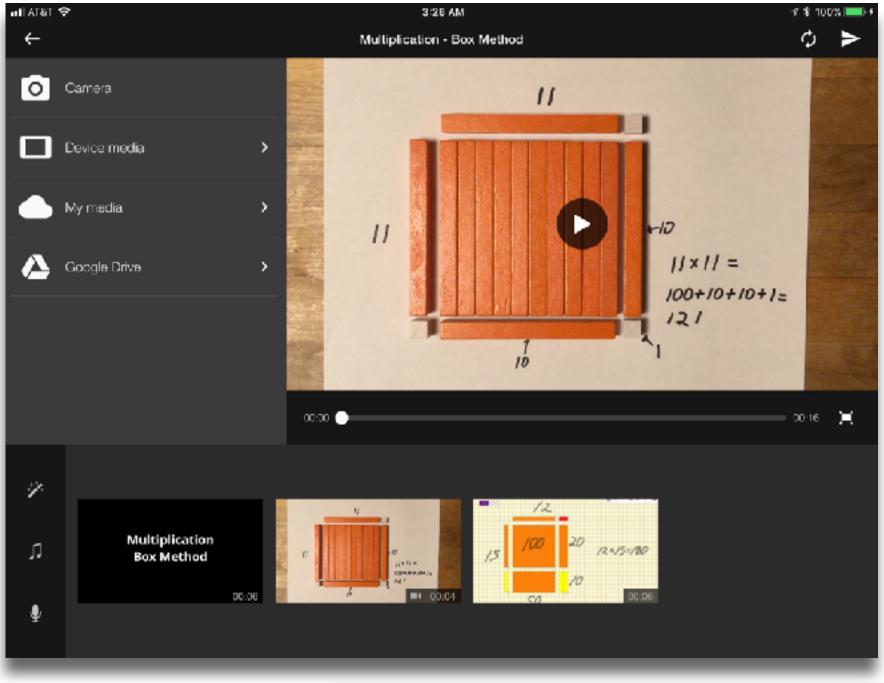


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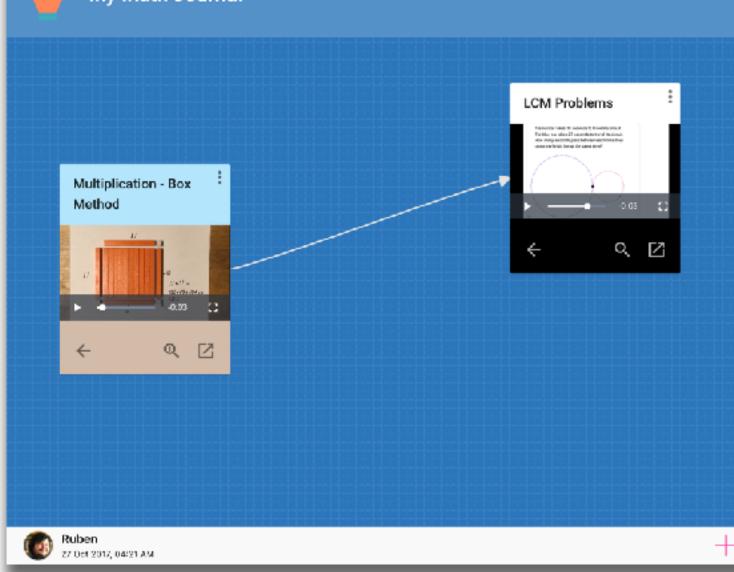
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My Math Journal

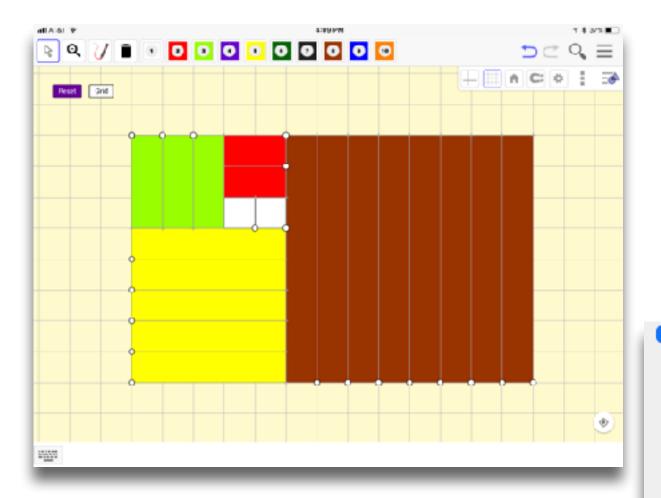


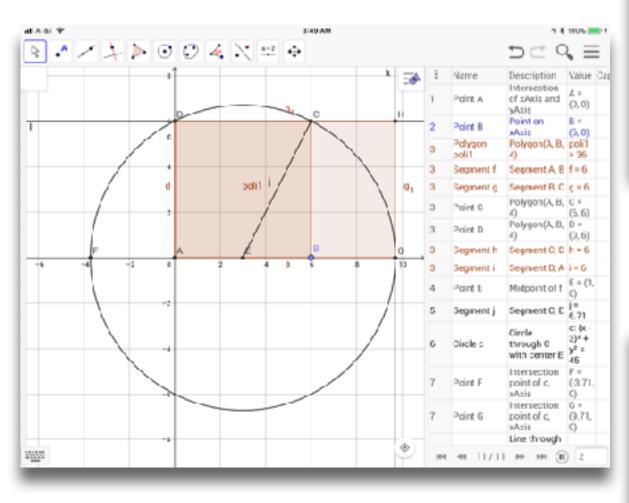


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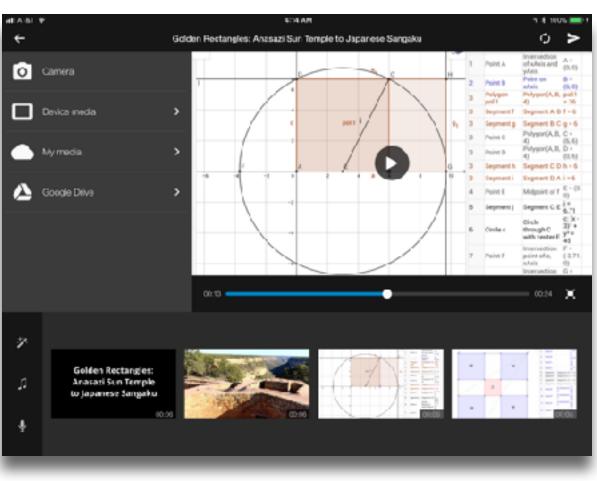
Colorado's ancient cliff dwellers' use of geometry draws new attention McClatchy Washington Bureau, adapted by Newsela staff 04 10 2017

MESA VERDE NATIONAL FARK, Colorado - An ancient structure called the "Sun Temple" still has scientists stumped.

The temple is perched on the tip of a hill that overlocks the famous "Cliff Palace" dwelling at Mesa Verde National Park. But experts are still not sure what it was used for in ancient times. "There are a lot of theories out there, but really, people don't know," said Tim Hovezak, an archaeologist at Mesa Verde National Park.

The only people who would know are the Ancestral Fuebleans — also known as the Anasazi. They built structures across the Southwest and then started abandoning them in the 15th century.



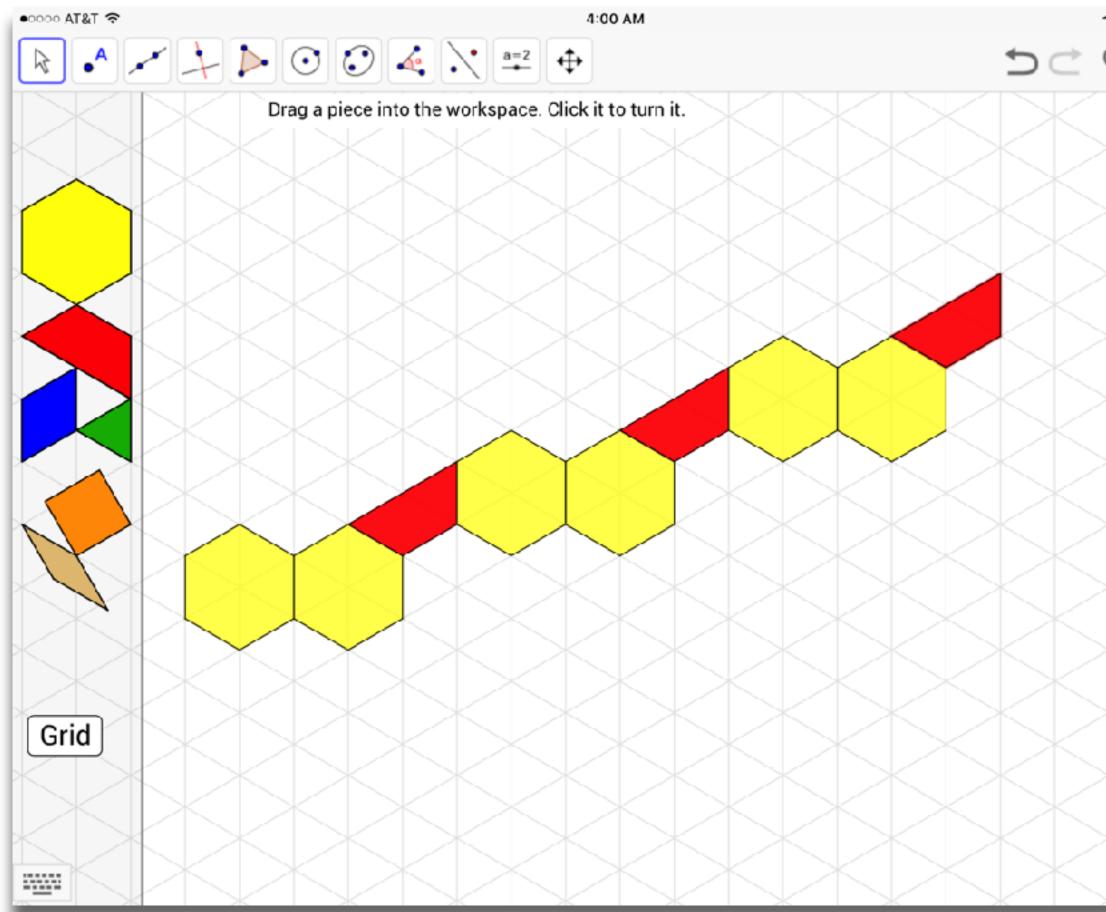




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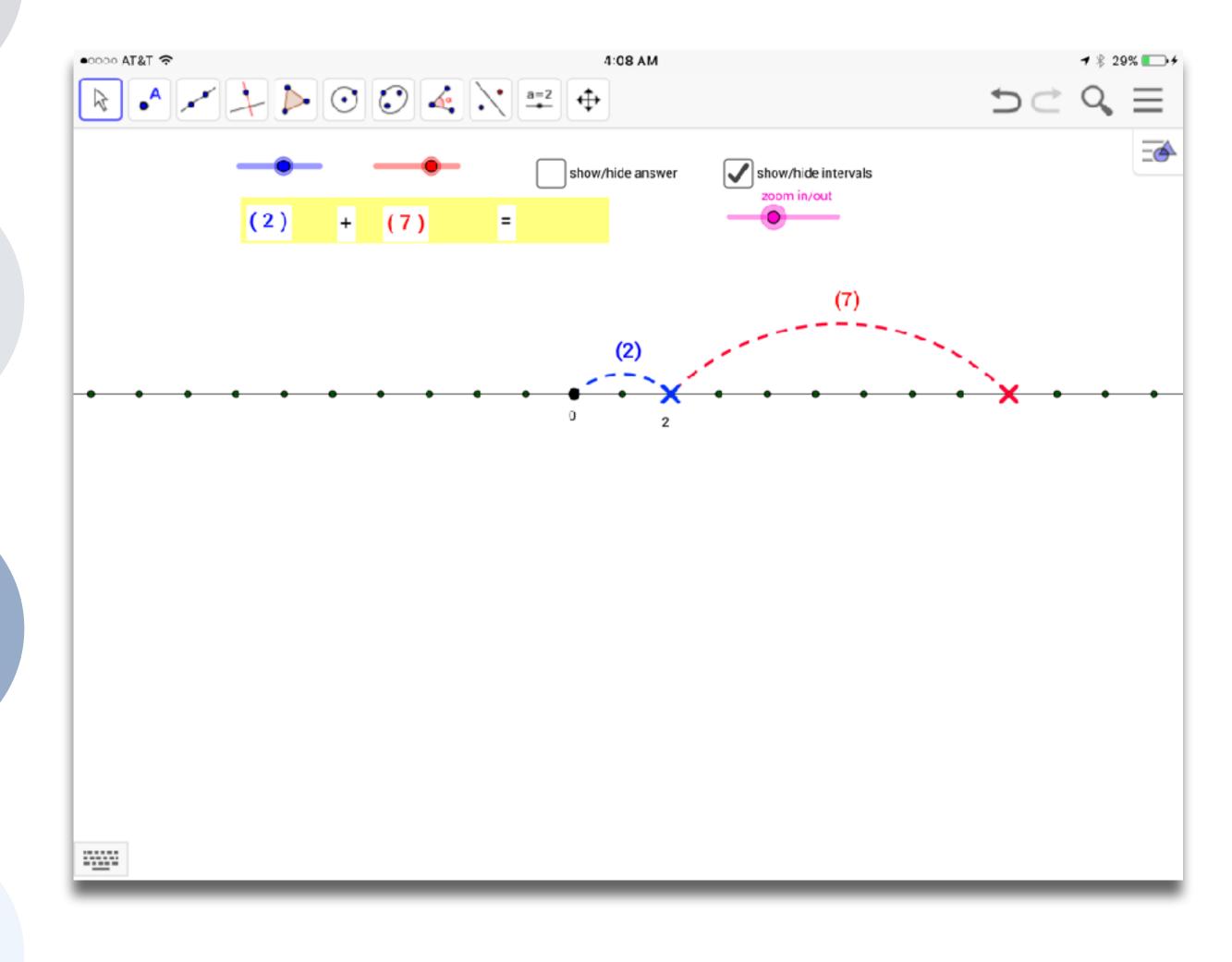


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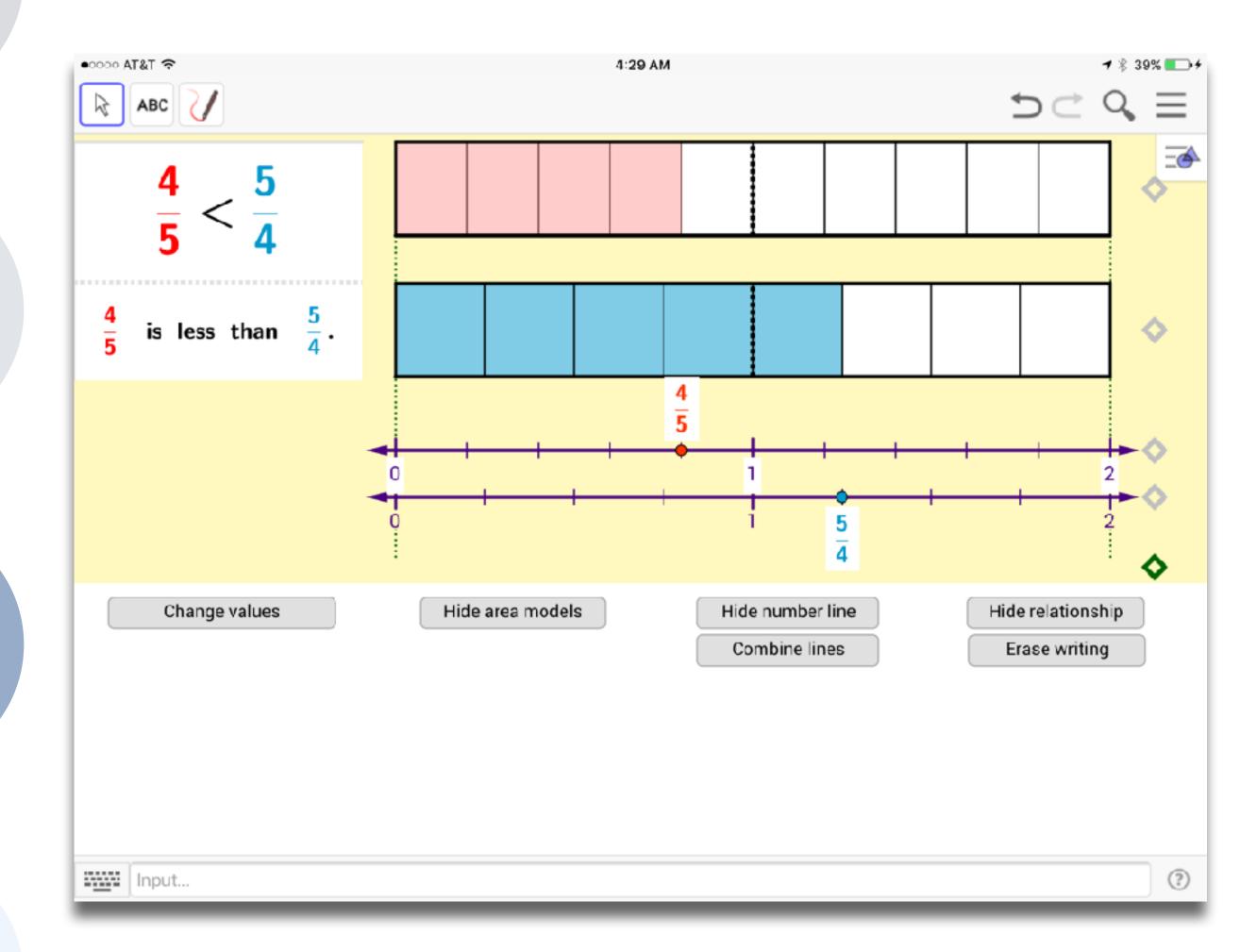
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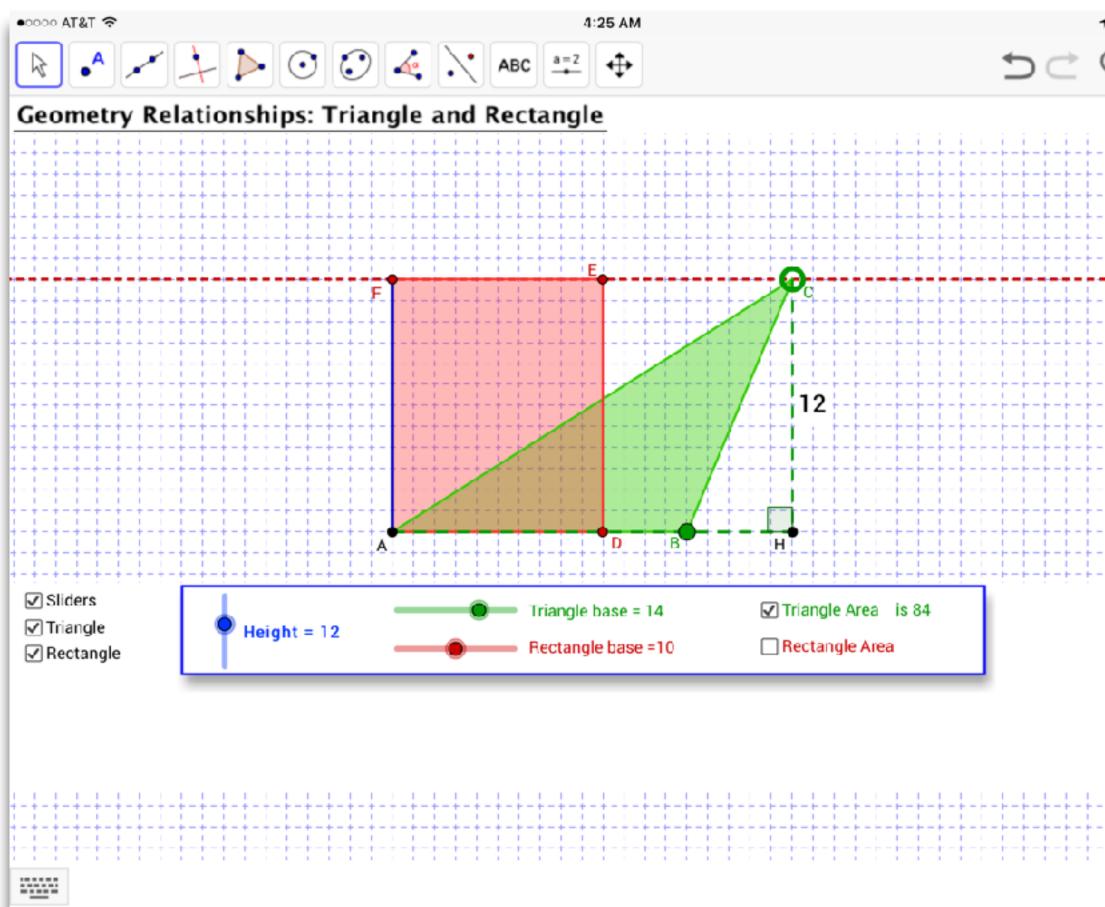
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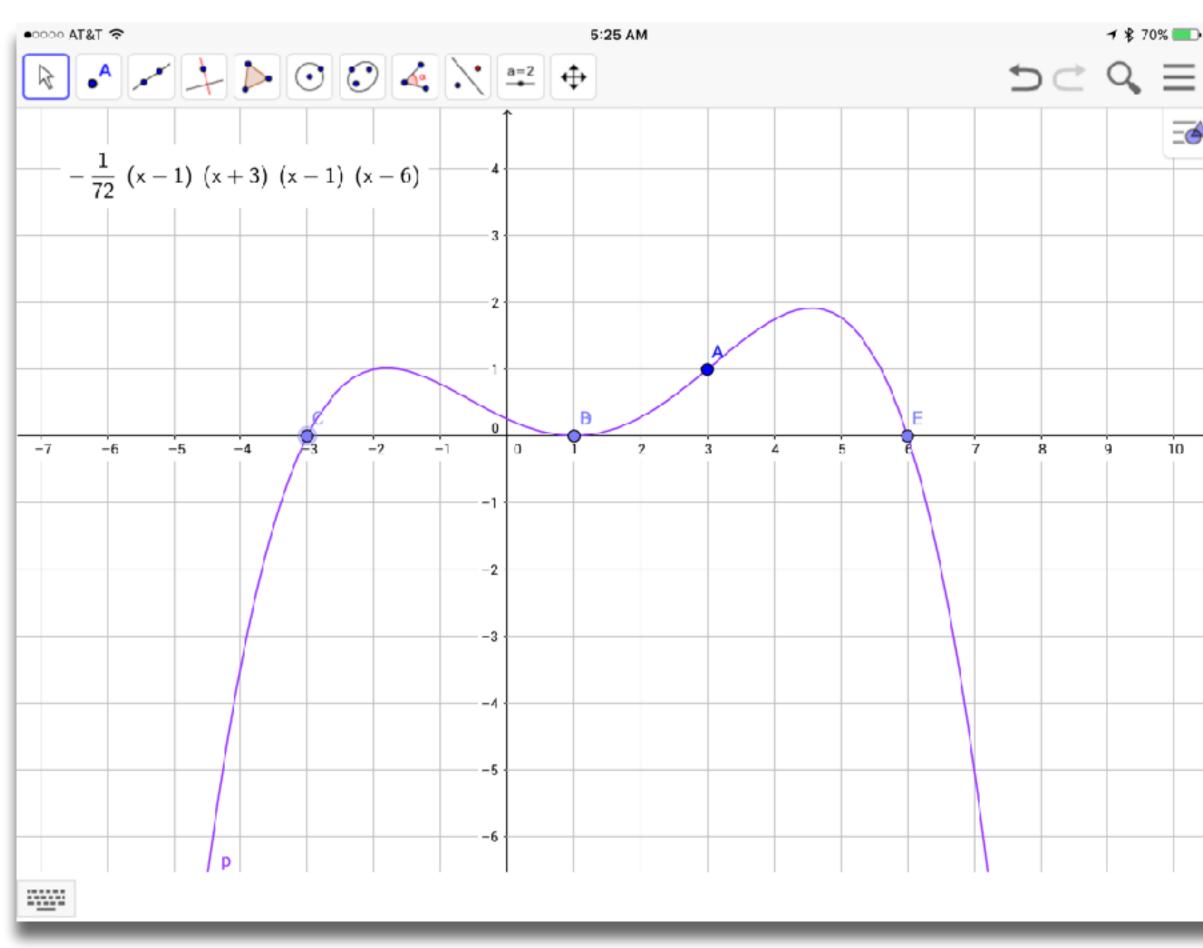
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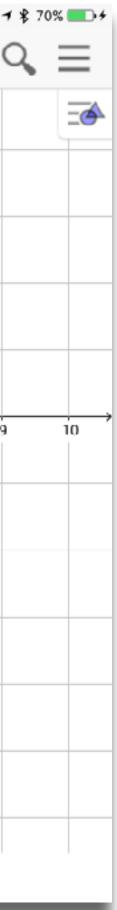


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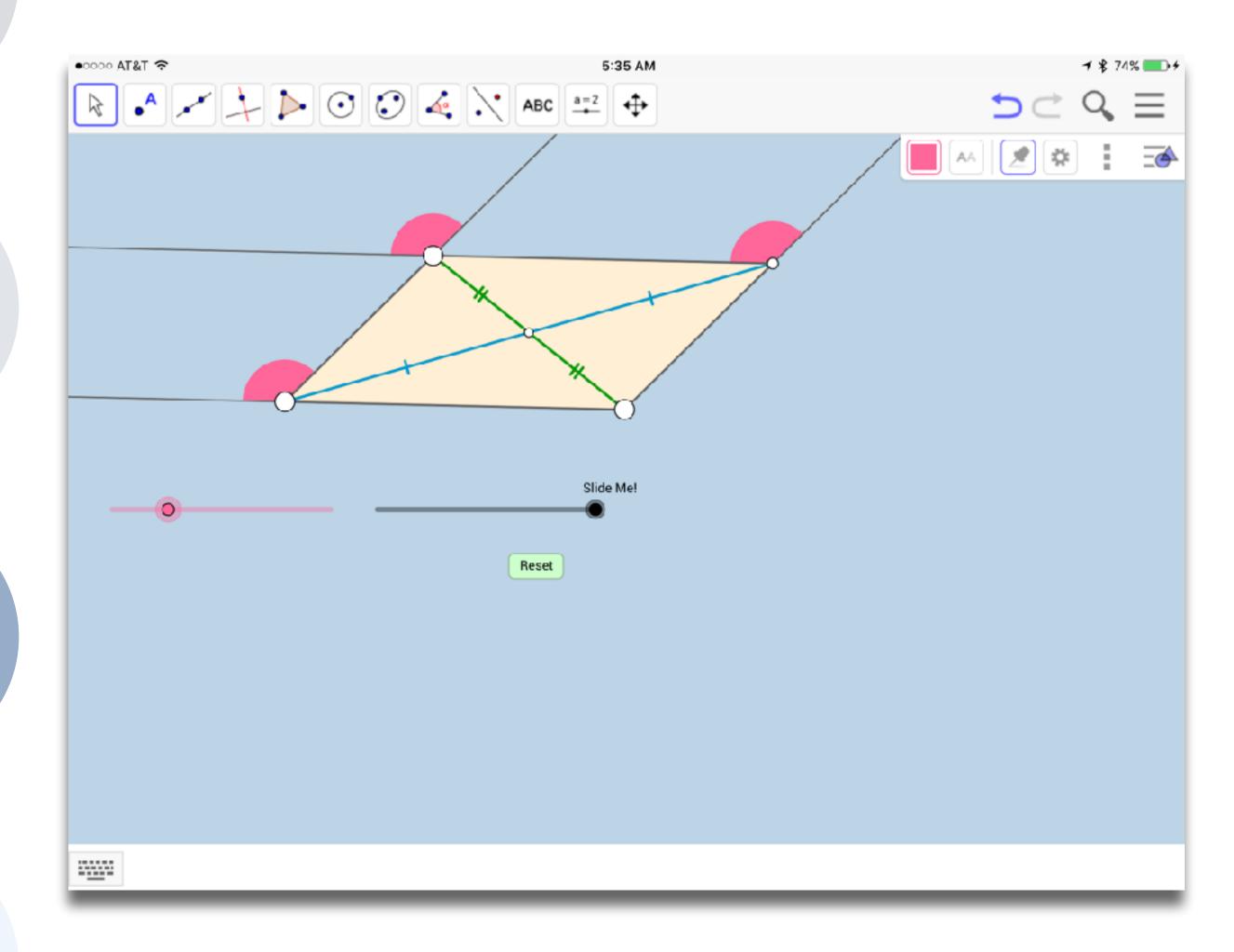




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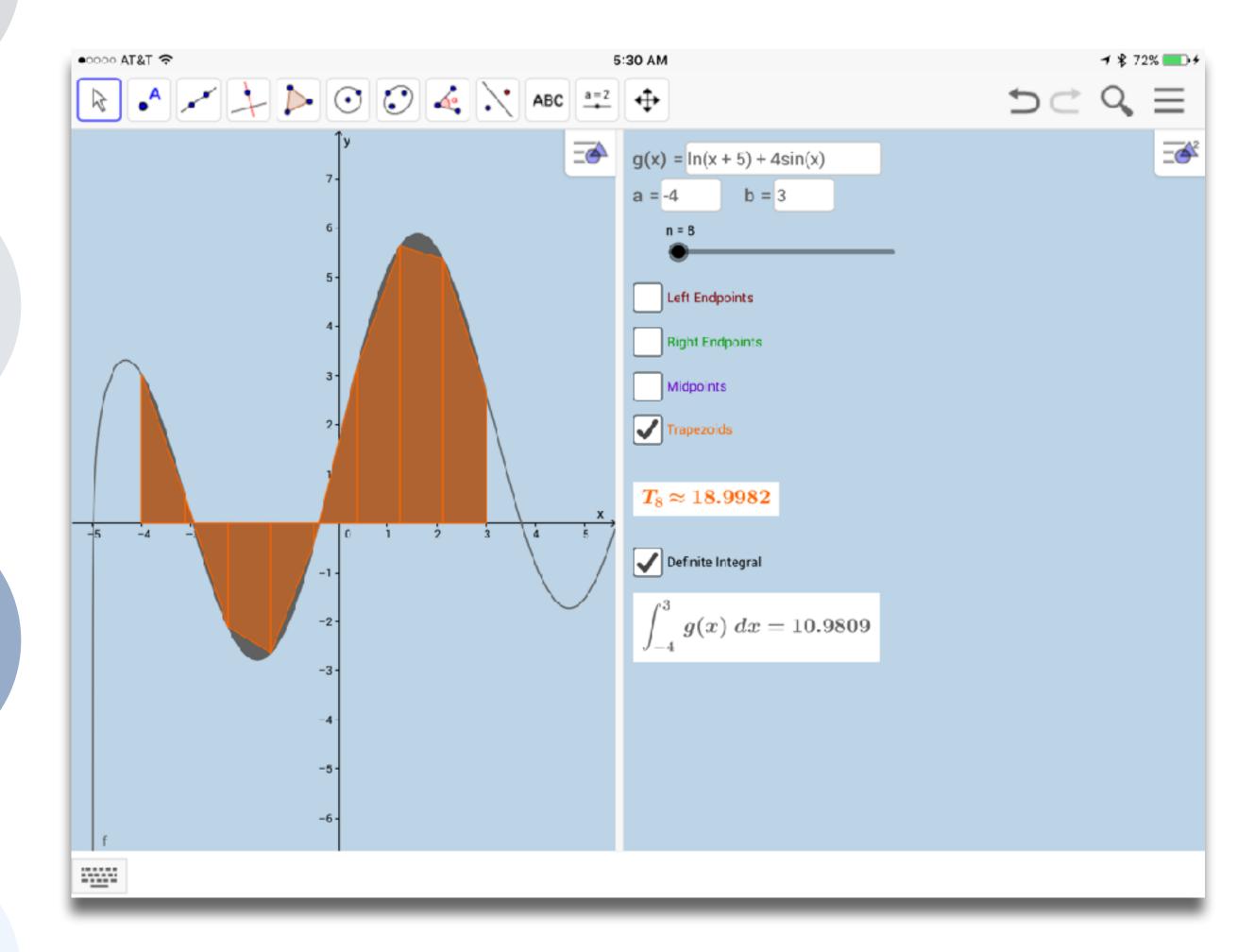
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Challenge 1: Shared Practices

- 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 that illustrate this complementarity.

Pick one shared practice that you believe will be particularly powerful in the

particularly powerful complement to the first, and outline at least two examples



"A house is a machine for living in."

-Le Corbusier, Towards an Architecture (1923)

Five Environmental Elements (Telefonplan School)

- Mountain Top •
 - Broadcast communication •
- Cave •
 - Individual learning •
- Campfire •
 - Dialogue
- Watering Hole •
 - Meeting place
- Laboratory
 - Hands-on exploration

Kursty Groves Knight and Oliver Marlow, Spaces for Innovation: The Design and Science of Inspiring Environments. (2016)

The FAR Model (Tom Haymes and Todd Hanger)

- Flexible Spaces
 - •
- Adaptive Spaces •
 - time and effort
- Responsive Spaces
 - associated cost

Student reconfigurable for immediate learning needs without adult intervention

Teacher reconfigurable to suit the immediate needs of instruction with minimal

Programmatically reconfigurable to suit the needs of the school with minimal

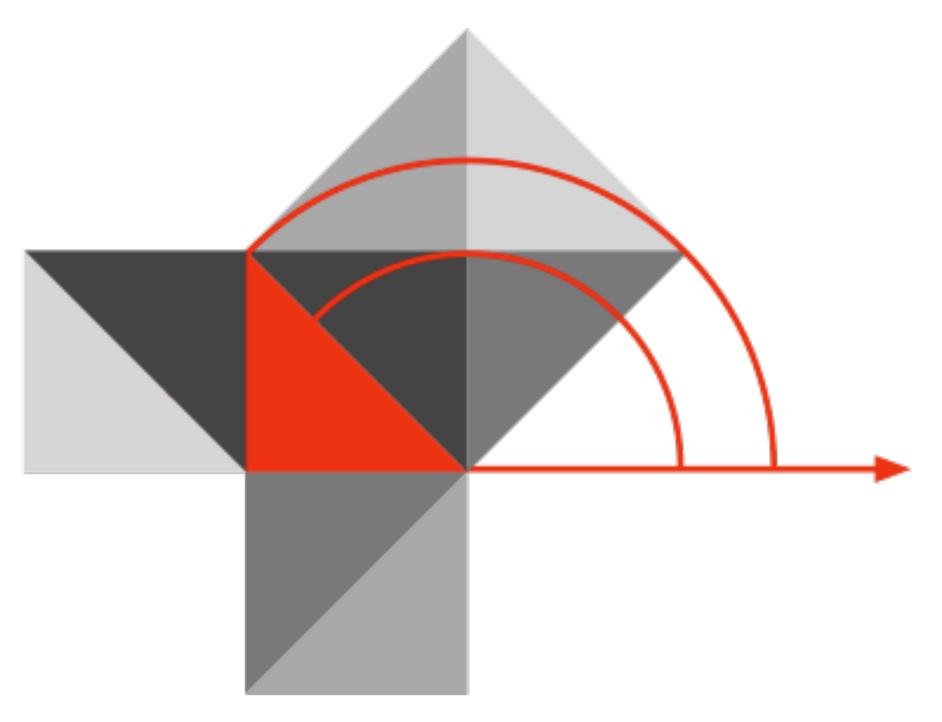
Tom Haymes, Going FAR: A Strategy for Developing NextGen Spaces. Online at http://www.pbk.com/#!/insight/going-far-strategy-developing-nextgen-spaces/ (2017)

Challenge 2: Learning Spaces as Technologies

- 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.

• 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

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