

Building Learning Experiences Using SAMR

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Transformation

Redefinition

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

Modification

Tech allows for significant task redesign




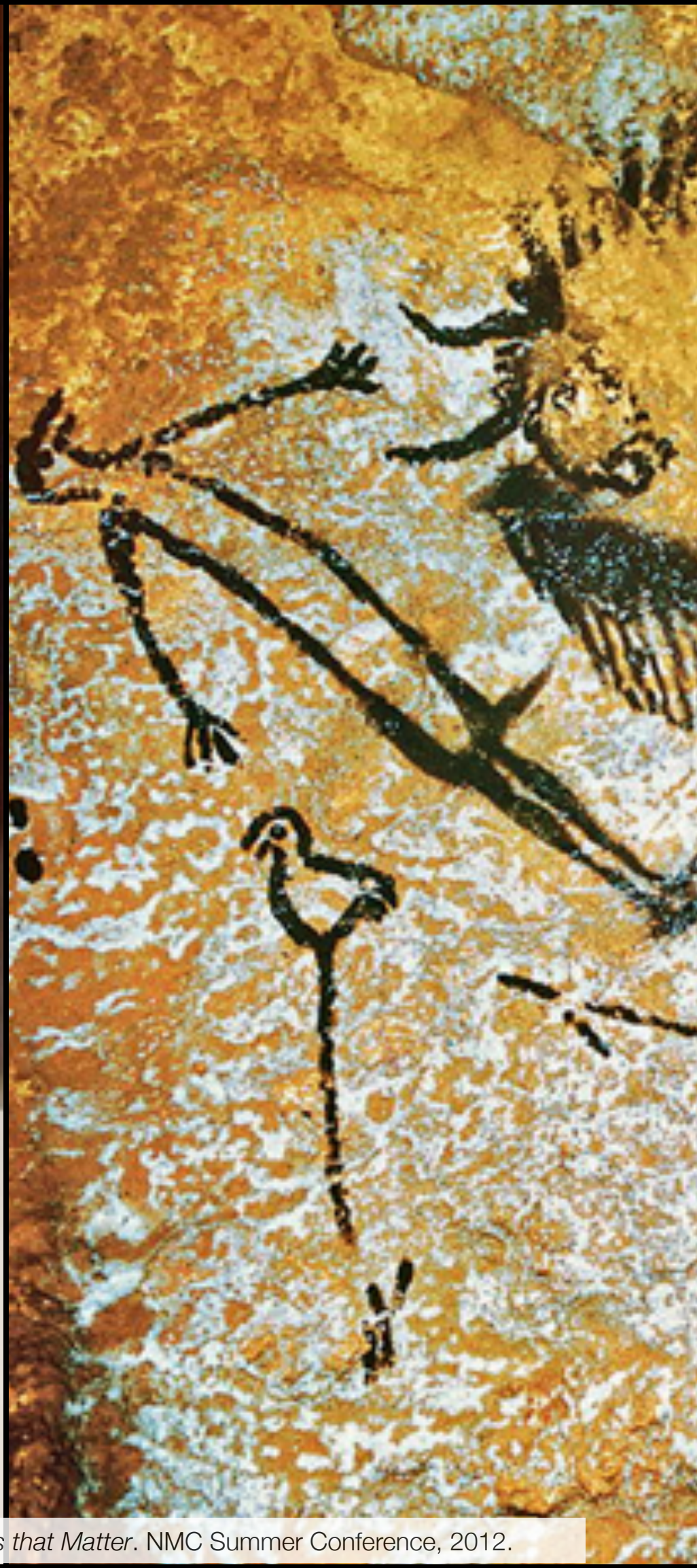

Augmentation

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

Substitution

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

Enhancement

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

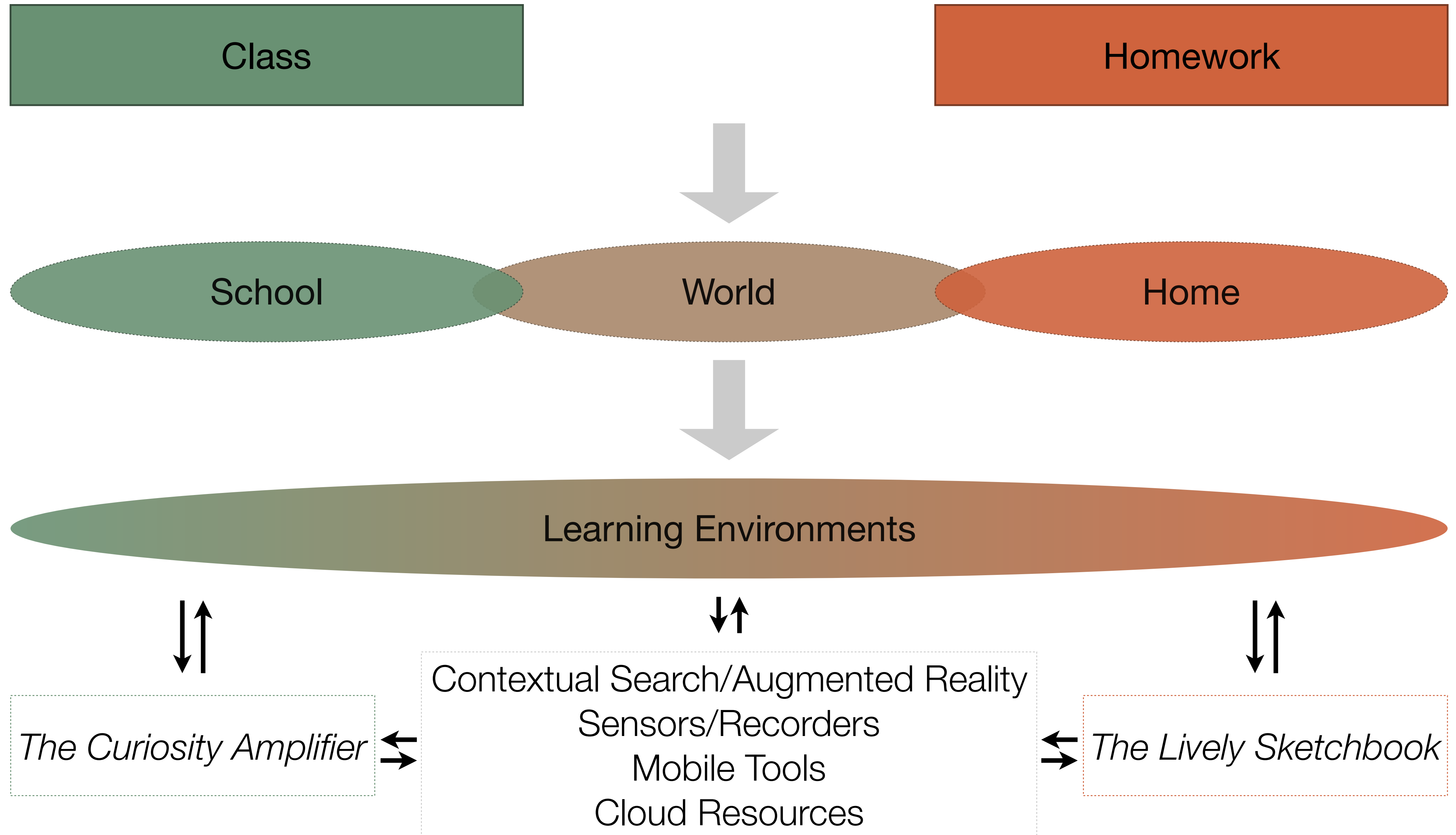


Wikis

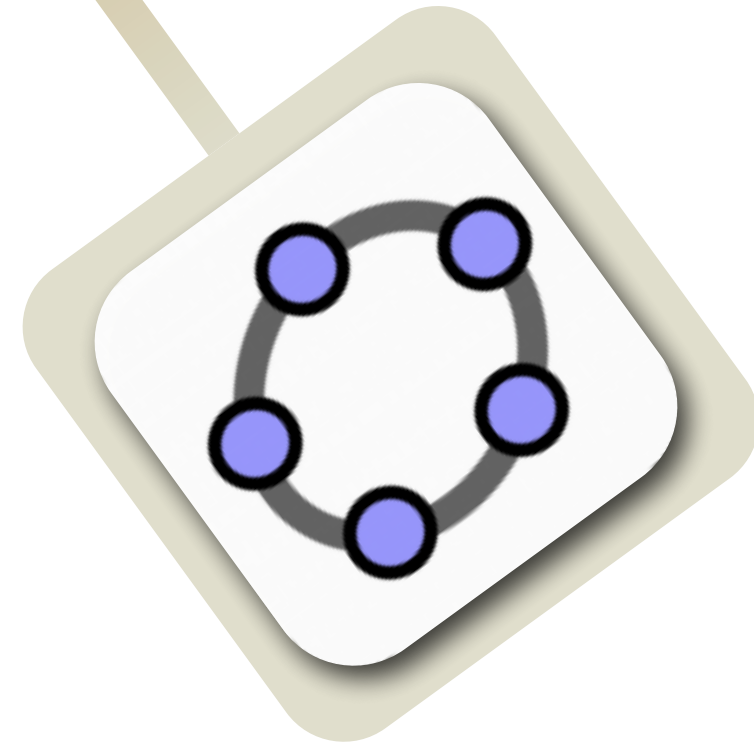
Telepresence



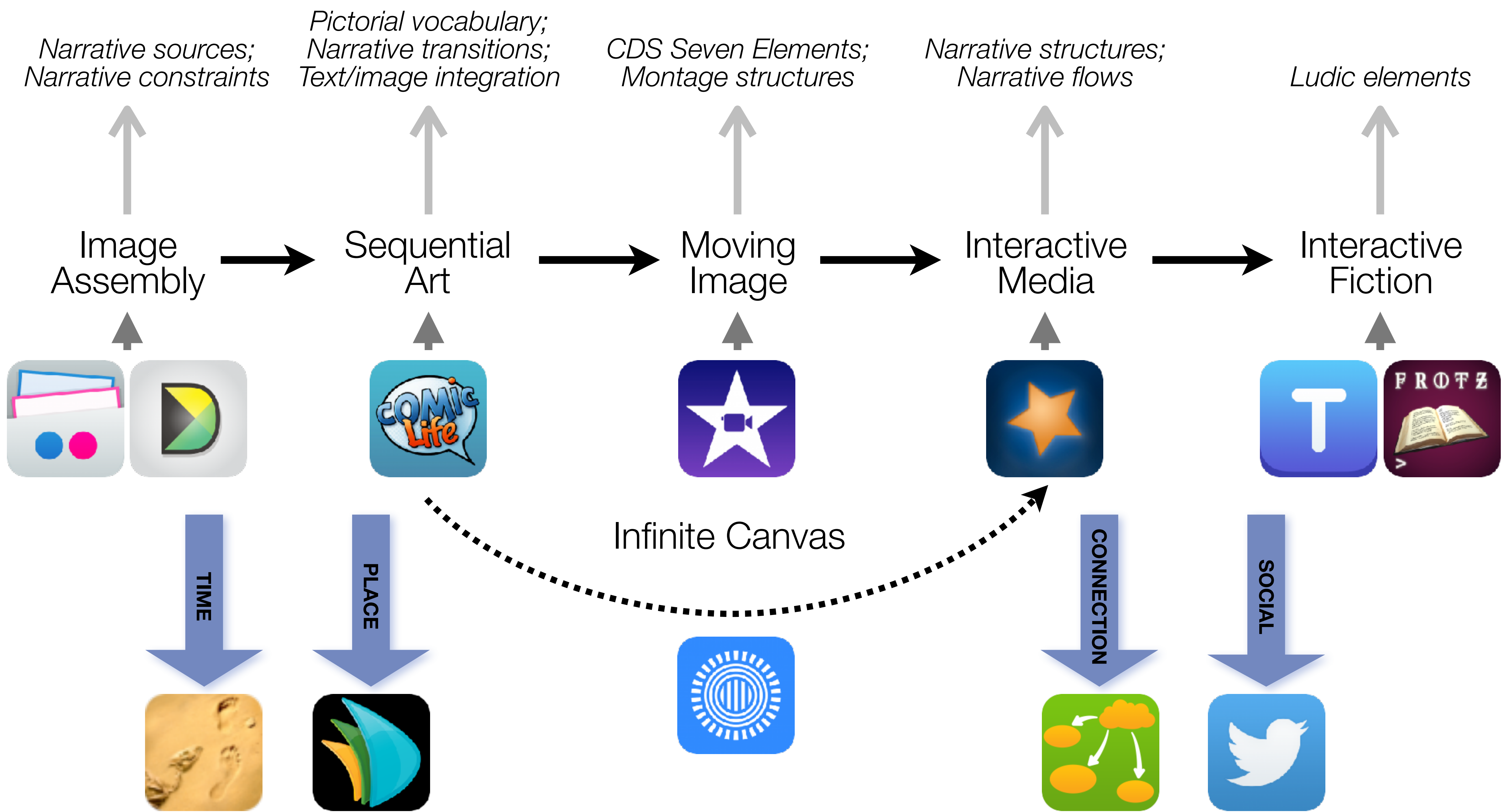
File Sharing



Visualization



Storytelling

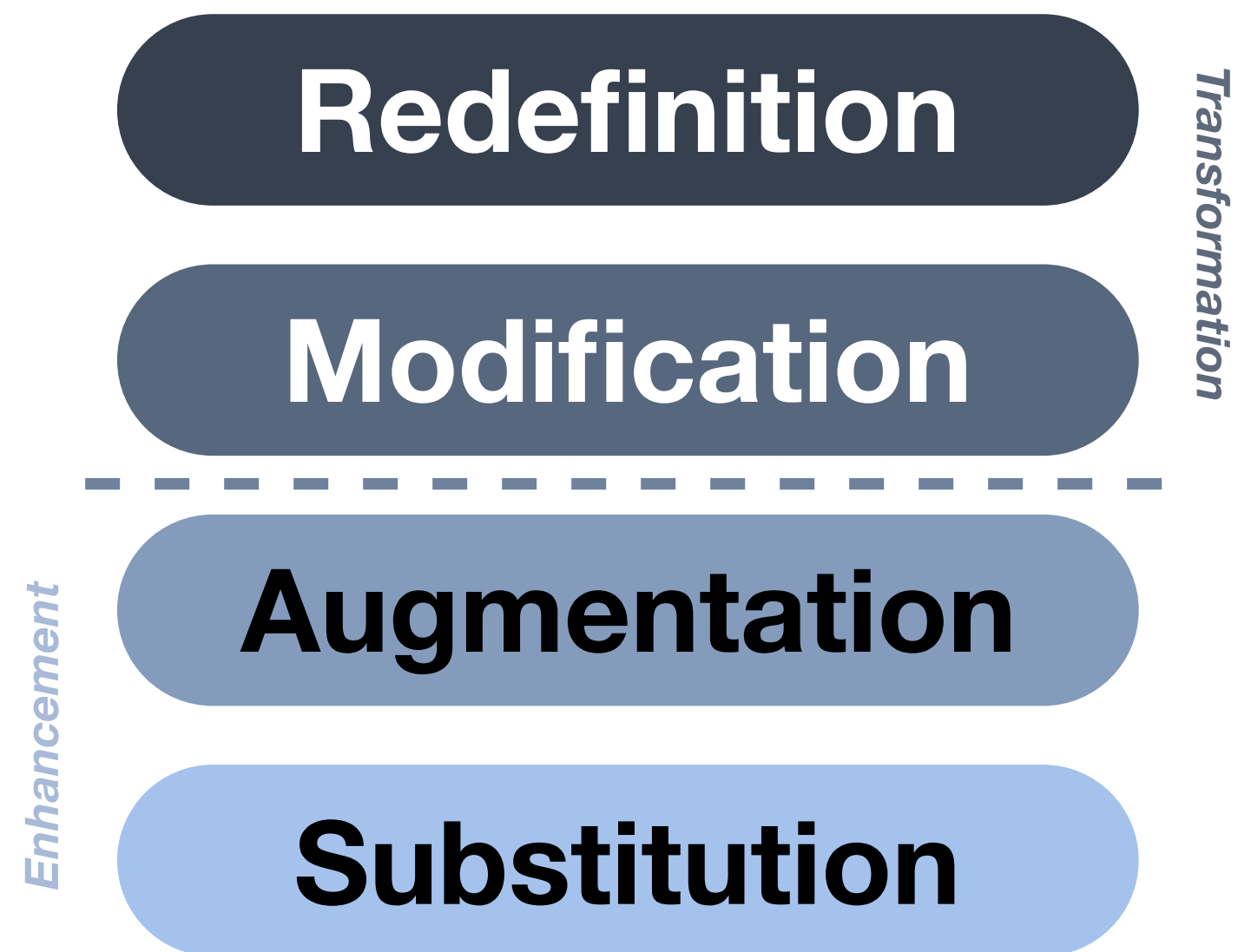


Formal Definition of **Game** (Salen & Zimmerman)

“A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.”

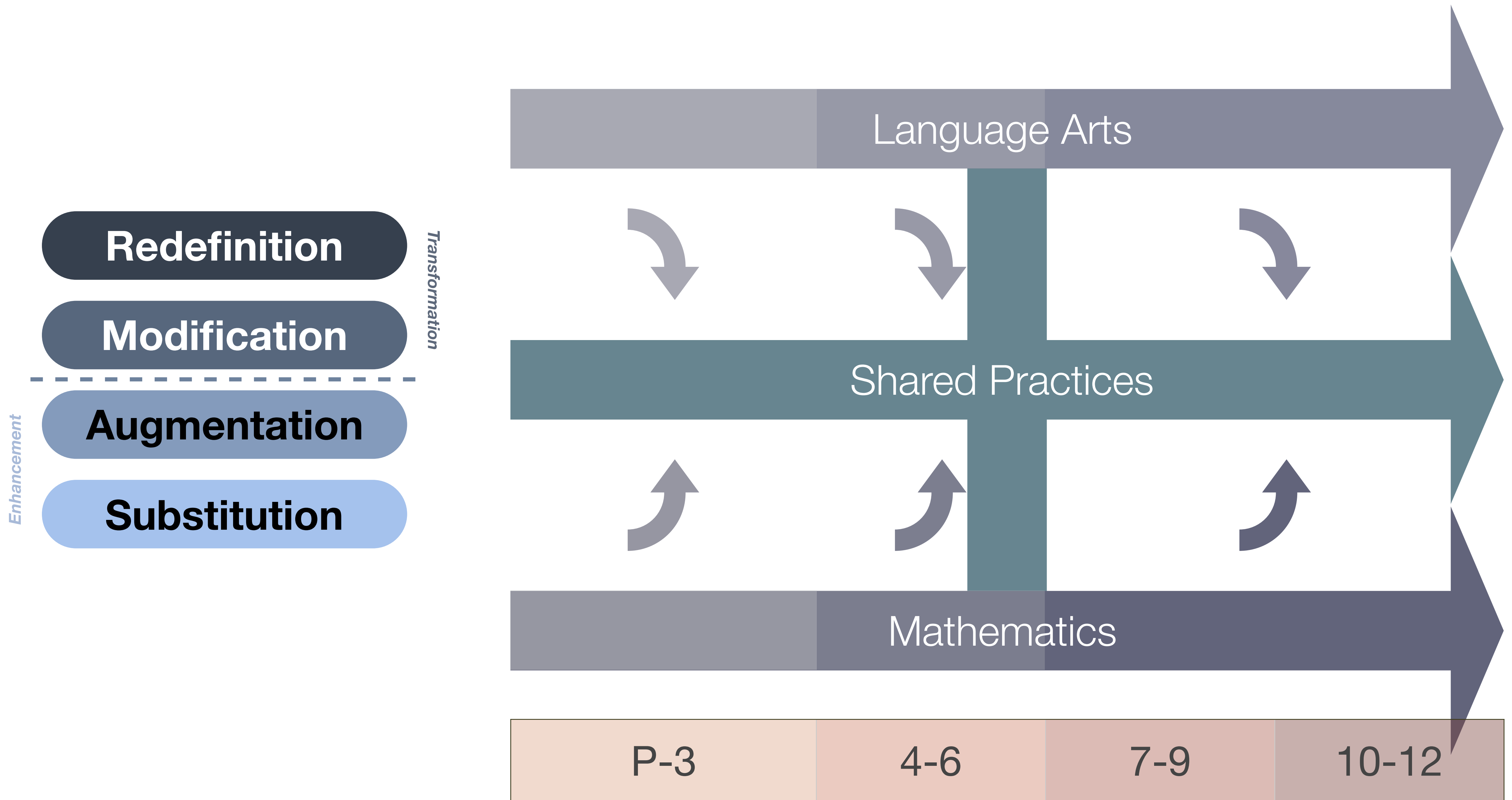
The EdTech Quintet – Associated Practices

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



Language Arts
French/Mi'kmaw/Gaelic
Health
ICT/Coding
Mathematics
Music
Physical Education
Science
Social Studies
Visual Arts

P-3	4-6	7-9	10-12
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Some Useful 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

Universal Design for Learning – Guidelines

1. Provide Multiple Means of Engagement

- Provide options for recruiting interest
- Provide options for sustaining effort and persistence
- Provide options for self regulation

2. Provide Multiple Means of Representation

- Provide options for perception
- Provide options for language and symbols
- Provide options for comprehension

3. Provide Multiple Means of Action and Expression

- Provide options for physical action
- Provide options for expression and communication
- Provide options for executive functions

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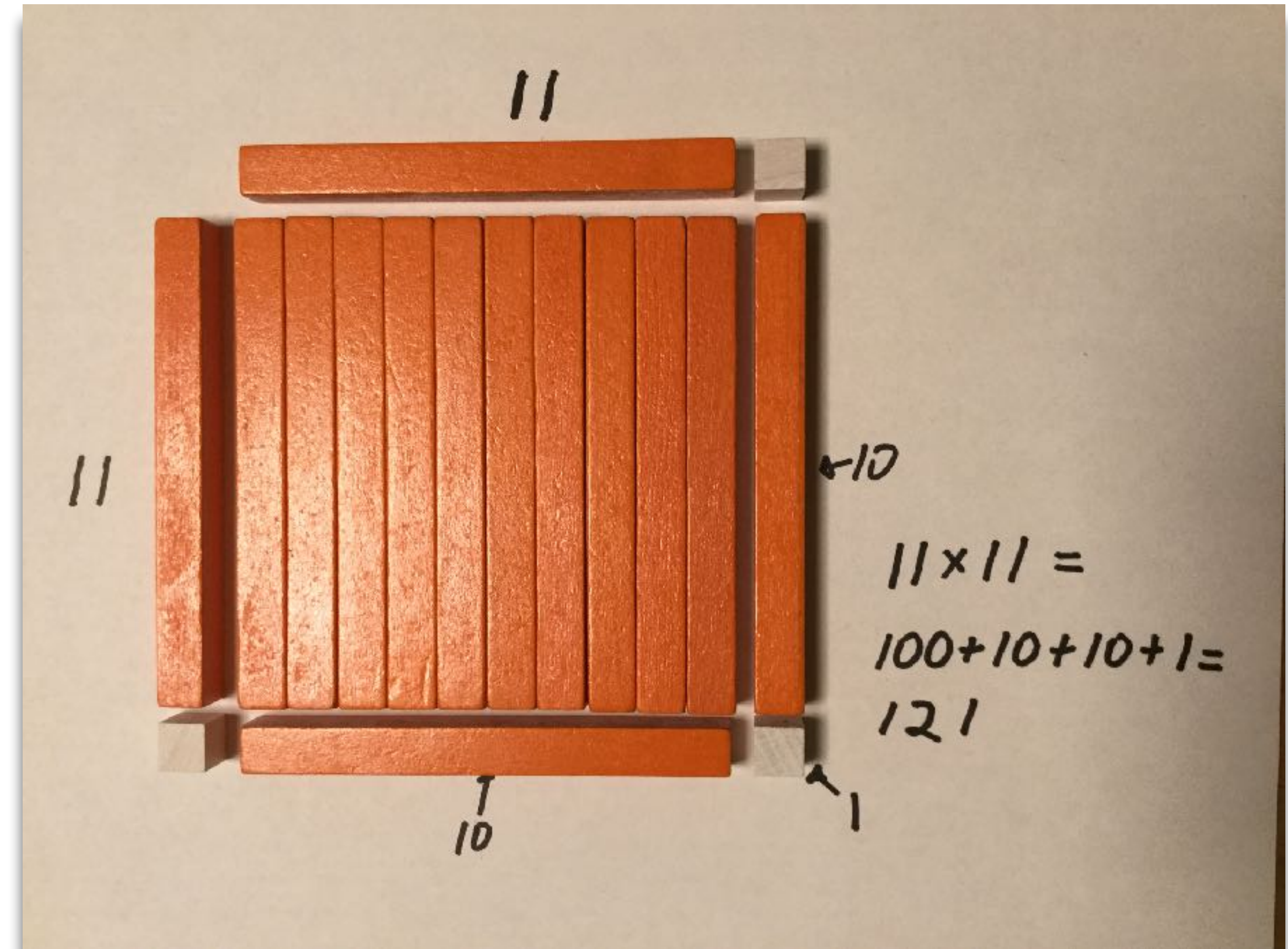
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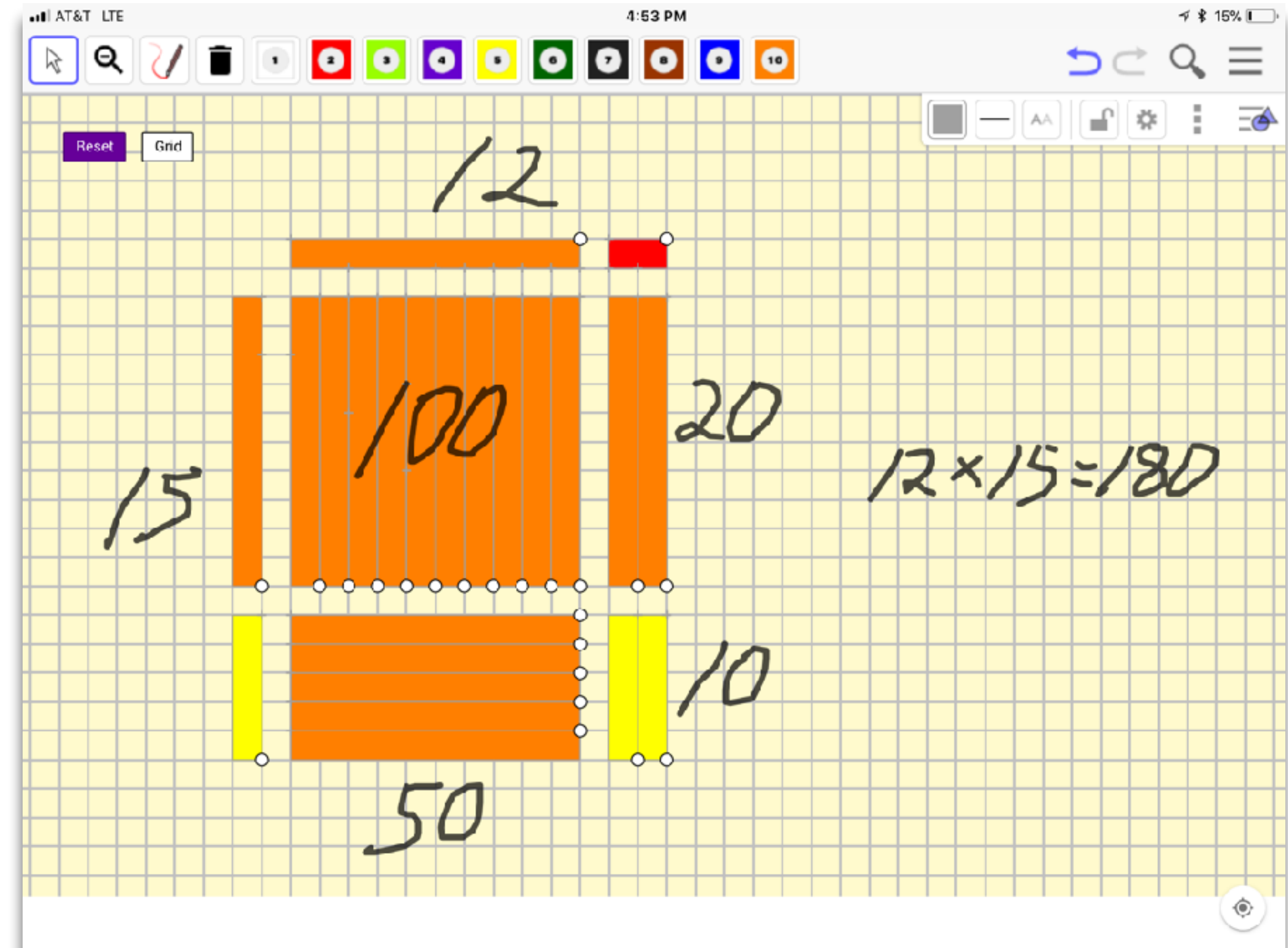
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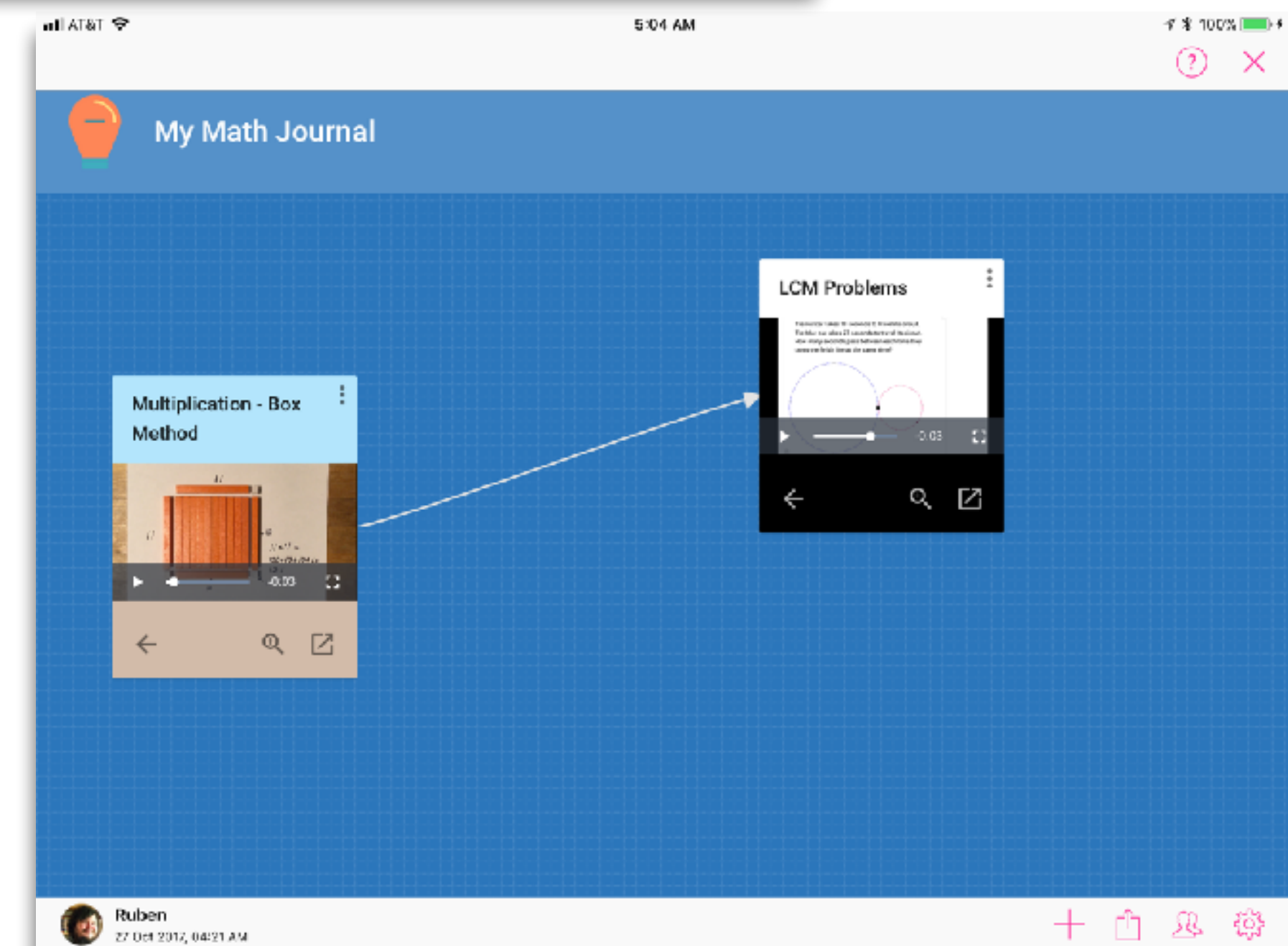
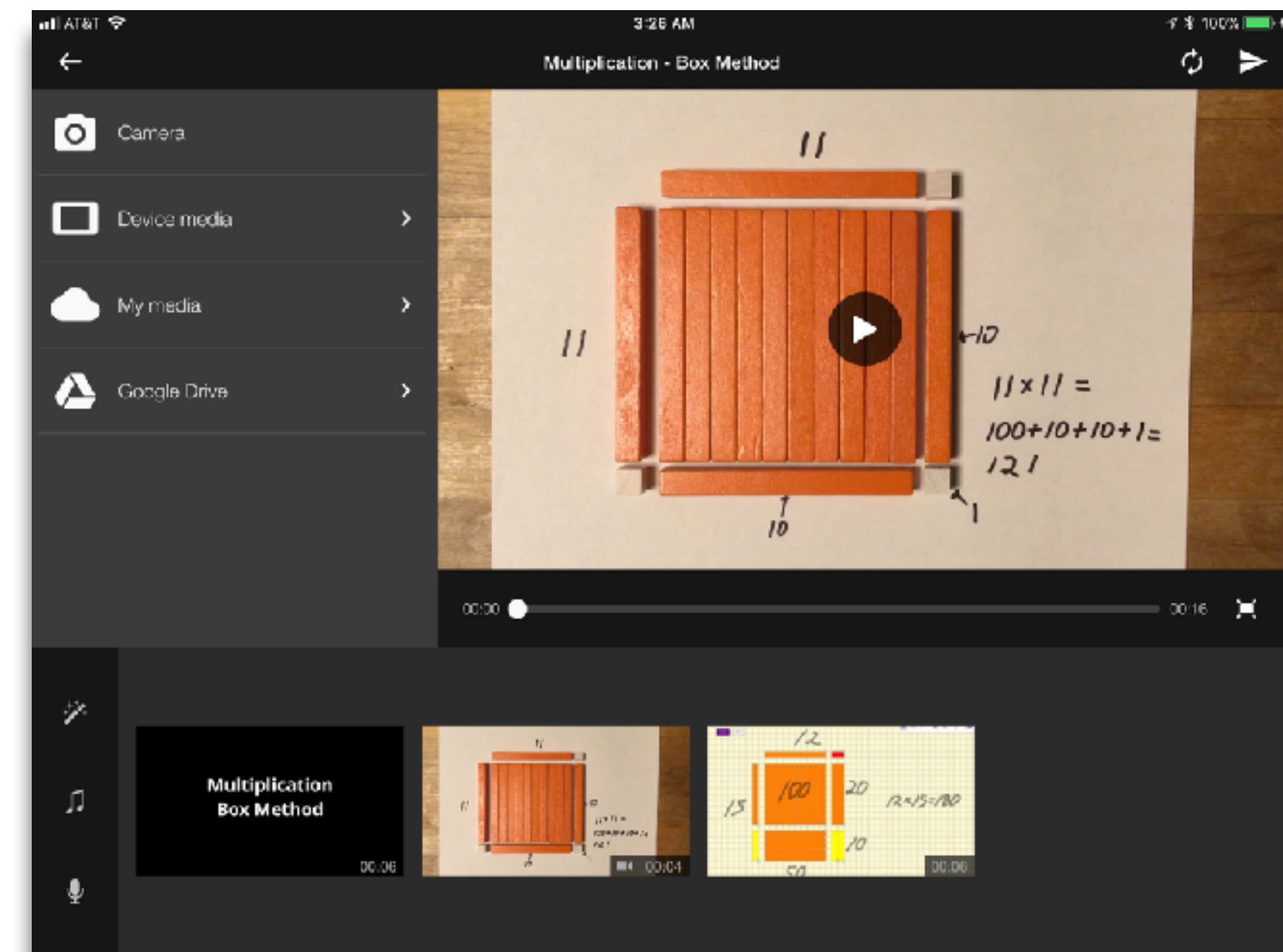
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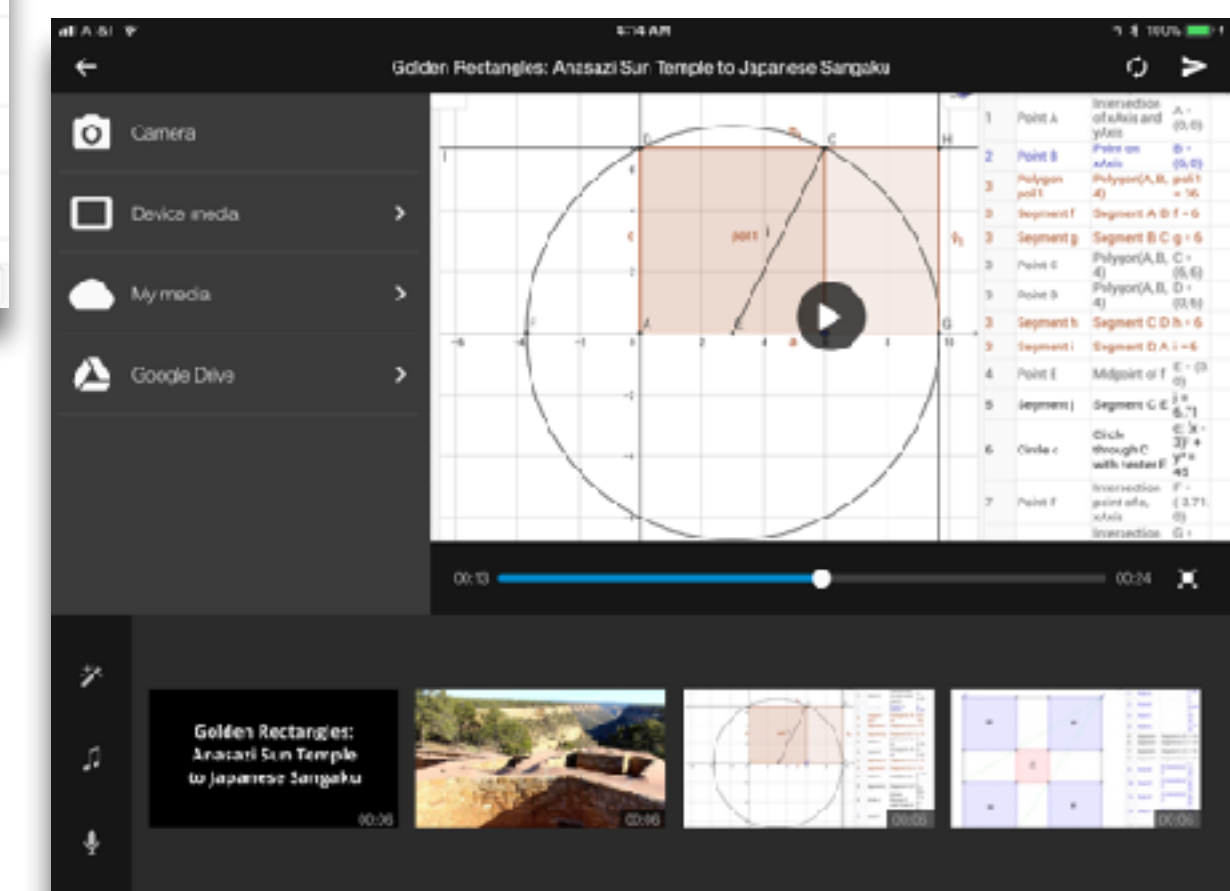
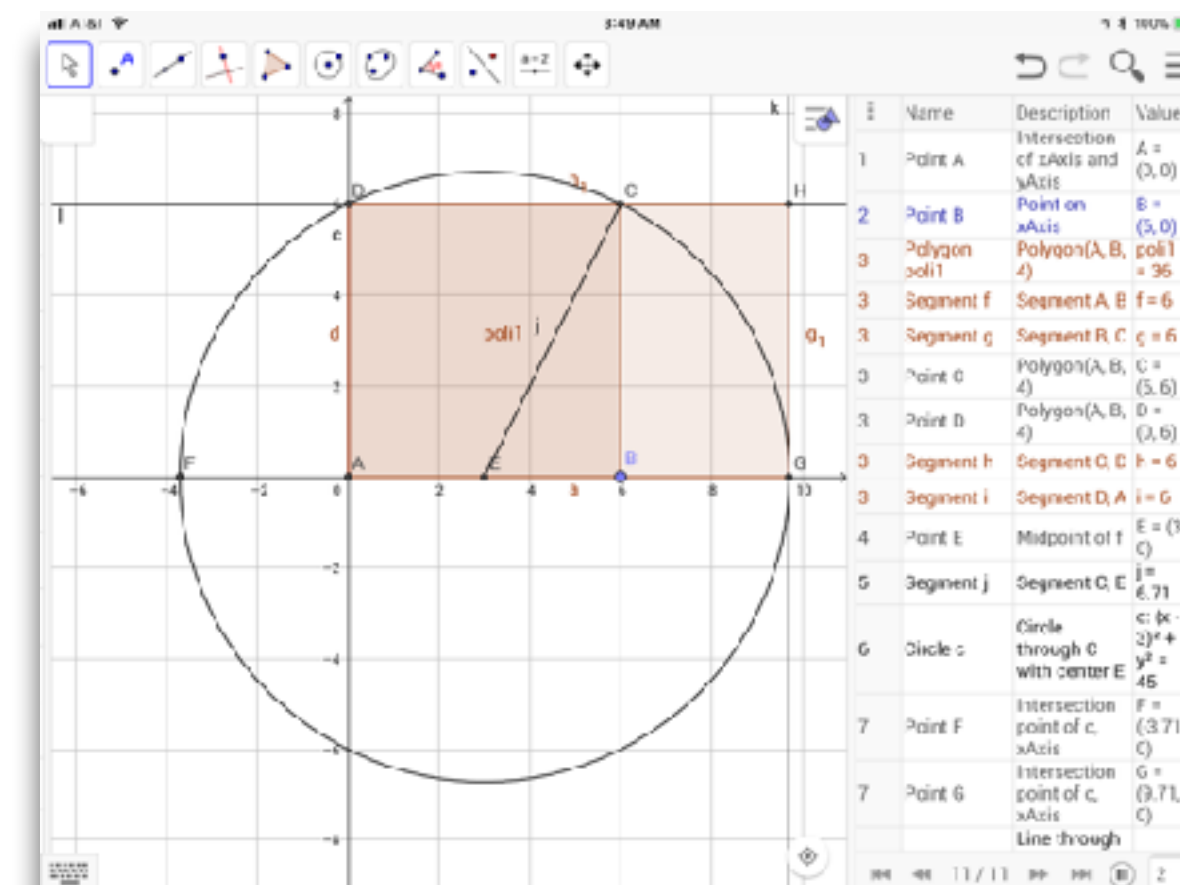
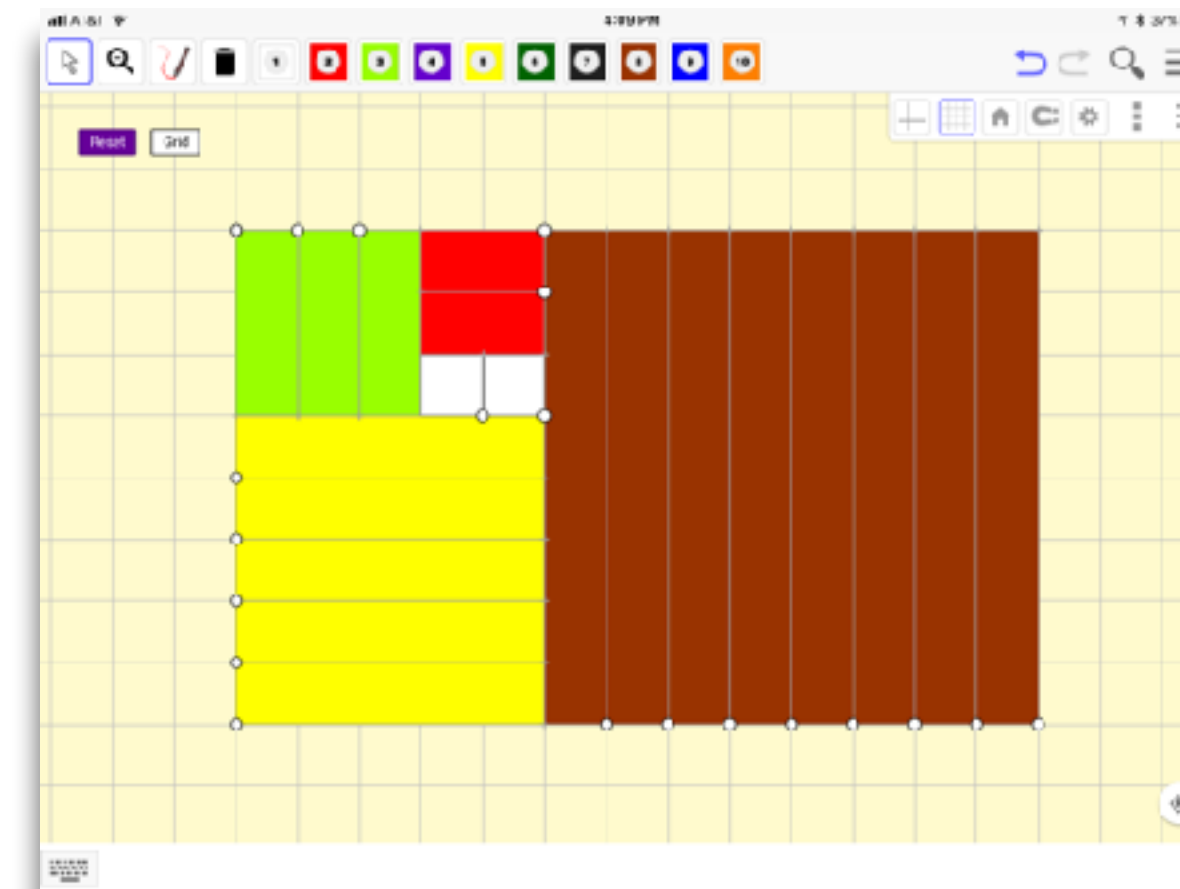
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Choosing the First SAMR Ladder Project: Three Options

- **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?

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