SAMR and TPCK: A Hands-On Approach to Classroom Practice

Ruben R. Puentedura, Ph.D.

Phase 1: Building a Basic SAMR Ladder

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

Transformation

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

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

Enhancement

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

Ruben R. Puentedura, “Technology In Education: The First 200,000 Years” *The NMC Perspective Series: Ideas that Matter*. NMC Summer Conference, 2012.

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

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.

S. Papert. *An Evaluative Study of Modern Technology in Education*. MIT Artificial Intelligence Laboratory Memo No. 371. (June, 1976)

Bloom's Taxonomy: Cognitive Processes

Anderson & Krathwohl (2001)	Characteristic Processes	
Remember	• Recalling memorized knowledge • Recognizing correspondences between memorized knowledge and new material	
Understand	• Paraphrasing materials • Exemplifying concepts, principles • Classifying items • Summarizing materials	• Extrapolating principles • Comparing items
Apply	• Applying a procedure to a familiar task • Using a procedure to solve an unfamiliar, but typed task	
Analyze	• Distinguishing relevant/irrelevant or important/unimportant portions of material • Integrating heterogeneous elements into a structure • Attributing intent in materials	
Evaluate	• 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	• Generating multiple hypotheses based on given criteria • Designing a procedure to accomplish an untyped task • Inventing a product to accomplish an untyped task	

Lorin W. Anderson and David R. Krathwohl (Eds.), *A Taxonomy for Learning, Teaching, and Assessing: A Revision of Bloom's Taxonomy of Educational Objectives, Complete Edition*. Longman. (2000)

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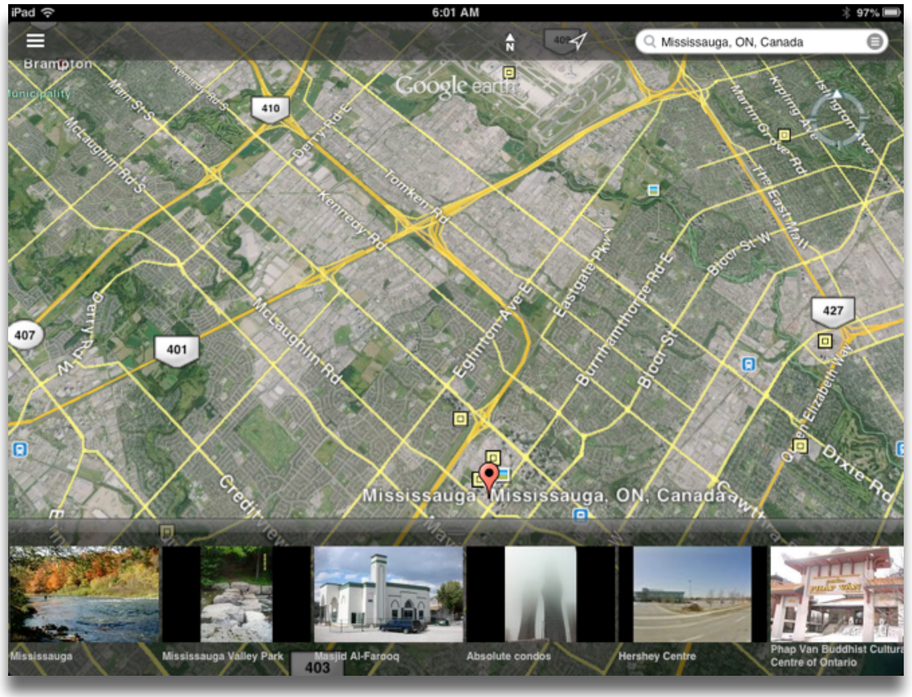

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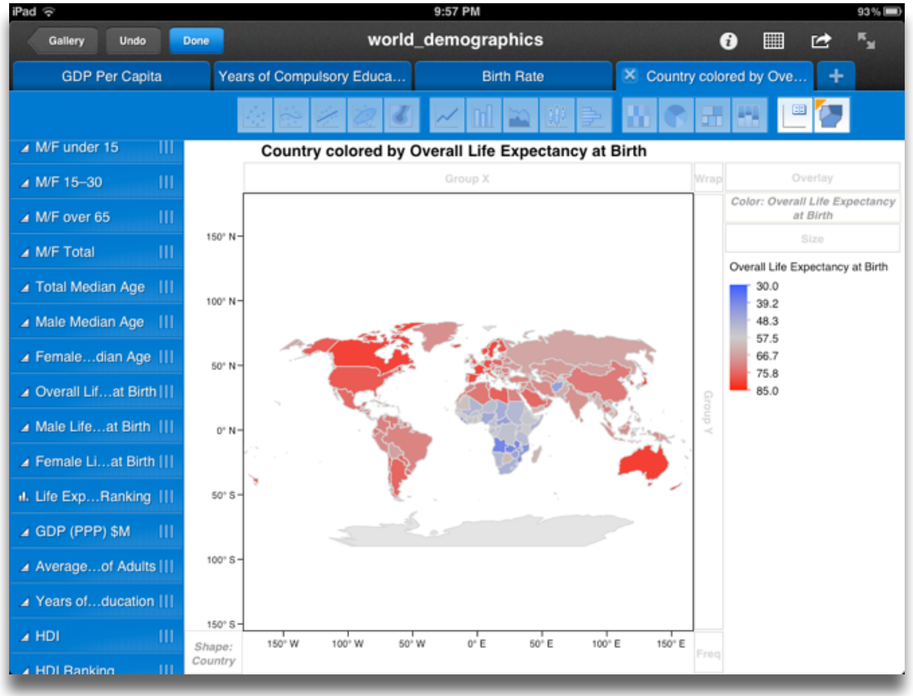

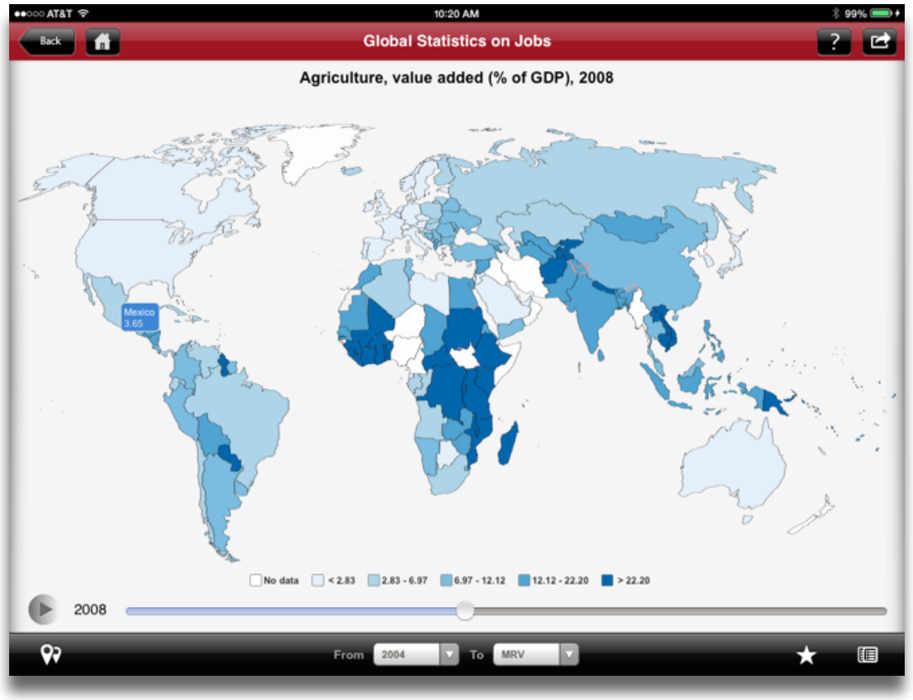

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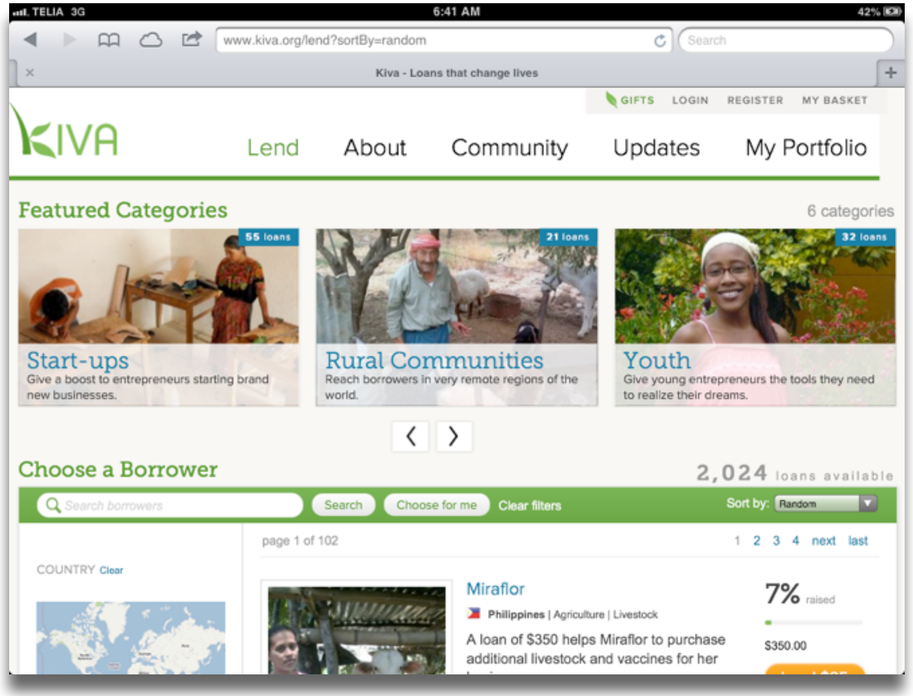
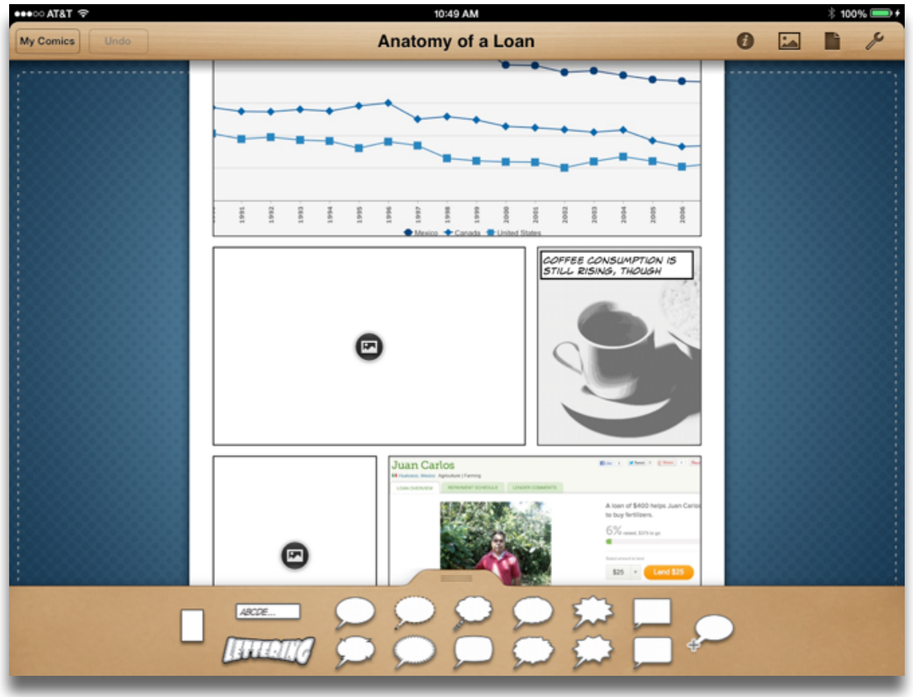


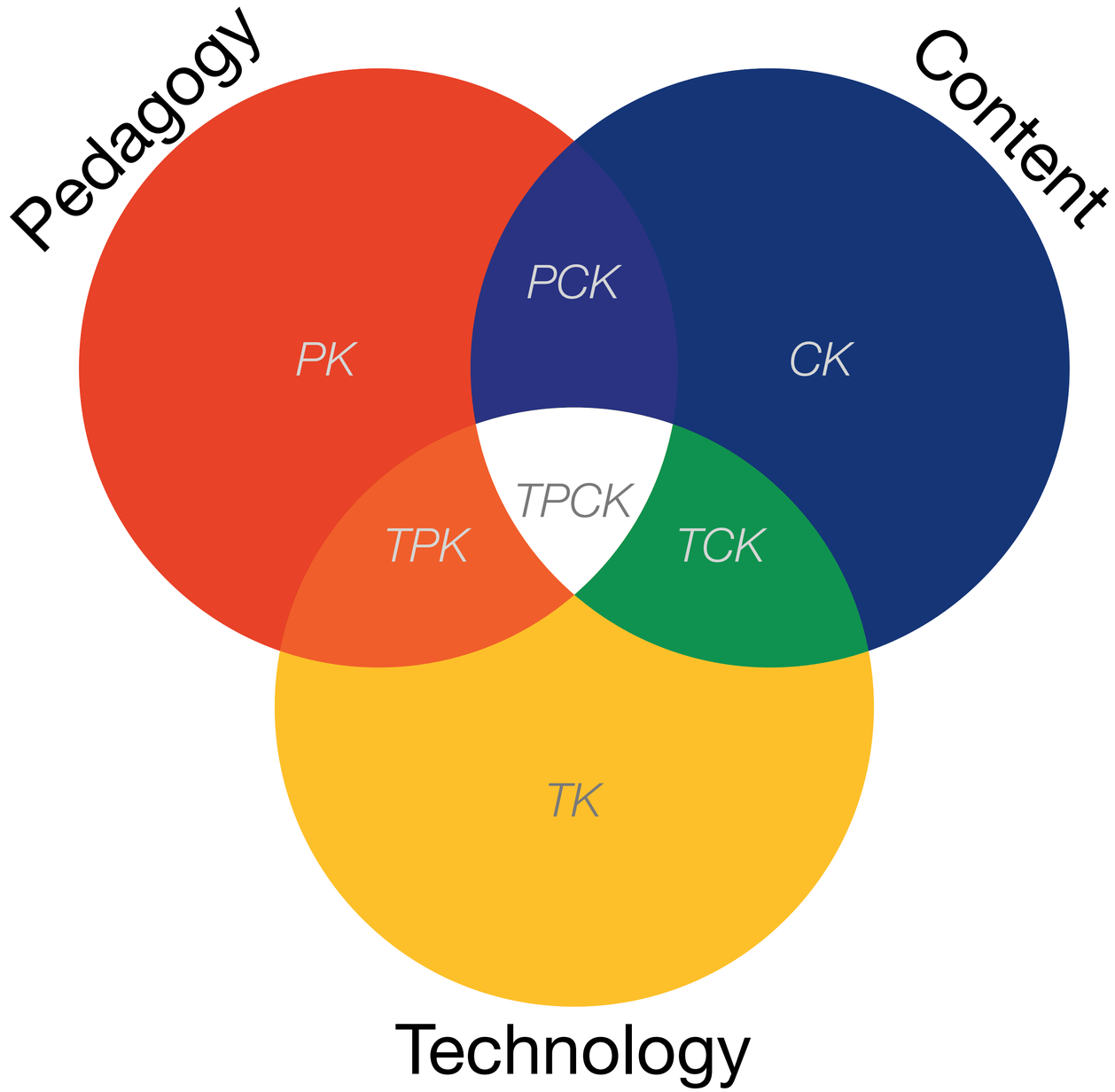



NEW WORLD
COLONY
jmp
Jobs
COMIC
Life

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: Adding in TPCK



Punya Mishra & Matthew J. Koehler, “Technological pedagogical content knowledge: A framework for teacher knowledge”. *Teachers College Record, 108*(6). (2006)

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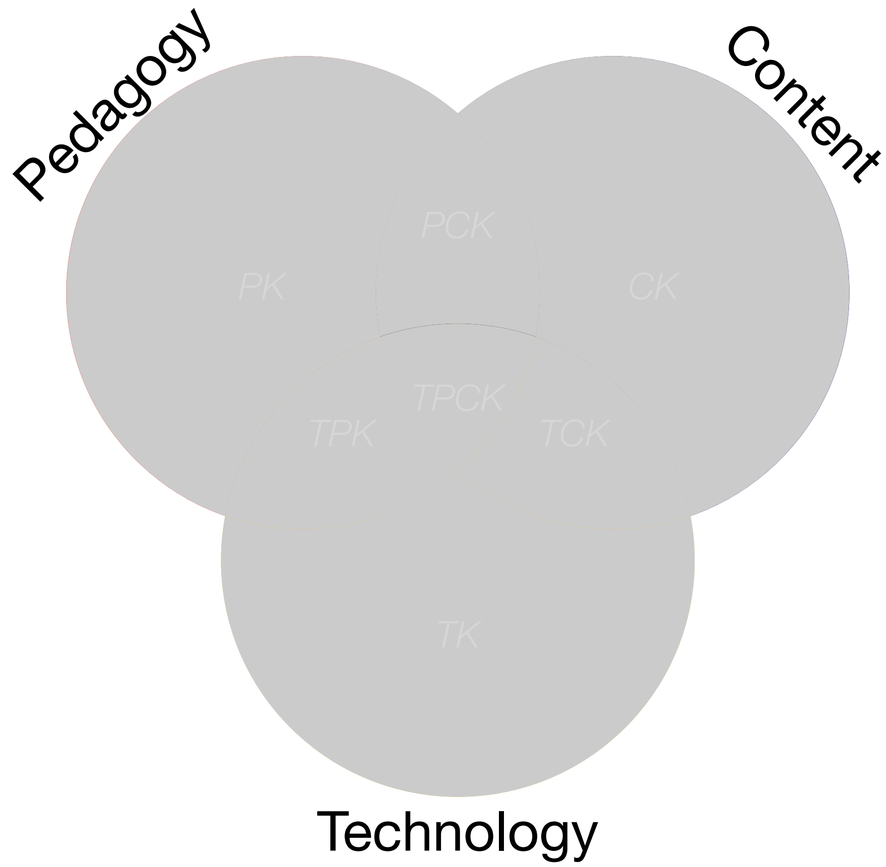

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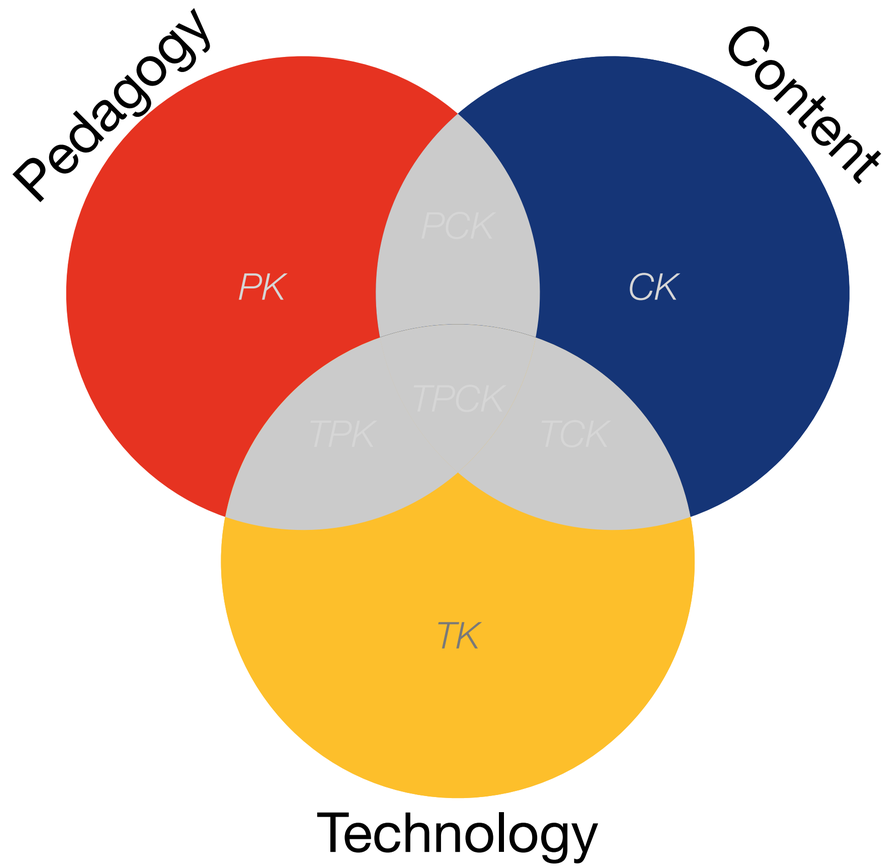

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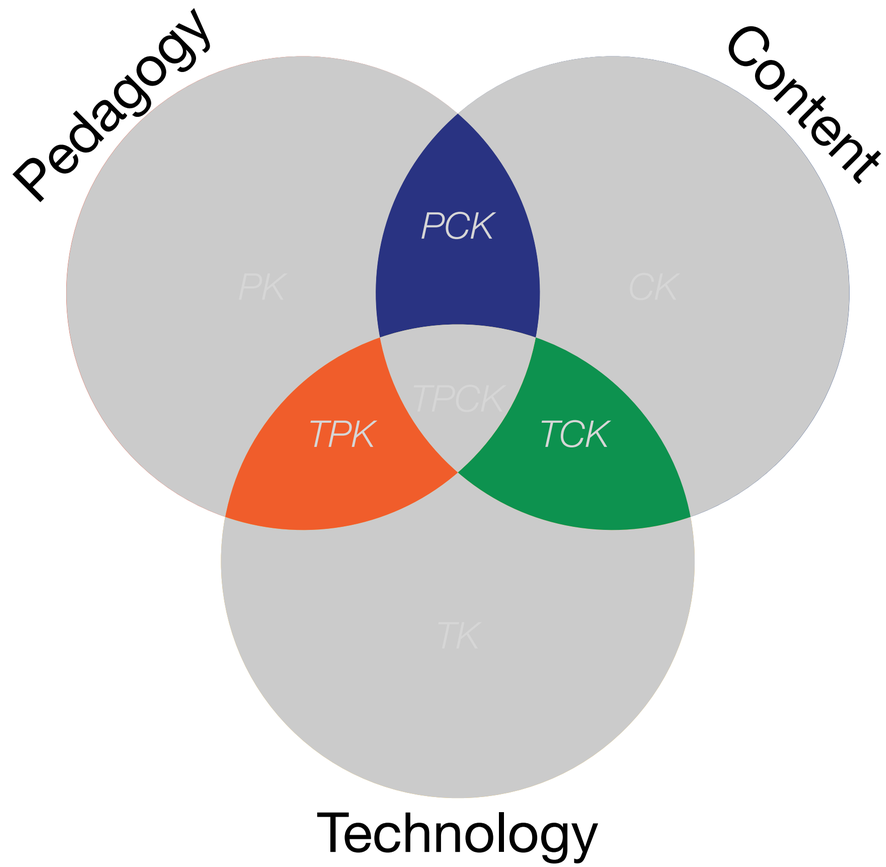

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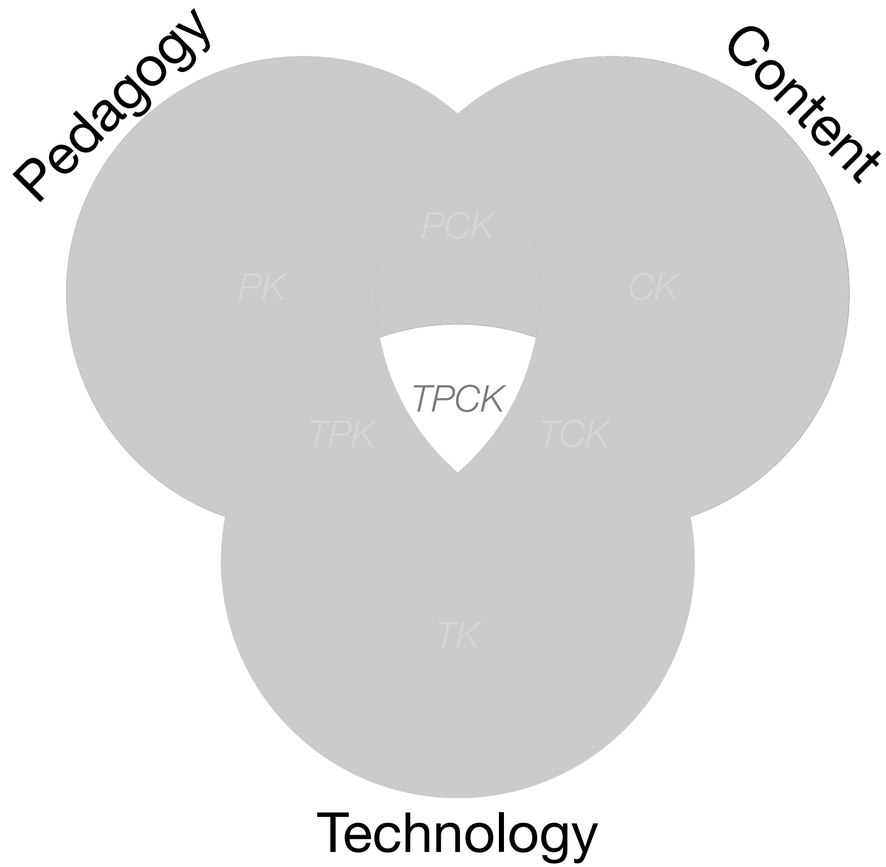
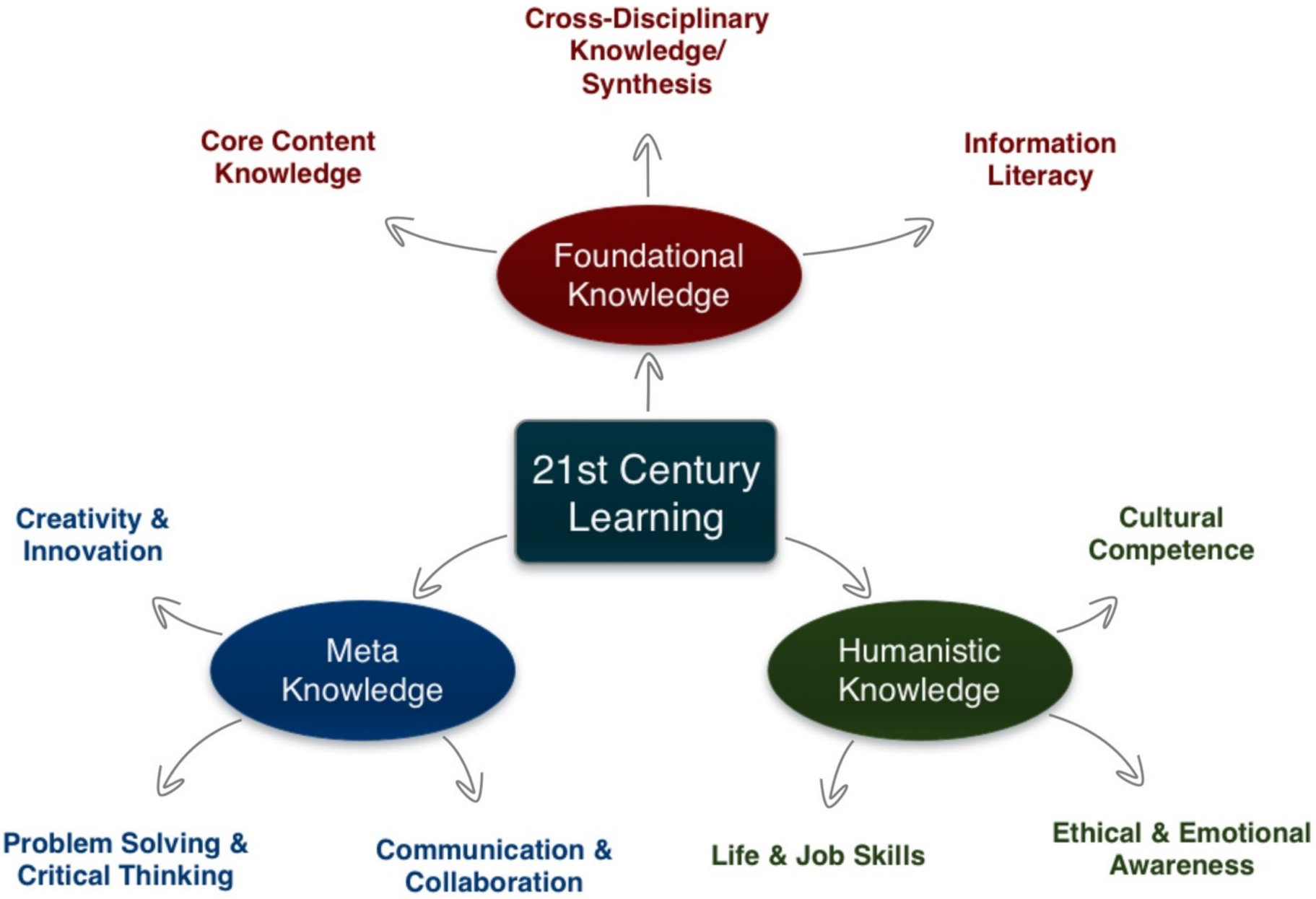


Phase 3: Responding to 21st Century Learning Needs



Kristen Kereluik, Punya Mishra, Chris Fahnoe, and Laura Terry, “What Knowledge Is of Most Worth: Teacher Knowledge for 21st Century Learning”. *Journal of Digital Learning in Teacher Education (29)* 4 (2013)

Phase 4: Thinking About Trends and Challenges

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 *understand and know how to solve*	Difficult *understand but solutions are elusive*	Wicked *complex to define, much less address*
Authentic Learning Opportunities Integrating Personalized Learning	Complex Thinking & Communication Safety of Student Data	Competition from New Models of Ed Keeping Formal Education Relevant

Johnson, L., Adams Becker, S., Estrada, V., and Freeman, A. (2014). *NMC Horizon Report: 2014 K-12 Edition.* Austin, Texas: The New Media Consortium.

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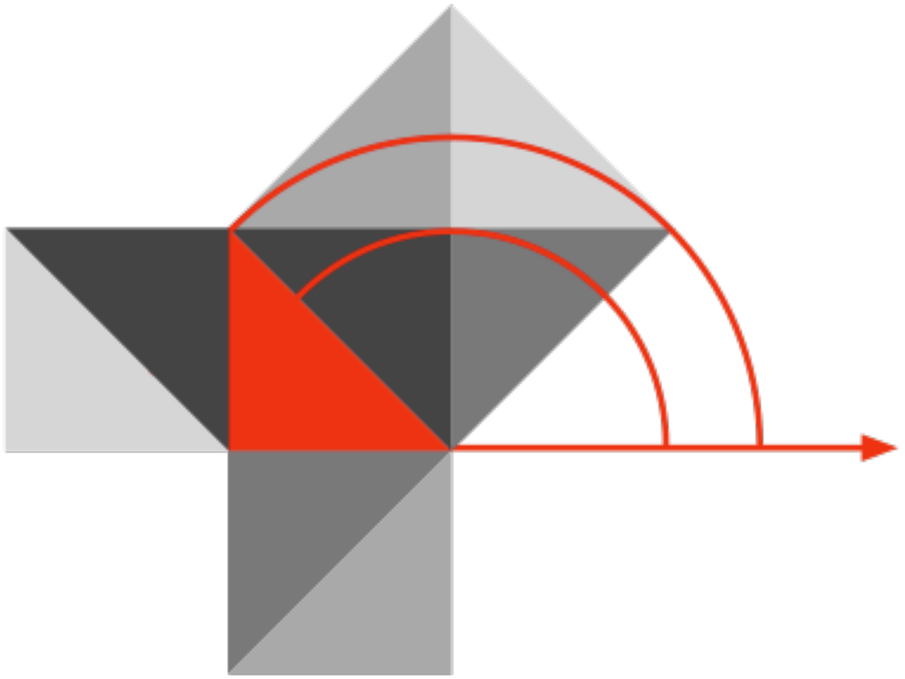

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