Before we start looking at the SAMR Model, we need to think about what do we need to know first?

- What are digital technologies?
- What is digital learning?
- These two things are covered in the next two slides
Digital technologies are electronic tools, systems, devices and resources that generate, store or process data. These include social media, online games and applications, multimedia, productivity applications, cloud computing, interoperable systems and mobile devices.
What is digital learning?

Digital learning is any type of learning that is facilitated by technology or by instructional practice that makes effective use of technology. Digital learning occurs across all learning areas and domains.

It encompasses the application of a wide spectrum of practices including:

- blended and virtual learning
- game-based learning
- accessing digital content
- collaborating locally and globally
- assessment and reporting online
- active participation in online communities
- using technology to connect, collaborate, curate and create.
The SAMR model, developed by Dr Ruben Puentedura, describes technology integration through four levels:

- **Substitution** – technology is used as a direct substitute for what you might do already, with no functional change.
- **Augmentation** – technology is a direct substitute, but there is functional improvement over what you did without the technology.
- **Modification** – technology allows you to significantly redesign the task.
- **Redefinition** – technology allows you to do what was previously not possible.

**Enhancement** Happens at the Substitution and Augmentation stage

**Transformation** Happens at the Modification and Redefinition stage
SAMR MODELS

Here are some examples.
FOLLOW UP ON SAMR

- For more information, click on the SAMR image above, or see: SAMR model (pdf - 827.64kb).
- To review your own practice, see: SAMR template (pdf - 320.84kb)
- To access Dr Ruben Punetedura’s weblog, see: Hippasus
- SAMR: A Leadership Perspective
- To watch a video of how teachers can adopt the SAMR model in their classrooms, see: Warringa Park School: SAMR Model

CURRENTLY THERE IS NO PEER REVIEWED RESEARCH ON THE USE OF SAMR

(but that doesn’t mean that it is not a really good tool to use for self review and as a Model for Change)
TPACK Framework

Here is another change model for the use of technology in education.

- Technological Pedagogical Content Knowledge (TPACK) is a framework that identifies the knowledge teachers need to teach effectively with technology.

- At the heart of the TPACK framework, is the complex interplay of three primary forms of knowledge: Content (CK), Pedagogy (PK), and Technology (TK).

- For more information, click on the TPACK image above or see: TPACK framework (pdf - 1.62mb).

- To visit the TPACK website, see: TPACK.
References

- Victoria State Government - Education and Training
- Listen to Dr Reuben Puenteedura
- Enabling e-Learning - Professional/teacher-inquiry-into-elearning
- Enabling e-Learning - Developing critical thinking using the SAMR model
- Kathy Schrock’s Guide to Everything