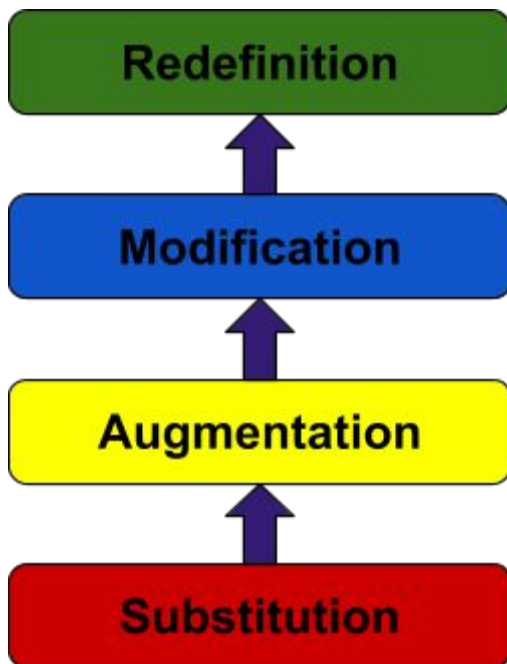# SAMR: Enhance Teaching and Learning with Technology.

SAMR is a conceptual model which maps a transformation of technology in the classroom from expensive novelties to invaluable tools for teaching and learning.

SAMR moves up a four-rung "ladder" of complexity working up from simple tasks aided by technology to tasks that would be unimaginable without today's access to technology.[12]
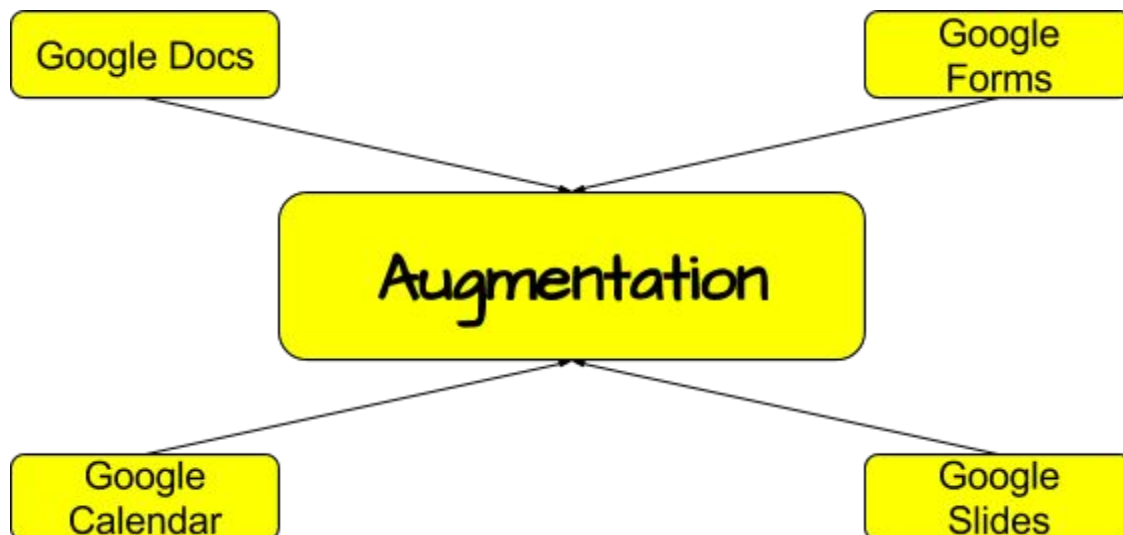
Substitution is technology for technology's sake. Activities that fall into the **substitution** category do not teach any situational skills and do not enhance a learner's experience. *Example: Receiving an article as an email attachment, printing the article, and reading it.*
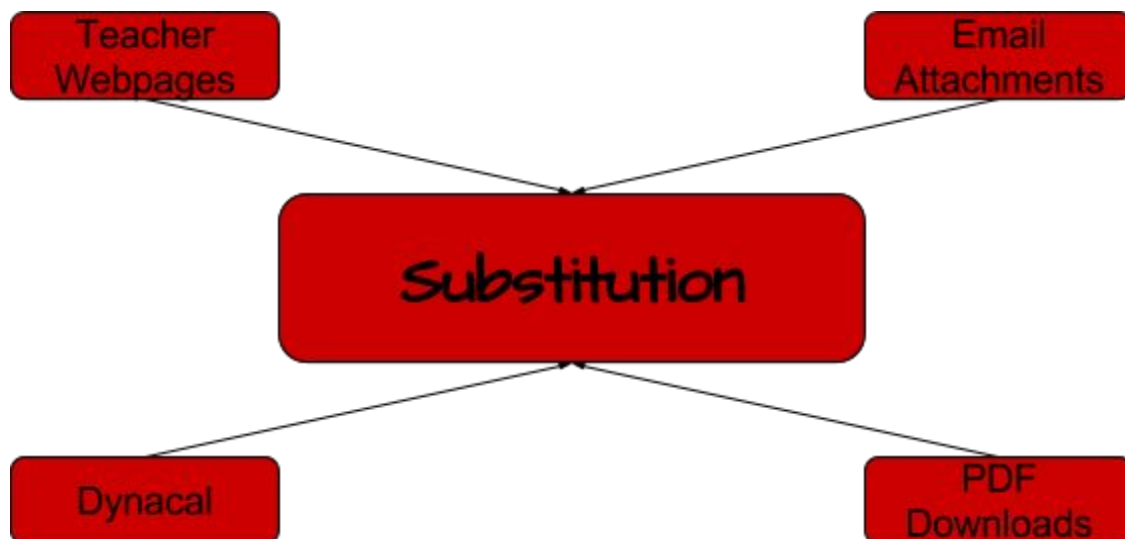
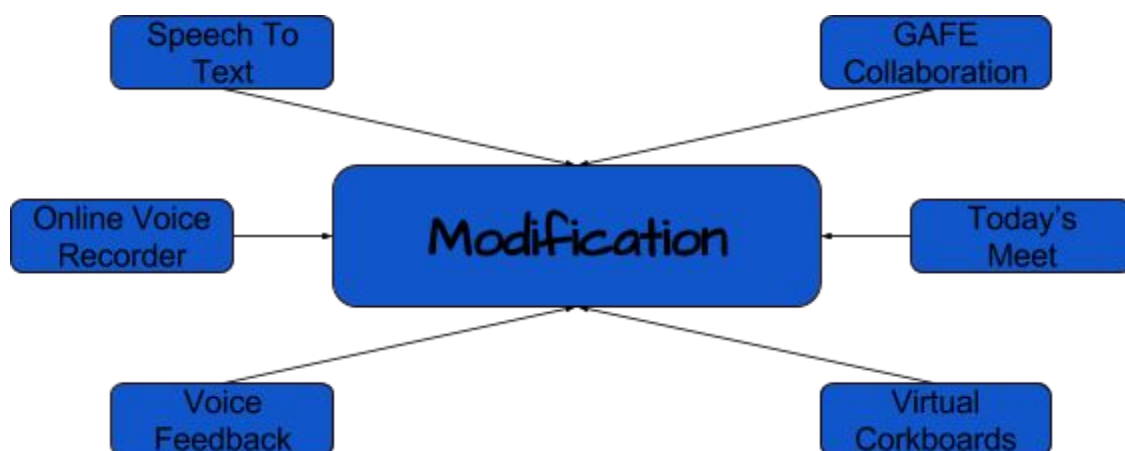[1] Ruben R. Puentedura's Blog. (n.d.). Retrieved October 20, 2015, from http://hippasus.com/blog/
[2] SAMR Model - Technology Is Learning. (n.d.). Retrieved October 20, 2015, from https://sites.google.com/a/msad60.org/technology-is-learning/samr-model

Augmentation is based on the platform on which tasks are completed. The platforms of the **Augmentation** category do not require the learner to create outside of the given task. If asked to write a story, the learner does not determine the way in which the story is delivered to the audience. *Example: Students complete a research paper for Biology. Students format the paper for publishing using Google Docs.*

```
        Google Docs                                Google
                                                   Forms

                           Augmentation

        Google                                     Google
        Calendar                                   Slides
```

Modification *The first step to transformation* – Common tasks are completed and enhanced with the use of computers. **Modification** asks teachers to step away from the front of the classroom and allows students to become active participants in the conversation of learning. Students use teacher/student. student/student, and student/community collaboration to gain knowledge and experience with content. Students contribute to the lesson with independent and group research. *Example: Students are asked to participate in a discussion during a presentation on World Religions using a backchannel as a platform.*

```
        Speech To                                  GAFE
        Text                                       Collaboration

  Online Voice                                              Today's
  Recorder                 Modification                     Meet

        Voice                                      Virtual
        Feedback                                   Corkboards
```

Redefinition - allows tasks that were once impossible to become daily activities in the classroom. Students become the stewards of their own education through analysis, virtual travel, and creation. Content is not longer a given out during traditional school hours. Learning is directed by students and facilitated by teacher-learners anytime, anywhere. Example: Spanish II students are paired with students in a Spanish speaking country using Mystery Hangouts with Google+.
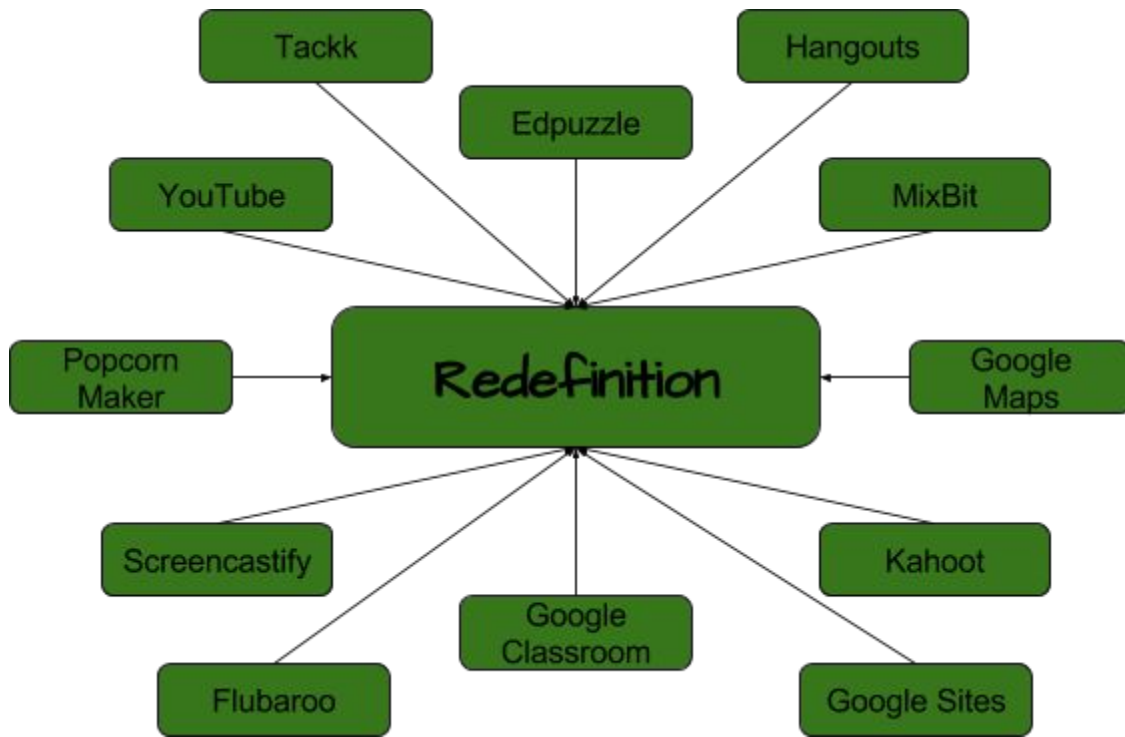
Resources

Link	Description
Introduction Video – https://goo.gl/xnPNHh	SAMR explained with a Starbucks analogy
SAMR Model – https://goo.gl/4SkgZ	A Breakdown of each level of the SAMR Model
SAMR and Bloom's – http://goo.gl/eN6Fy	SAMR and Bloom's Digital Taxonomy
Kathy Schrock's SAMR – http://goo.gl/9Uv7LO	Everything you need to create a SAMR classroom
SAMR Lesson Plans – http://goo.gl/K992hU	8 Examples of SAMR transformed lessons
Reaching Redefinition – http://goo.gl/kblbNW	10 ways to reach Redefinition in your classroom
SAMR for Administrators – http://goo.gl/X6N1uY	5 Part series on SAMR for building administrators
#SAMR – https://goo.gl/mdJvAh	Twitter SAMR Professional Learning Network

Contact Information:
Stefanie Lyons, Technology Integration Specialist
GlenOak High School, Plain Local Schools
lyonss@plainlocal.org