

# SAMR TEMPLATE

Strategically upgrade traditionally taught lessons to redefine teaching and learning.

Based on Ruben Puentedura's SAMR model, this template supports educators in developing and evaluating the use of technology as tools

## SAMR MODEL

Substitution

S

Technology acts as a direct tool substitute, with no functional improvement

Augmentation

A

Technology acts as a direct tool substitute with functional improvement.

Modification

M

Technology allows for a significant task redesign.

Redefinition

R

Technology allows for the creation of new tasks, previously inconceivable.

## Legend

### 4 Focus Areas

EACH STAGE OF THE SAMR TEMPLATE CONSISTS OF 4 FOCUS AREAS, THAT SUPPORT VISION, PLANNING, AND EVALUATION IN ACTIVITY AND TASK DESIGN AS WELL AS A PROFESSIONAL DEVELOPMENT FRAMEWORK.



Goal



Process



Technology



Communication

Rationale

Start with your goal in mind. What are your

Rationale

Knowing all the answers is not important anymore.

Rationale

Content knowledge becomes less important.

Rationale

Traditionally, communication happened

What are your objectives? What do you want to accomplish? What learning do you envision? What literacies are being addressed?

Learning how to ask questions and be open to reflect and receive feedback. are the skills to develop. How do we make the process of learning visible? How do we create a "learnflow" within and between tasks and activities? The process will inform your actions.

Technology pushes pedagogy into center stage. As technology becomes further ubiquitous in our lives, a degree of fluency will be necessary to allow pedagogy to fully absorb technology. The tool will no longer be the objective.

Communication happens synchronously and face to face or asynchronously in written text form. Due to technology, the concept of communication and the types of media that help us communicate with an audience larger than 1 has changed and grown exponentially. Communication no longer assumes the position of a finite, one way communication, but is transformed in the possibility of a two-way, crowdsourced or feedback process.



### SubFocus Areas

Each one of the four focus areas (goal, process, technology & communication) possesses several subcategories.

Goal	Process	Technology	Communication
Basic Literacy	consume	blogging	1:1
Global Literacy	consume>produce	note-taking	1: Group
Network Literacy	consume>produce > feedback	research	local
Information Literacy	consume>produce > feedback > revise	visual thinking	global



Media Literacy



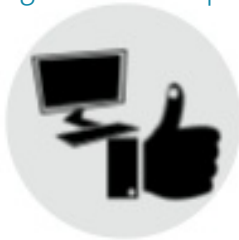
writing



Digital Citizenship



audio-visual



CREDITS:

Template based on SAMR model, developed by Ruben Puentedura.

Silvana Meneghini

@smenegh

[silvanameneghini.com](http://silvanameneghini.com)



Silvia Tolisano

@langwitches

[langwitches.org/blog](http://langwitches.org/blog)