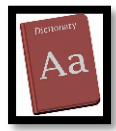
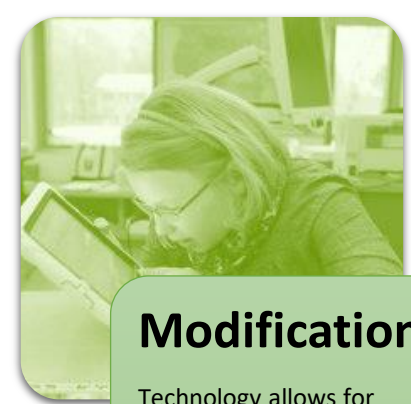
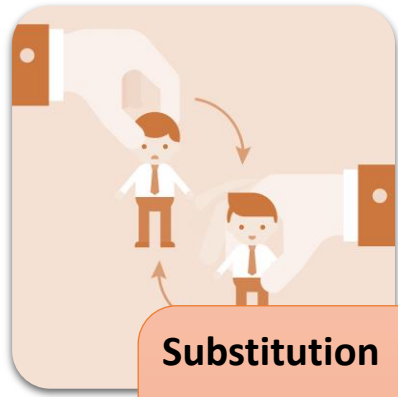


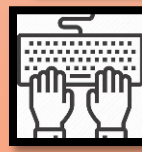
SAMR Model for Digital Technology - Discovery Schools Trust



Substitution

Technology acts as direct tool substitute with no functional change.

- Digital inking
- Google Maps
- Dictionary
- Thesaurus
- Calculator
- Typing
- Kahoot



Augmentation

Technology acts as a direct tool substitute with functional improvements

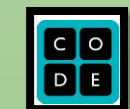
- Sway
- Padlet
- Word
- PPT
- Prezi
- Dictate
- Excel



Modification

Technology allows for significant task redesign

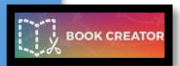
- Nearpod
- QR Code Reader
- Coding
- Whiteboard
- OneNote
- Teams
- MS Form
- Thinglink



Redefinition

Technology allows for creation of new task, previously inconceivable

- Flipgrid
- Book Creator
- YouTube
- Immersive reader
- Minecraft
- OneNote
- Teams



Remember

Searching, notetaking, highlighting, mind mapping, quizzing, bullet pointing, recalling

New technology is used as a substitute for an old task

Understand/ Apply

Polling, presenting, illustrating, editing, blogging, role play, taking photographs, scrap-booking, sculpting

Enhancing tasks with additional new technology



Apply, Analyse & Evaluate

Charting, reflecting, attributing, collaborating, game development, reporting, building a questionnaire

New technology is used to change old tasks



Evaluate / Create

Storytelling, networking, animating, publishing, podcasting, writing songs, cartoon, TV or radio program

New technology is used to create new tasks



Enhancement

Transformation