Craig Bull
The Skinners' Kent Academy
Kent, United Kingdom

Sharing Practice

Whole school development of classroom practice
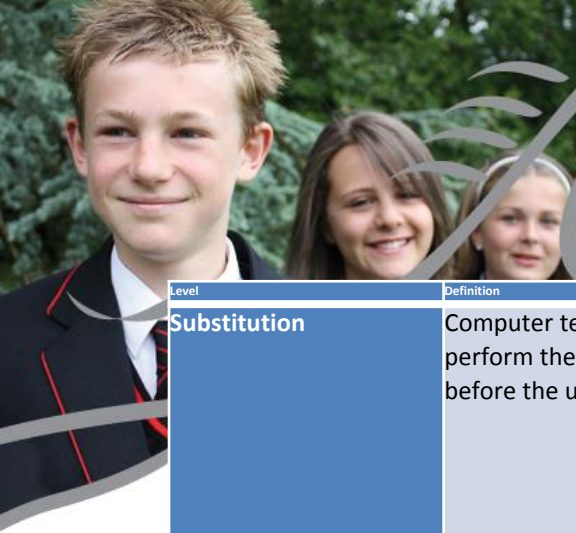
SAMR

Level	Definition	Examples	Functional Change
Substitution	Computer technology is used to perform the same task as was done before the use of computers.	Students print out worksheet, finish it, pass it in.	No functional change in teaching and learning. There may well be times when this the appropriate level of work as there is no real gain to be had from computer technology. One needs to decide computer use based on any other possible benefits. This area tends to be teacher centric where the instructor is guiding all aspects of a lesson.
Augmentation	Computer Technology offers an effective tool to perform common tasks.	Students take a quiz using a Google Form instead of using pencil and paper.	There is some functional benefit here in that paper is being saved, students and teacher can receive almost immediate feedback on student level of understanding of material. This level starts to move along the teacher / student centric continuum. The impact of immediate feedback is that students may begin to become more engaged in learning.
Modification	This is the first step over the line between enhancing the traditional goings-on of the classroom and transforming the classroom. Common classroom tasks are being accomplished through the use of computer technology.	Students are asked to write an essay around the theme "And This I Believe...". An audio recording of the essay is made along with an original musical soundtrack. The recording will be played in front of an authentic audience such as parents, or college admission counsellors.	There is significant functional change in the classroom. While all students are learning similar writing skills, the reality of an authentic audience gives each student has a personal stake in the quality of the work. Computer technology is necessary for this classroom to function allowing peer and teacher feedback, easy rewriting, and audio recording. Questions about writing skills increasingly come from the students themselves.
Redefintion	Computer technology allows for new tasks that were previously inconceivable.	A classroom is asked to create a documentary video answering an essential question related to important concepts. Teams of students take on different subtopics and collaborate to create one final product. Teams are expected to contact outside sources for information.	At this level, common classroom tasks and computer technology exist not as ends but as supports for student centred learning. Students learn content and skills in support of important concepts as they pursue the challenge of creating a professional quality video. Collaboration becomes necessary and technology allows such communications to occur. Questions and discussion are increasingly student generated.

Performance Management

Level 1 – Explore (Apps which promote knowledge and understanding)

Level 2 – Create (Apps which allow students to complete/create work)

Level 3 – Interact (Apps which allow students and teachers to interact)
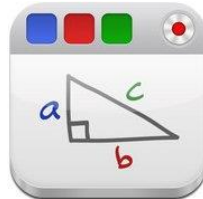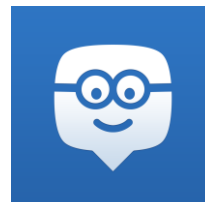
SKA App Store

Explore

Create

Interact

Student Leadership

iLeaders

Digital Genius

Development

Level 1 - Explore

Level 2 - Create

Level 3 - Interact

Level 4 - Support