

SAMR examples & Tools

The **SAMR framework** is a model developed by **Dr. Ruben Puentedura** to help educators integrate technology into teaching and learning effectively. It categorizes technology use into **four levels**: **Substitution, Augmentation, Modification, and Redefinition**—each representing a deeper level of integration and transformation. The same tool can be used with increasing complexity as you level up.

Here's a breakdown with **definitions, examples (10 each), and tools** that can fit into each category:

1. Substitution

Technology acts as a direct tool substitute, with no functional change.

What it means:

You're doing the same task, just using tech instead of the traditional method. No added functionality.

Examples:

Traditional Task	Substituted with Tech
Writing an essay on paper	Typing the essay in Microsoft Word or Google Docs
Reading a printed book	Reading a PDF or eBook on a tablet
Drawing on paper	Using MS Paint or Paintjoy App
Handwritten spelling test	Typing answers into a Google Form
Printed worksheet	Completing a digital version (PDF or Word doc)
Flashcards on paper	Digital flashcards using Quizlet or Flippity
Note-taking in notebooks	Using OneNote, Evernote or Word/Google docs
Watching a DVD in class	Watching the same video on YouTube
Filling in a worksheet	Using a fillable PDF
Answering a quiz on paper	Answering the same quiz on Kahoot without changing questions or making it more challenging.

Tools:

- Google Docs / MS Word
- PDF readers (Adobe Reader)
- eBooks / Kindle
- Quizlet / Flippity (basic flashcards)
- YouTube (view-only)
- Kahoot (basic individual quiz mode)
- Microsoft Paint / PaintJoy
- Evernote / Notability / MS Word / Google Docs

2. Augmentation

Technology acts as a direct tool substitute with functional improvements.

What it means:

Still the same task, but now tech adds *some* enhancements (like efficiency, accessibility, ease of sharing, etc.).

Examples:

Traditional Task	Augmented with Tech
Typing an essay	Using Grammarly or spell check in Docs
Reading a text	Using Immersive Reader for accessibility
Taking notes	Using OneNote with voice notes or tags
Quiz on paper	Google Forms quiz with instant feedback
Watching a video	Watching with Edpuzzle for pauses & questions
Drawing	Using Canva with templates and icons
Reviewing vocabulary	Using Quizlet with games and audio features
Reading	Using read-aloud tools or screen readers
Group writing	Google Docs with live collaboration and comments
Annotating a text	Using Kami to highlight/comment on PDFs
Communication and sharing	Whatsapp as a mode of sharing and communication seamlessly

Tools:

- Google Forms (with auto-feedback)

- Grammarly / Spell checkers
 - Edpuzzle ((inserting assessment opportunities into video)
 - OneNote / Notion / Google docs (Document sharing with commenting)
 - Immersive Reader (Microsoft)
 - Kami (Annotation)
 - Quizlet, Wayground (Quizizz) (interactive modes)
 - Canva
 - Google Docs (commenting/collaboration)
 - Screen readers (e.g., Read&Write)
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3. Modification

Technology allows for significant task redesign.



What it means:

The core of the task changes. Students are doing something that wouldn't be possible without technology—collaborating more deeply, remixing content, etc.



Examples:

Old Task	Modified with Tech
Essay writing	Collaborative story-writing in Google Docs across countries
Poster on recycling	Designing an infographic in Canva or Piktochart
Book report	Creating a book trailer using iMovie or WeVideo
In-class presentation	Interactive presentation with Nearpod or Pear Deck
Reading journal	Using Seesaw for multimedia reflection posts
Mind map on paper	Using MindMeister for live shared mind mapping
Peer review on paper	Online peer editing using suggestions in Docs
Explaining a process	Creating a screencast video tutorial with Loom
Timeline in notebook	Building interactive timelines in Sutori or Tiki-Toki
Oral presentation	Recording and sharing via Flip (formerly Flipgrid) for class reflection and feedback
MInd-mapping	Not only create visualisations of brainstorm on paper but use a tech tool like Bubbl.us or Coggle to create mindmaps that is not constricted to space and can be changed on the fly

Tools:

- Google Docs (real-time collab)
 - Canva / Piktochart
 - iMovie / WeVideo
 - Pear Deck / Nearpod
 - MindMeister / Coggle
 - Loom / Screencastify
 - Seesaw
 - Flip (Flipgrid)
 - Sutori / Tiki-Toki
 - Miro (interactive whiteboarding)
 - [Bubbl.us](https://bubbl.us) / Coggle (mindmapping tools)
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4. Redefinition

Technology allows for the creation of new tasks previously inconceivable.

What it means:

The task is *transformed*. You're doing something completely new that was not possible before tech.

Examples:

Traditional Task	Redefined with Tech
Oral report to class	Publishing a podcast or vlog for global audience
Diary writing, speaking	Maintaining a real blog/vlog with global readers/comments
Science fair display	Creating an AR model or simulation
Storytelling	Creating a digital storybook with animations and voice using Book Creator
Presentation	Building a VR tour or using 360° video
Language speaking	Using AI-based language tools to get instant feedback (like Duolingo or ELSA), Using Padlet to collate, curate and comment.
Group project	International collaboration project via Google Workspace or Padlet, Wakelet

Debate (strategy- gallery walks)	Conducting an asynchronous video debate on Flip/ padlet with audience polls
Data analysis	Using Google Sheets to visualize real-world data from live sensors/APIs
Field trip report / Scavenger hunts	Making an interactive digital field trip journal with photos, videos, voice-over, maps, etc. (padlet is great for this as well)

Tools:

- Book Creator
- ThingLink (interactive images)
- Tinkercad / CoSpaces (3D modeling & VR)
- Padlet (global collaboration)
- Flip (global voice sharing)
- Anchor.fm or Audacity (podcast creation)
- Google Earth / Tour Creator
- AI tools like ELSA / ChatGPT (for language feedback or co-writing)
- Wakelet/ Padlet (curated multimedia storytelling and collaboration)
- Canva Video / Adobe Express

Summary Table

SAMR Level	Definition	Task Impact	Example Toolset
Substitution	Direct replacement, no change	Functional equivalence	Google Docs, Quizlet (basic), MS Word
Augmentation	Replacement + minor improvement	Functional improvement	Grammarly, Kami, Google Forms (auto-marked)
Modification	Task redesign	Significant improvement	Canva, Flip, MindMeister, Loom, Padlet, Wakelet
Redefinition	New tasks not possible before	Transformational	Book Creator, Podcast tools, AR/VR, AI tools