HyperDoc Checklist		
SAMR Tech Integration		<u>DOK</u> Critical Thinking
	REDEFINITION Does your lesson allow for creation of new tasks previously inconceivable?	LEVEL 4 Does your lesson allow students to engage in high levels of critical thinking?
TRANSFORMA	Do your students, create, collaborate, or connect beyond the classroom?	Does your lesson offer extended thinking through an investigation, with time to think and process multiple conditions of the problem?
	 □ CREATE Students direct video projects, design a project to synthesize information, develop games or websites, and/or demonstrate mastery of a topic. □ COLLABORATE Create together combining ideas. □ CONNECT Using teleconferencing tools, connect locally and/or globally, interact on social media, share ideas via public comments, and/or use tools to create social change. □ VOICE and CHOICE Student driven projects that provide opportunities to develop a skill. □ SHARE Student work is shared with an authentic audience beyond the classroom and home. 	 □ APPRAISE Students evaluate their own work or the work of others □ CONNECT Students connect new ideas with previous ideas □ CRITIQUE/JUDGE Offer purposeful commentary on the work of others (expert articles, classmates) □ DESIGN Develop and design authentic investigations, inquiry projects around student □ JUSTIFY/PROVE Collect and share data and/or opinions to make an argument or statement. □ SYNTHESIZE/REPORT Share out new, central understandings around a topic
- O Z	MODIFICATION Does your lesson allow for significant task redesign? How are students using technology to learn how to learn?	LEVEL 3 Does your lesson require strategic thinking? Does your lesson offer opportunities for students to reason, develop a plan, or a sequence of steps?
	 ■ EXAMINE Study multimedia text sets and integrate ideas and/or find themes. ■ COMMUNICATE Use share features to discuss ideas. ■ INTERPLAY Make choices and explore interactive websites through with a variety of link's (games, videos, images, text, etc.) ■ INTERACT Provide feedback and use suggestion features. ■ PRACTICE Students practice developing digital citizenship, visual and/or digital literacy. 	 □ CITE EVIDENCE Support ideas with details and examples. □ DEVELOP Use voice appropriate to the purpose and audience. □ ASSESS/INVESTIGATE Identify research questions and design investigations for a specific problem. □ COMPARE/CONTRAST Determine the author's purpose and describe how it affects the interpretation of a reading selection. □ DIFFERENTIATE Apply a concept in other contexts.