SAMR

S: Ten Fame Fill –

Is substitution because there is no real functional change over presenting students with numbers on ten frames and asking how many are needed to make ten. There is a feedback piece in that if you click on the wrong number the ten frame only highlights the wrong number and does not say “Yes!”, but a downside to Ten Frame Fill is that students may just guess randomly by clicking on whatever number.

A: Sushi Monster –

Is augmentation because the feedback component offers some functional improvement. It tells a student when they are wrong (like Ten Frame Fill) but also tracks students’ progress.

M: Reflex –

Is modification because it is a redesign of the task of fact practice. Feedback is customized to the student’s responses and response times, and Reflex offers “coaching” to the student that is targeted to their errors. For example, if a student misses a lot of +9 questions, the system will take the student through specific +9 practice with a strategy. It also tracks for students and teachers to monitor progress.

R: not sure what the app is??? See link

Is Redefinition because it enables the work to be saved, modified, shared and used by others.