App Selection Criteria SAMR MODEL **Remembering Criteria** G Remembering: Apps that fit into the "remembering" stage improve Creative Book the user's ability to define terms, identify facts, and recall and locate Google information. Many educational apps fall into the "remembering" Keynote phase of learning. They ask users to select an answer out of a Notability line-up, find matches, and sequence content or input answers Office 2 **Evernote** Writer's Studio **Understanding Criteria** Story searching or Pic Collage **Understanding:** Apps that fit into this "understanding" stage multimedia googling commenting storytelling presentation provide opportunities for students to explain ideas or mind mapping recognize concepts. Understanding apps step away from the selection of TV/Radio program PuppetPals 2 highlighting social blog bookmarking journaling word processing a "right" answer and introduce a more open-ended format ePub or iBook for students to summarise content and translate meaning. podcasting Thread compose cartoon **Applying Criteria** social networking Verbs suppose transform summarize Redefinition: New t expand bookmarking suggest Blogpress Applying: Apps that fit into the applying stage Recordium Shadow videocasting create imagine find infer or favouriting compare provide opportunities for students to demonstrate their Sonic Pics iBooks Puppet new game originate interpret Remember Understand describe bullet pointing produce rearrange ability to implement learned procedures and methods. rap song subscribing find an design They also highlight the ability to apply concepts in Create video editing report recalling list unfamiliar circumstances. hatsApp unusual way name exemplify hypothesize **Analyzing Criteria** ~ editing hypothesis invent classify FB Messenger taking **Analysing:** Apps that fit into the "analysing" stage Start at Core critiquing photograph conference improve the user's ability to differentiate between iBrainstorm prioritize role playing judgement implement **NolframAlpha** Talk 2009 the relevant and irrelevant, determine relationships, Touch iTunes U justify post S simulate and recognise the organisation of content... movie making opinion conclude share TED he demonstrating Skype network Kidspiration Evaluate carry out **Evaluating Criteria** court trial TED interviewing compare YouTube upload moderate **Evaluating:** Apps that fit into the "evaluating" news item presenting draw use G+ Ann's Strip ਰ rank discuss Attributes & stage improve the user's ability to judge material operate Flashcards mapping survey Designer judge verify or methods based on criteria set by themselves or record hack decide select Natch YouTube Vide reporting simulating external sources. They help students judge construct collaborate 8/00m's Cognitive Domain Categori content reliability, accuracy, quality, effectiveness, sculpturing Bitsboard Filemaker simulation debate appraise execute Pro and reach informed decisions. Go 14 making diary support defend Bb summary N J. outline **Creating Criteria** give your collecting teach Analyze 000 contrast deduce mash Blackboard Stumble Microsoft making puzzle Opera self-evaluation examine simulate sequence distinguish OneNote Upon **Creating:** Apps that fit into the "creating" stage provide infer categorize scrap booking deconstruct demonstrate determine recommendation opportunities for students generate ideas, design drawing Moodle plans, and produce products. differentiate classify compare iDesign Flashcard 2Screens Machine building Flashcards Presentation Deluxe **Immersive Learning** at the core of the wheel Action Verbs questionnaire diagramming graphing is the New Instructional surveying spreadsheeting reporting creating mashup media Design creating advertisement summarizing Quick GroupBoard Graph Activities Priority Notes Plus Course Notes Outline Easy Use Your Handwriting iThoughtsHD Manavordmi **Simulations** are the most effective pedagogy to develop graduate attributes and capabilities in learners, as well as address Popplet Corkulous motivation. Please visit these Immersive Learning Resources which will Penultimate help you design and build engaging experienced-based immersive scenarios. The Padagogy Wheel

http://tinyurl.com/ILMSimulations

The Padagogy Wheel V4.1 http://tinyurl.com/posterV4

Kodable

Awesome

I Wish

Inspiration

V4.0 Published 010315

change

Multi Quiz

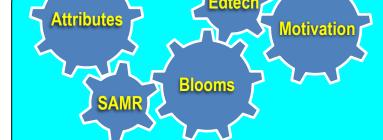
Quiz You

Lizard

FlipBoard

Snap the Notion





Getting the best use out of the Padagogy Wheel

Use it as a series of prompts or interconnected gears to check your teaching from planning to implementation

The Attributes Gear: This is the core of learning design. You must constantly revisit things like ethics, responsibility and citizenship. Ask yourself the question what will a graduate from this learning experience 'look like' i.e. what is it that makes others see them as successful? Ask 'how does everything I do support these attributes and capabilities?

The Motivation Gear: Ask yourself 'How does everything I build and teach give the learner autonomy, mastery and purpose?

The Blooms Gear: Helps you design learning objectives that achieve higher order thinking. Try to get at least one learning objective from each category. Only after this are you ready for technology enhancement.

The Technology Gear: Ask 'How can this serve your pedagogy'? Apps are only suggestions, look for better ones & combine more that one in a learning sequence.

The SAMR Model Gear: This is "How are you going to use the technologies you have chosen"

would like to thank *Tobias Rodemerk* for the idea of the gears. Tobias is a teacher & works for the State Institute for School Development Baden-Württemberg (LS), Germany

Allan Carrington



The Padagogy Wheel First Language Project: 21 languages are planned for 2016. For the latest languages see bit.ly/languageproject

Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered on the website of Paul Hopkin's educational consultancy website mmiweb.org.uk That wheel was produced by Sharon Artley and was an adaption of Kathwohl and Anderson's (2001) adaption of Bloom (1956). The idea to further adapt it for the pedagogy possibilities with mobile devices, in particular the iPad, For V2.0 and V3.0 I have to acknowledge the creative work of Kathy Schrock on her website Bloomin' Apps For the major revision that is V4.0 I have to thank the team of ADEs who created APPitic the App Lists for Education Project which has now closed

> Developed by Allan Carrington Designing Outcomes Adelaide South Australia Email: allan@designingoutcomes.net

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