Complexity Lesson/Unit… **SAMR… Bloom's…Webb's**

SAMR (10) … only use highest (Score____)

4. *Substitution* – Technology in lesson reproduces pre-digital tools to the digital realm.
6. *Augmentation* – Technology in lesson amplifies new tool in limited way.
8. *Modification* – Technology allows for redesign of lesson
10. *Redefinition* – Technology transforms the lesson to something not possible before

Bloom (24) … use and any ….in reference to the standards (Score____)

Complexity Score

1. Remembering – Information is put to memory
3. Understanding – Information can be explained and reasoned
4. Applying – Information is applied and demonstrated to other situations
4. Analyzing – Information is studied for more specifics and trends
4.Evaluating – Information is vetted and scrutinized for further purpose
4. Creating – Information is used to innovate and reconstruct layers of knowledge

Webb (16) … only use highest… in reference to standards (Score____)

2. Routine Thinking– Memory and recall of facts, definition, term, or a simple procedure, as well as performing a process or procedure.
4. Conceptual Thinking – Beyond recall… require students to make some decisions/skills as to how to approach the question or problem. (classify, organize, estimate, "observations, compare
10. *Strategic Thinking* - requires reasoning, planning, using evidence, and a higher level of thinking. Complex and abstract, multiple answers, multi-step task requires more demanding reasoning. (Drawing conclusions, citing evidence, developing a logical argument for concepts)
14. *Expanded Thinking* - Develop generalizations of learning, strategies, apply to new situation (Make several connections, relate ideas of content area or among content areas… extended time)