

Domains of Learning

Learning takes place in 3 domains: cognitive, psychomotor, and affective.

The purpose of these taxonomies is to make it easier for the educator to understand how to sequence learning tasks in a logical order of difficulty. For example, in physical education you would not ask students to judge (Level 5) the quality of a volleyball serve until they can describe (Level 1) the key cues for the serve (cognitive domain taxonomy). Likewise, in the affective domain you would not ask students to justify a corporate fitness/wellness program until they have listened to the benefits and costs of such programs.

Key action verbs are listed below for each level of each taxonomy. These may help you create learning objectives, and alternative and traditional assessments to use with your students. Sample questions and assessments have been provided.

For More Information See these Websites - [Link 1](#) - [Link 2](#) - [Link 3](#)

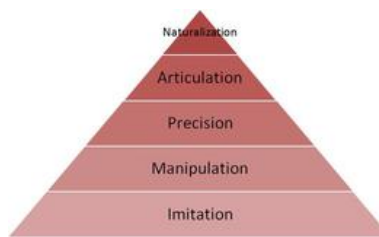
Bloom's Revised Taxonomy

Cognitive Domain



Dave's Taxonomy

Psychomotor Domain



Bloom's Taxonomy

Affective Domain



Level 1 - Remembering

Key Verbs

Define, Describe, Identify, Label, List, Match, Name, Recall, Record, and Write.

Example

List 3 cues for the overhand serve in Volleyball.

Level 1 - Imitation

Definition

Copying the action of another.

Key Verbs

Copy, Follow, Repeat, and Replicate.

Example

Watch the teacher and copy her movements.

Level 1 - Receive

Definition

Willing to listen and open to new experiences.

Key Verbs

Acknowledge, Ask, Be Open To, Discuss, Feel, Focus, Follow, Listen to, Perceive, Show Tolerance for.

Example

Listen to the teacher's points about the value of corporate fitness programs.

Level 2 - Understanding

Key Verbs

Classify, Compare, Describe, Explain, Give Examples Of, Predict, Summarize, and Tell Me in Your Own Words.

Example

Tell me in your own words the importance of Hammer Throw in Ultimate.

Level 2 - Manipulation

Definition

Reproduce activity from instruction or memory.

Key Verbs

Balance, Execute, Implement, Perform, Re-create, and Repeat.

Level 2 - Respond

Definition

Actively responding to an activity.

Key Verbs

Answer, Become Animated or Excited, Clarify, Contribute, Follow Along, Help Team. Perform. Question. React. Renlv. Seek

Example

Perform the backhand throw using the cues listed.

Example

Participate in the group's discussion.

Level 3 - Applying

Key Verbs

Apply, Calculate, Change, Demonstrate, Execute, Implement, Modify, Predict, Solve, Transfer, and Use.

Example

Using the given information on diet and exercise for Person A, predict their change in body mass composition over a 2 week period.

Level 3 - Precision

Definition

Execute a skill reliably without help.

Key Verbs

Complete, Control, Demonstrate, Perfect, Proficient, and Show.

Example

Demonstrate the backhand throw to another student.

Level 3 - Value

Definition

Attaching value to something and expressing personal opinions.

Key Verbs

Argue, Attain, Challenge, Confront, Criticize, Debate, Justify, Participate, Persuade, and Support.

Example

Taking a particular position/stance on a subject.

Level 4 - Analysing

Key Verbs

Analyze, Attribute, Break Down, Compare, Contrast, Diagram, Identify, Illustrate, Integrate, Link, Outline, and Structure.

Example

Film yourself throwing a baseball. Break down your throw into key parts and identify the cues you did and did not perform.

Level 4 - Articulation

Definition

Two or more skills combined and performed consistently.

Key Verbs

Adapt, Combine, Coordinate, Master, Modify, Solve, and Teach.

Example

Combine inline skating stride 2 and a wrist shot.

Level 4 - Organize Values

Definition

To express personal views, beliefs, or opinions.

Key Verbs

Arrange, Build, Decide, Defend, Develop, Discuss, Examine, Identify With, Judge, Relate, Prioritize, Reconcile, and Theorize.

Example

State your personal belief and and explain why.

Level 5 - Evaluating

Key Verbs

Assess, Collaborate, Critique, Detect, Evaluate, Hypothesize, Judge, Justify, Reflect, Review, Support, and Summarize.

Example

Justify why you chose that offensive play against their defense.

Level 5 - Naturalization

Definition

Automatic mastery of skills at high strategic level.

Key Verbs

Arrange, Combine, Create, Design, Invent, and Specify.

Example

Create your own dance routine.

Level 5 - Internalize Values

Definition

To act consistently according to one's personal beliefs and values.

Key Verbs

Act, Avoid, Believe, Carry Out, Continue to, Display, Influence, Practice, Rate High in the Value, Manage, Practice, Resist, Resolve, Revise, and Solve.

Example

Meet all of the criteria listed on the rubric for being an active role model.

Level 6 - Creating

Key Verbs

Construct, Create, Design, Develop, Film, Invent, Make, Modify, Plan, and Program.

Example

Invent a new dance move for the Waltz. Be creative!

