## Bloom's Taxonomy - Revised Cognitive Domain

Bloom's Taxonomy has been revised by Anderson and Krathwohl (2001) with new terms and emphasis. This adapted Bloom's model has *Knowledge* converted to *Remember* and the highest level of development is *Creating* rather than *Evaluate*.

Category	Generic Skills	Sample Verbs
Remembering Recalling information	The learner is able to recall, restate and remember learned information.	Choose, Cite, Enumerate, Group, Label, List, Listen, Locate, Match, Memorize, Name, Outline, Quote, Read, Recall, Recite, Record, Relate, Repeat, Reproduce, Review, Select, Show, Sort, State, Underline, Write
Understanding Explaining ideas or concepts	The learner grasps the meaning of information by interpreting and translating what has been learned.	Account for, Annotate, Associate, Classify, Convert, Define, Describe, Discuss, Estimate, Explain, Express, Identify, Indicate, Interpret, Observe, Outline, Recognize, Reorganize, Report, Research, Restate, Retell, Review, Translate
Applying Using information in another familiar situation	The learner makes use of information in a new situation from the one in which it was learned.	Adapt, Apply, Calculate, Change, Collect, Compute, Construct, Demonstrate, Dramatize, Draw, Exhibit, Generalize, Illustrate, Interpret, Interview, Make, Manipulate, Operate, Paint, Practice, Sequence, Show, Sketch, Solve, Translate
Analyzing (Critical Thinking) Breaking information into parts to explore understandings and relationships	The learner breaks learned information into its parts to best understand that information in an attempt to identify evidence for a conclusion.	Analyze, Appraise, Arrange, Calculate, Categorize, Compare, Contrast, Criticize, Debate, Detect, Diagram, Discriminate, Dissect, Distinguish, Examine, Experiment, Group, Infer, Inquire, Inspect, Investigate, Order, Probe, Question, Relate, Research, Scrutinize, Separate, Sequence, Sift, Subdivide, Summarize, Survey, Test
Evaluating (Critical Thinking) Justifying a decision or course of action	The learner makes decisions based on indepth reflection, criticism and assessment.	Appraise, Argue, Assess, Choose, Compare, Conclude, Criticize, Critique, Debate, Decide, Deduce, Defend, Determine, Differentiate, Discriminate, Evaluate, Infer, Judge, Justify, Measure, Predict, Prioritize, Probe, Rank, Rate, Recommend, Revise, Score, Select, Validate, Value
Creating (Critical Thinking) Generating new ideas, products, or ways of viewing things	The learner creates new ideas and information using what has been previously learned.	Act, Assemble, Blend, Combine, Compile, Compose, Concoct, Construct, Create, Design, Develop, Devise, Formulate, Forecast, Generate, Hypothesize, Imagine, Invent, Organize, Originate, Predict, Plan, Prepare, Propose, Produce, Set up

## Bloom's Taxonomy - Revised Affective Domain

These learning outcomes relate to attitudes, behaviors, and values. This is also now commonly expressed in the modern field of personal development as 'beliefs' and their retention by and affect upon the learner.

Category	Generic Skills	Sample Verbs
Receiving (Awareness)	The learner becomes aware of an attitude, behavior, or value and is open to the experience.	Accept, Acknowledge, Ask, Attend, Describe, Explain, Follow, Focus, Listen, Locate, Observe, Realize, Receive, Recognize, Retain
Responding (React)	The learner exhibits a reaction or change as a result of exposure to an attitude, behavior, or value.	Behave, Cite, Clarify, Comply, Contribute, Cooperate, Discuss, Examine, Follow, Interpret, Model, Perform, Present, Question, React, Respond, Show, Studies
Valuing (Comprehend and act)	The learner recognizes value and displays this personal opinion through involvement or commitment.	Accept, Adapt, Argue, Balance, Challenge, Choose, Confront, Criticize, Debate, Differentiate, Defend, Influence, Justify, Persuade, Prefer, Recognize, Refute, Seek, Value
Organizing (Personal value system)	The learner reconciles internal conflicts and determines a new value or behavior as important or a priority.	Adapt, Adjust, Alter, Arrange, Build, Change, Compare, Contrast, Customize, Develop, Formulate, Improve, Manipulate, Modify, Practice, Prioritize, Reconcile, Relate, Revise
Internalizing (Adopt behavior)	The learner integrates consistent behavior as a naturalized value in spite of discomfort or cost. The value is recognized as a part of the person's character.	Act, Authenticate, Characterize, Defend, Display, Embody, Habituate, Influence, Internalize, Practice, Produce, Represent, Solve, Validate, Verify

## Bloom's Taxonomy - Revised Psychomotor Domain

These learning outcomes relate to the development of physical skills and manual tasks. However it also concerns and covers modern day business and social skills such as communications (public speaking) and the operation of equipment.

Category	Generic Skills	Sample Verbs
Observe (Awareness)	The learner translates sensory input into physical tasks or activities.	Hear, Identify, Notice, Observe, See, Smell, Taste, Touch, Watch
Model (Copy)	The learner is able to observe and replicate a fundamental skill or task.	Adhere, Attempt, Copy, Follow, Imitate, Mimic, Model, Reenact, Re-create, Repeat, Replicate, Reproduce, Show, Try
Recognize Standards (Follow instructions)	The learner recognizes standards or criteria important to perform a skill or task correctly.	Build, Check, Demonstrate, Detect, Discriminate, Differentiate, Distinguish, Execute, Implement, Notice, Perceive, Perform, Recognize, Select
Correct (Develop precision)	The learner utilizes standards to evaluate his/her own performances, make corrections and execute the skill reliably independent of assistance.	Adjust, Alter, Calibrate, Change, Complete, Construct, Correct, Customize, Improve, Integrate, Manipulate, Modify, Practice, Revise
Articulation (Combine & integrate related skills)	The learner applies a selected skill to real life situations.	Adapt, Build, Combine, Compose, Construct, Coordinate, Create, Develop, Formulate, Integrate, Master, Originate, Produce, Solve
Naturalization (Automate & master)	The learner is more automated with an unconscious mastery of an activity and related skills.	Demonstrate, Design, Exhibit, Illustrate, Invent, Instruct, Manage, Re-design, Specify, Teach, Train, Troubleshoot