

STUDENT LEARNING OUTCOMES BY DOMAIN

Cognitive, Psychomotor, and Affective Domains

COGNITIVE DOMAIN

Knowledge	Comprehension	Application	Analysis	Synthesis	Evaluation
Student remembers or recognizes information or specifics as communicated with little personal assimilation.	Student grasps the meaning behind the information and interprets, translates, or comprehends the information.	Student uses information to relate and apply it to a new situation with minimal instructor input.	Student discriminates, organizes, and scrutinizes assumptions in an attempt to identify evidence for a conclusion.	Student creatively applies knowledge and analysis to integrate concepts or construct an overall theory.	Student judges or evaluates information based upon standards and criteria, values and opinions.
Cite	Convert	Apply	Analyze	Assemble	Access
Label	Define	Chart	Compare	Create	Appraise
List	Describe	Compute	Contrast	Construct	Conclude
Enumerate	Discuss	Demonstrate	Correlate	Design	Critique
Identify	Estimate	Determine	Diagram	Develop	Decide
Imitate	Explain	Dramatize	Dissect	Formulate	Defend
Match Name	Generalize	Establish	Differentiate	Generate	Diagnose
Quote	Identify	Make	Distinguish	Hypothesize	Evaluate
Recall	Illustrate	Manipulate	Infer	Initiate	Judge
Reproduce	Locate	Prepare	Investigate	Invent	Justify Rank
State	Paraphrase	Project	Limit	Modify	Recommend
Write	Restate	Solve	Outline	Reframe	Support
	Summarize	Use	Separate	Synthesize	

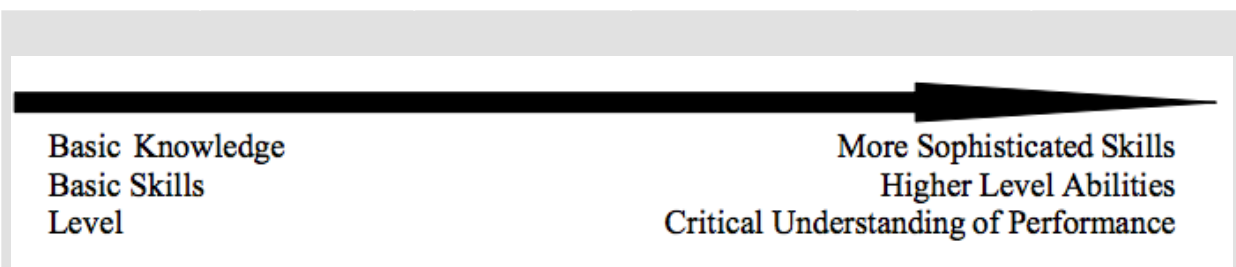


LEARNING OUTCOMES RELATED TO KNOWLEDGE

PSYCHOMOTOR DOMAIN

Observe	Model	Recognize Standards	Correct	Apply	Coach
Students translate sensory input into physical tasks or activities.	Students are able to replicate a fundamental skill or task.	Students recognize standards or criteria important to perform a skill or task correctly.	Students use standards to evaluate their own performances and make corrections.	Students apply this skill to real life situations.	Students are able to instruct or train others to perform this skill in other situations.

Hear			Adapt		
Identify			Adjust		
Observe			Alter		
See			Change		
Smell	Attempt Copy	Check	Correct		
Taste	Follow Imitate	Detect	Customize	Build	
Touch	Mimic	Discriminate	Develop	Compose	Demonstrate
Watch	Model	Differentiate	Improve	Construct	Exhibit
Usually no	Reenact	Distinguish	Manipulate	Create	Illustrate
outcomes or	Repeat	Notice	Modify	Design	Instruct
objectives	Reproduce	Perceive	Practice	Originate	Teach
are written at	Show	Recognize	Revise	Produce	Train
this level.	Try	Select			



LEARNING OUTCOMES RELATED TO SKILLS

AFFECTIVE DOMAIN

Receiving	Responding	Valuing	Organizing	Characterizing
Students become aware of an attitude, behavior, or value.	Students exhibit a reaction or change as a result of exposure to an attitude, behavior, or value.	Students recognize value and display this through involvement or commitment.	Students determine a new value or behavior as important or a priority.	Students integrate consistent behavior as a naturalized value in spite of discomfort or cost. The value is recognized as a part of the person's character.
Accept Attend Describe Explain Locate Observe Realize Receive Recognize	Behave Comply Cooperate Discuss Examine Follow Model Present Respond Show Studies	Accept Adapt Balance Choose Differentiate Defend Influence Prefer Recognize Seek Value	Adapt Adjust Alter Change Customize Develop Improve Manipulate Modify Practice Revise	Authenticate Characterize Defend Display Embody Habituate Internalize Produce Represent Validate Verify

Elementary Values and Behaviors
Attitudes Inherited Value System
Value System Egocentric View

More Highly Developed
Well Thought-out
Higher Level
Abilities to Identify and Articulate Others' Values

LEARNING OUTCOMES RELATED TO ATTITUDES, BEHAVIORS, AND VALUES