COGNITIVE DOMAIN

Learning Outcomes Related To Knowledge

Knowledge	Comprehension	Application	Analysis	Synthesis	Evaluation
Student	Student grasps the	Student uses	Student	Student	Student judges
remembers or	meaning behind the	information to	discriminates	creatively	or evaluates
recognizes	information and	relate and	, organizes,	applies	information
information or	interprets, translates,	apply it to a	and	knowledge	based upon
specifics as	or comprehends the	new situation	scrutinizes	and analysis	standards and
communicated	information.	with minimal	assumptions	to integrate	criteria, values
with little		instructor	in an attempt	concepts or	and opinions.
personal		input.	to identify	construct an	
assimilation.			evidence for	overall theory.	
			a conclusion.		
G':		A 1	. 1	A 11	
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	Generalize	Establish	Differentiate	Generate	Diagnose
Name	Identify	Make	Distinguish	Hypothesize	Evaluate
Quote	Illustrate	Manipulate	Infer	Initiate	Judge
Recall	Locate	Prepare	Investigate	Invent	Justify
Reproduce	Paraphrase	Project	Limit	Modify	Rank
State	Restate	Solve	Outline	Reframe	Recommend
Write	Summarize	Use	Separate	Synthesize	Support

Basic Knowledge Level

More Sophisticated Higher Level Thinking Critical Thinking

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PSYCHOMOTOR DOMAIN

Learning Outcomes Related To Skills

Observe	Model	Recognize Standards	Correct	Apply	Coach
translate a sensory input a	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.
Identify Observe See I Smell Taste Touch Watch I S	Attempt Copy Follow Imitate Mimic Model Reenact Repeat Reproduce Show	Check Detect Discriminate Differentiate Distinguish Notice Perceive Recognize Select	Adapt Adjust Alter Change Correct Customize Develop Improve Manipulate Modify Practice Revise	Build Compose Construct Create Design Originate Produce	Demonstrate Exhibit Illustrate Instruct Teach Train

Basic Knowledge Basic Skill Level More Sophisticated Higher Level Abilities Critical understanding of Performance

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AFFECIVE DOMAIN

Learning Outcomes Related To Attitudes, Behaviors, and Value

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

Elementary Values and Behaviors Inherited Value System Egocentric View More Highly Developed Attitudes Well Thought-out Value System Higher Level Abilities to Identify and Articulate Others' Values

This material was adopted from:

Grossmont College. (2008). The SLO Tool Kit. Retrieved from

http://www.grossmont.edu/student_learning_outcomes/pdfdocs/SLO%20Toolkit.pdf.

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