

SMART Informational Goal (any user): After working in the app for a cumulative 2 hours, the users, being elementary aged children, will be able to identify with a 75% accuracy the bones of the adult human body, and remember nutritional and anatomy facts regarding the skeleton.

SMART Motivational Goal (within schools): After having used the app in a total of 5 lesson plans, the users, being elementary aged children, will have an improved attitude to science and anatomy learning based on a pre and post survey, with an improved rating of at least 1 degree, on a scale from 1 to 5.

Mobile Application Objectives	Bloom's Taxonomy Verb
When asked multiple choice questions in the Skele-Quiz, student users will be able to identify the bones of the adult human body, by exploring the skeleton in the augmented reality scene.	Understand ("identify")
When asked multiple choice questions in the Skele-Trivia, student users will be able to remember nutritional and anatomy facts regarding the skeleton by exploring the skeleton in the augmented reality scene, repeating the trivia game, and following external links to more information.	Knowledge ("remember")
(**only with proper IRB approval) When asked to fill out a pre and post educational interest survey through their elementary school, student users will be able to show an improved attitude to science and anatomy learning, come to by the interactive and engaging user interface, augmented reality platform, and distinct Unity scenes.	Apply ("judge")

"Introduction to Skele-Pedia" Instructional Plan Objectives	Bloom's Taxonomy Verb
When prompted to open the Skele-Pedia mobile application, student users will be able to complete the application opening process, including successfully using the tracked imaged recognition by the instructor's walk-through demonstration of tracking the image on the instructor's device.	Apply ("complete")
After successfully opening the application and typing in their name, students will be able to use the Menu panel to switch between any scenes of the application by verbal and visual explanation of the instructor.	Apply ("use")
Students will be able to operate the Skeleton Information scene of the game with 3D augmented reality by their own trial and error in the touch screen and the instructor's baseline verbal guidance.	Apply ("operate")