



Learning actions					
Remembering	Understanding	Applying	Analyzing	Evaluating	Creating
Define	Compare	Apply	Advertise	Argue	Add to
Describe	Convert	Calculate	Analyze	Assess	Build model
Draw	Demonstrate	Change	Categorize	Choose	Combine
Find	Describe	Choose	Compare	Critique	Compose
Identify	Discuss	Classify	Contrast	Debate	Construct
Imitate	Distinguish	Complete goal	Deduce	Decide	Create
Label	Explain	Complete	Differentiate	Defend	Design
List	Explore	Construct	Discover	Determine	Devise
Locate	Find more information about	Examine	Distinguish	Discuss	Forecast
Match	Generalize	Experiment	Examine	Estimate	Form goal
Memorize	Interpret	Illustrate	Explain	Evaluate	Formulate
Name	Objectify	Interpret	Identify	Judge	Hypothesize
Observe	Outline	Make	Investigate	Justify	Imagine
Read	Paraphrase	Manipulate	Separate	Prioritize	Invent
Recall	Predict	Modify	Subdivide	Rate	Originate
Recite	Put into own words	Perform action/task	Take apart	Recommend	Plan
Recognize	Relate	Produce		Review	Predict
Relate	Restate	Put into practice		Select	Propose
Reproduce	Summarize	Put together		Value	
Select	Translate	Show		Verify	
State	Visualize	Solve		Weigh	
Write		Translate			
Tell		Use			

Learning tools							
Drama-tizing	Graphical information	Interaction	Multimedia	Problem-solving	Textual information		Other
Dramas	Art	Court trials	Animation	Challenge	Analogies	Posters	Creations
Drama-tizations	Cartoons	Debates	Films	Problems	Arguments	Recommendations	Events
	Diagrams	Demonstrations	Media presentations	Puzzles	Bulletin boards	Reports	Inventions
	Displays	Experiments	Recordings		Classifications	Routines	Sculptures
	Graphed information	Group discussions	Songs		Conclusions	Rules	Self-evaluations
	Graphics	Questionnaires	Speech		Definitions	Standards	Systems
	Graphs	Simulator	Television programs		Editorials	Story	Values
	Illustrations	Speculations	Videos		Forecasts	Student diary	
		Surveys			Information	Summaries	
		Tests			Magazine articles	Task list/checklist	
					Models	Tasks	
					Newspapers	Textbooks	
					Organizations	Texts	
					Outlines	Tips	
					Poems		

Learning goals				
Bloom's Taxonomy – Cognitive domain	Bloom's Taxonomy – Affective domain	Bloom's Taxonomy – Psychomotor domain	Kolb's experiential learning cycle	Fink's Taxonomy
Remembering	Receiving phenomena	Perception (awareness)	Concrete experience	Foundational Knowledge
Understanding	Responding to phenomena	Set	Active experimentation	Application
Analyzing	Valuing	Guided response	Reflective observation	Integration
Applying	Organization	Mechanism (basic proficiency)	Abstract conceptualization	Human dimension
Evaluating	Internalizing values	Complex Overt Response		Caring
Creating		Adaptation		Learning how to learn
		Origination		

Instructional actions
Demonstrate
Present material
Present problem
Present quiz
Qualitatively assess performance
Quantitatively assess performance
Repetition
Review lesson
Reward good performance
Sanction bad performance
Scaffold
Show similar problems
Stress importance
Suggest improvements
Support recovery from errors
Tell story

Instructional tools
Challenge
Checklists
Deadlines
Discussion
Help text
Limited set of choices
Multiple chances
Penalties
Performance measures
Practice tests
Questions & answers
Rewards
Simulators
Story
Tips / assistance
Warning messages

Instructional goals	
Gagné's Nine Events of Instruction	ARCS Model of Motivational Design
Gain attention	Attention
Inform learner of objective	Relevance
Stimulate recall of prior learning	Confidence
Present the stimulus	Satisfaction
Provide learning guidance	
Elicit performance	
Provide feedback	
Assess performance	
Enhance retention and transfer	

