

GAMES AND BLOOM'S TAXONOMY

Revised Bloom's Taxonomy Version	Revised Definitions of Terms	Associated Verbs	Sample Game Activities	Example Game
Creating	Putting elements together to form a coherent or functional whole; reorganizing elements into a new pattern or structure through generating, planning, or producing	Assemble, Construct, Create, Design, Develop, Formulate, Write, Generate, Plan, Produce	Building, Building your own game	Minecraft
Evaluating	Making judgments based on criteria and standards through checking and critiquing	Appraise, Argue, Defend, Judge, Select, Support, Value, Evaluate, Critiquing, Check	Strategy	Chess, Stratego, Risk
Analyzing	Breaking material into constituent parts, determining how the parts relate to one another and to an overall structure or purpose through differentiating, organizing, and attributing	Compare, Contrast, Differentiate, Discriminate, Distinguish, Examine, Experiment, Question, Organizing, Attribute	Allocating Resources	Civilization V, Age of Empires, The Sims
Applying	Carrying out or using a procedure through executing or implementing	Demonstrate, Dramatize, Employ, Illustrate, Operate, Schedule, Sketch, Solve, Use, Execute, Implement	Role Playing	video-based sports games, Red Dead Redemption
Understanding	Constructing meaning from oral, written, and graphic messages through interpreting, exemplifying, classifying, summarizing, inferring, comparing, and explaining	Classify, Identify, Locate, Recognize, Report, Select, Interpret, Exemplify, Summarize, Infer, Compare, Explain	Puzzle Solving, Exploring	Myst, Clue
Remembering	Retrieving, recognizing, and recalling relevant knowledge from long-term memory	Define, Duplicate, List, Memorize, Recall, Repeat, Recognize	Matching, Collecting	Hangman, Trivial Pursuit