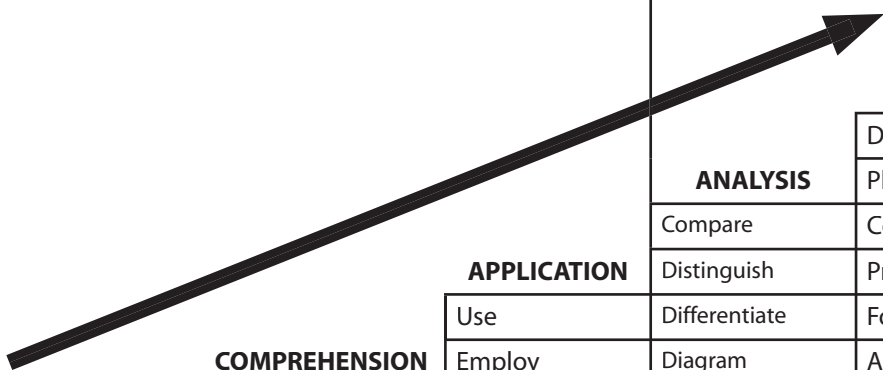


BLOOM'S TAXONOMY *of measurable verbs*

Benjamin Bloom created a taxonomy of measurable verbs to help us describe and classify observable knowledge, skills, attitudes, behaviors and abilities. The theory is based upon the idea that there are levels of observable actions that indicate something is happening in the brain (cognitive activity.) By creating learning objectives using measurable verbs, you indicate explicitly what the student must do in order to demonstrate learning.

VERBS THAT DEMONSTRATE CRITICAL THINKING (MJC Courses 100-299)



				EVALUATION	
				SYNTHESIS	
				Judge	
				Appraise	
				Estimate	
		ANALYSIS		Evaluate	
				Revise	
				Score	
		APPLICATION		Select	
		Use		Formulate	
		Employ		Rate	
COMPREHENSION		Interpret		Choose	
KNOWLEDGE		Express		Assemble	
Define	Restate	Dramatize	Analyze	Collect	Measure
Repeat	Translate	Sketch	Categorize	Construct	Compare
Name	Identify	Practice	Appraise	Create	Value
Recall	Explain	Illustrate	Experiment	Test	Assess
List	Recognize	Operate	Inspect	Setup	
Relate	Discuss	Demonstrate	Contrast	Organize	
Record	Describe	Apply	Inspect	Prepare	
Underline	Tell	Schedule	Debate	Manage	
	Locate	Shop	Inventory		
	Report		Question		
	Review		Examine		
			Criticize		
			Relate		
			Solve		
			Calculate		

BLOOM'S TAXONOMY

A list of useful measurable verbs

Benjamin Bloom created a taxonomy of measurable verbs to help us describe and classify observable knowledge, skills, attitudes, behaviors and abilities. The theory is based upon the idea that there are levels of observable actions that indicate something is happening in the brain (cognitive activity.) By creating learning objectives using measurable verbs, you indicate explicitly what the student must do in order to demonstrate learning.

General Discriminative Behaviors

Choose	Describe	Discriminate	Indicate	Match	Place
Collect	Detect	Distinguish	Isolate	Omit	Point
Define	Differentiate	Identify	List	Order	Select

Studying Behavior

Arrange	Classify	Follow	Look	Organize	Sort
Categorize	Compile	Formulate	Map	Quote	Underline
Chart	Copy	Gather	Mark	Record	Locate
Cite	Diagram	Itemize	Name	Reproduce	Find
Circle	Document	Label	Note	Search	

Behaviors

Analyze	Compare	Criticize	Defend	Formulate	Infer
Appraise	Conclude	Deduce	Evaluate	Generate	Plan
Combine	Contrast	Explain	Induce	Structure	

Creative Behaviors

Alter	Generalize	Question	Regroup	Rephrase	Rewrite
Ask	Modify	Rearrange	Rename	Restate	Simplify
Change	Paraphrase	Recombine	Reorganize	Restructure	Synthesize
Design	Predict	Reconstruct	Reorder	Retell	Systematize

Mathematical Behaviors

Add	Count	Extract	Interpolate	Plot	Square
Bisect	Derive	Graph	Measure	Prove	Subtract
Calculate	Divide	Group	Multiply	Reduce	Tabulate
Check	Estimate	Integrate	Number	Solve	Tally
Computer	Extrapolate				

Laboratory Science Behaviors

Apply	Decrease	Increase	Manipulate	Replace	Straighten
Calibrate	Demonstrate	Insert	Operate	Report	Time
Conduct	Dissect	Keep	Plant	Reset	Transfer
Connect	Feed	Lengthen	Prepare	Set	Weigh
Convert	Grow	Limit	Remove	Specify	

Social Behaviors

Accept	Argue	Dance	Greet	Laugh	React
Agree	Communicate	Disagree	Help	Meet	Smile
Aid	Compliment	Discuss	Interact	Participate	Talk
Allow	Contribute	Excuse	Invite	Permit	Thank
Answer	Cooperate	Forgive	Join	Praise	Volunteer

Language Behaviors

Abbreviate	Capitalize	Print	Say	Summarize	Whisper
Accent	Edit	Pronounce	Sign	Syllabicate	Write
Alphabetize	Hyphenate	Punctuate	Speak	Tell	
Articulate	Indent	Read	Spell	Translate	
Call	Outline	Recite	State	Verbalize	

Arts Behaviors

Assemble	Cut	Frame	Mold	Roll	Stamp
Blend	Dab	Hammer	Nail	Rub	Stick
Brush	Dot	Handle	Paint	Sand	Stir
Build	Draw	Heat	Paste	Saw	Trace
Carve	Drill	Illustrate	Pat	Sculpt	Trim
Color	Fold	Melt	Pour	Shake	Varnish
Construct	Form	Mix	Press	Sketch	Wipe
				Smooth	Wrap

Drama Behaviors

Act	Display	Express	Pantomime	Proceed	Sit
Clasp	Emit	Leave	Pass	Respond	Start
Cross	Enter	Move	Perform	Show	Turn
Direct	Exit				

Music Behaviors

Blow	Compose	Hum	Pluck	Sing	Tap
Bow	Finger	Mute	Practice	Strum	Whistle
Clap	Harmonize	Play			

Physical Behaviors

Arch	Climb	Hit	March	Ski	Swim
Bat	Face	Hop	Pitch	Skip	Swing
Bend	Float	Jump	Pull	Somersault	Throw
Carry	Grab	Kick	Push	Stand	Toss
Catch	Grasp	Knock	Run	Step	Walk
Chase	Grip	Lift	Skate	Stretch	

Miscellaneous Behaviors

Attempt	End	Hold	Position	Send	Strike
Attend	Erase	Include	Present	Serve	Suggest
Begin	Expand	Inform	Produce	Sew	Supply
Bring	Extend	Lead	Propose	Share	Support
Buy	Find	Lend	Provide	Sharpen	Switch
Complete	Finish	Light	Put	Shorten	Take
Consider	Fit make	Raise	Shut	Tear	Touch
Correct	Fix	Mend	Relate	Signify	Type
Crush	Get	Miss	Repeat	Start	Use
Designate	Give	Offer	Return	Store	Vote
Develop	Grind	Save	Watch		
Discover	Guide				
Distribute					

Watch out for these unmeasurable verbs

In order for an objective to give maximum structure to instruction, it should be free of vague or ambiguous words or phrases. The following lists notoriously ambiguous words or phrases which should be avoided so that the intended outcome is concise and explicit.

WORDS TO AVOID

<i>Believe</i>	<i>Hear</i>	<i>Realize</i>
<i>Capacity</i>	<i>Intelligence</i>	<i>Recognize</i>
<i>Comprehend</i>	<i>Know</i>	<i>See</i>
<i>Conceptualize</i>	<i>Listen</i>	<i>Self-Actualize</i>
<i>Depth</i>	<i>Memorize</i>	<i>Think</i>
<i>Experience</i>	<i>Perceive</i>	<i>Understand</i>
<i>Feel</i>		

PHRASES TO AVOID

Evidence a (n):	To Become:	To Reduce:
<i>Appreciation for...</i>	<i>Acquainted with...</i>	<i>Anxiety</i>
<i>Attitude of...</i>	<i>Adjusted to...</i>	<i>Immaturity</i>
<i>Awareness of...</i>	<i>Capable of...</i>	<i>Insecurity</i>
<i>Comprehension of....</i>	<i>Cognizant of...</i>	
<i>Enjoyment of...</i>	<i>Conscious of...</i>	
<i>Feeling for...</i>	<i>Familiar with...</i>	
<i>Interest in...</i>	<i>Interested in....</i>	
<i>Knowledge of...</i>	<i>Knowledgeable about....</i>	
<i>Understanding of...</i>	<i>Self-Confident in.</i>	