

FORMULATE A HYPOTHESIS OR QUESTION SET OF RULES,
PRINCIPLES, OR STANDARDS SPECULATE ON, OR PLAN, AN ALTERNATE COURSE
OF ACTION WEBSITE PORTFOLIO PODCAST

LEARNING ACTIVITIES

PUTTING TOGETHER

A PLAY ARTICLE BOOK CARTOON GAME INVENTION
POEM REPORT SONG STORY

ADD TO COMBINE CONSTRUCT
CREATE DESIGN DEVELOP
FORMULATE HYPOTHESIZE INVENT
ORGANISE ORIGINATE PLAN PRODUCE
ROLE-PLAY WHAT IF

VERBS

SYNTHESIS



5

APPRISE CONSIDER
JUDGE SOLVE
ASSESS CRITICIZE
RECOMMEND SUMMARISE
COMPARE CRITIQUE
RELATE WEIGH

VERBS



6

LEARNING ACTIVITIES

JUDGING THE OUTCOME

COMPARISON OF STANDARDS
EDITORIAL GROUP DISCUSSION
SELF-EVALUATION ESTABLISHMENT OF STANDARDS
CONCLUSION SURVEY
RECOMMENDATIONS COURT TRIAL
VALUING

Adapted from the task orientated construction wheel on Bloom's Taxonomy.

Adapted from the task orientated construction wheel on Bloom's Taxonomy.

LEARNING ACTIVITIES

TAKING APART

BREAK DOWN AN ARGUMENT
IDENTIFY PARTS OF A PROPAGANDA STATEMENT
QUESTIONNAIRE REPORT SURVEY
MODEL IDENTIFY PARTS OF A PROPAGANDA STATEMENT
SURVEY SYLLOGISM

LEARNING ACTIVITIES

TAKING APART



4

ANALYSIS

ANALYZE CATEGORISE
COMPARE CONSTRUCT
DIFFERENTIATE DISTINGUISH
INFER INVESTIGATE POINT OUT
RESEARCH SELECT SURVEY TAKE APART

VERBS

3



APPLICATION

VERBS

APPLY CHANGE CHOOSE
CLASSIFY COLLECT DISCOVER
DRAMATISE DRAW INTERPRET
MAKE MODEL MODIFY PAINT
PREPARE PRODUCE REPORT SHOW

LEARNING ACTIVITIES

MAKING USE OF KNOWLEDGE

A CARTOON A DRAMA A FILMSTRIP A FORECAST A LIST
A MAP A MEETING A MOBILE A PAINTING A PROJECT A PUZZLE
SHIFTING FOLLOWS AN OUTLINE A QUESTION A SCULPTURE A SOLUTION
ILLUSTRATION PHOTOGRAPH SCULPTURE ANOTHER DIAGRAM
MIND MAPPING ROLE PLAY A PORTFOLIO A WEBSITE

2



COMPREHENSION

VERBS

CHANGE CONFIRM EXTEND DISTINGUISH
EXPRESS ILLUSTRATE RELATE COMPARE
MATCH PARAPHRASE INFER SUMMARISE
RESTATE TRANSFORM GENERALISE PREDICT
DEFEND EXPLAIN

LEARNING ACTIVITIES

CONFIRMING INFORMATION GATHERING

OUTLINE SUMMARY
ANALOGY CASUAL RELATIONSHIPS
CONCLUSION OR IMPLICATION BASED ON DATA

CONFIRMING USE OF KNOWLEDGE

CARTOON COLLAGE DIAGRAM
DRAMA GRAPH PHOTOGRAPH POSTER
SKIT SPEECH STORY OWN STATEMENT
RECORDINGS PODCASTS

KNOWLEDGE

1



VERBS

DEFINE DESCRIBE DRAW
IDENTIFY LABEL LOCATE
MEMORISE NAME RECITE
RECOGNISE SELECT STATE WRITE

LEARNING ACTIVITIES

INFORMATION GATHERING

A DEFINITION A DICTIONARY EVENTS FILMS
MAGAZINE ARTICLES NEWSPAPERS PEOPLE RADIO
RECORDINGS TELEVISION SHOWS TEXT READING VIDEO
BLOGS NEWS FORUMS WEBSITE SOCIAL MEDIA

Learning Outcomes Game Card designed by Dr Carina Ginty, ATU Teaching and Learning Centre. Version 2026.

Adapted from the task orientated construction wheel on Bloom's Taxonomy.

CHECKLIST FOR WRITING LEARNING OUTCOMES (LO's)

- Have I begun each outcome with **an active verb**?
- Have I **avoided terms like know, understand, learn, be familiar with, be exposed to, be acquainted with, be aware of and appreciate**?
- Have I included learning outcomes **across the range of levels of Bloom's Taxonomy**?
 - Are my outcomes **observable and measurable**?
- Do all the outcomes fit within the **aims and content of the module**?
- Have I aligned my Learning Outcomes to my assessments?
(helps when checking for over assessment)

Words to Avoid

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

Phrases to Avoid

Appreciation for - Acquainted with - Adjusted to
 Awareness of - Capable of - Comprehension of - Cognizant of
 Enjoyment of - Conscious of - Familiar with - Interest in
 Interested in - Knowledge of - Knowledgeable about - Understanding of

EXAMINE LEARNING OUTCOME (LO) EXAMPLES UNDER

1 COGNITIVE DOMAIN – MENTAL SKILLS



Explore the LO game card to learn more (next page)!

Bloom arranged the **various thinking processes** in a hierarchy. Therefore in order to get to stage **3. Apply**, you need to have completed **1 & 2**. Then moving to **4. Analysis, 5. Synthesis, 6. Evaluation** - covers the Higher Order Thinking Skills.

2 AFFECTIVE DOMAIN - ATTITUDE OR EMOTIONS



Act, adhere, appreciate, ask, accept, answer, assist, attempt, challenge, combine, complete, conform, co-operate, defend, demonstrate (a belief in), differentiates, discuss, display, dispute, embrace, follow, hold, initiate, integrate, justify, listen, order, organise, participate, practice, join, share, judge, praise, question, relate, report, resolve, share, support, synthesise, value.

3 PSYCHOMOTOR DOMAIN – PHYSICAL SKILLS



Adapt, adjust, administer, alter, arrange, assemble, balance, bend, build, calibrate, choreograph, combine, construct, copy, design, deliver, detect, demonstrate, differentiate (by touch), dismantle, display, dissect, drive, estimate, examine, execute, fix, grasp, grind, handle, heat, manipulate, identity, measure, mend, mime, mimic, mix operate, organise, perform (skillfully), present, record, refine, sketch, react, use.