BLOOM'S TAXONOMY: More extended examples of skills, cue words and question stems

Competence	Skills Demonstrated		Question Cues:
Knowledge	Observation and recall of information Knowledge of dates, events, places/major ideas Mastery of subject matter Factual recall		list, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when, where, etc
Knowledge Question stems:	Tell me about? Where did? Can you list? Who are the? How many? Who said?	When did Who wrote When was .	? What is?
Comprehension (understanding)	 Understanding information and grasp meaning Translate knowledge into new context Interpret facts, compare, contrast, order, group, infer causes and predict likely consequences Suggest connections 		summarise, describe, extend, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend.
Comprehension Question stems:	Can you list the sequence? What happened after? How do you know?		explain? e difference between? I you describe?
Application	 Use information Use methods, concepts, theories in n situations Solve problems using required skills (Knowledge) Visualise actions in a real life/applied 	or	apply, demonstrate, change, calculate, complete, classify, illustrate, show, solve, test, examine, modify, relate, do, make, construct, discover, manufacture, make.
Application Question stems:	How could this have happened in? What factors would you change if? How would you react when?	What ques	d you do if? tions would you ask if? d you need if?
Analysis	 Seeing patterns & organization of paragraph Recognition of hidden meanings Identification of components systematically consider data sets 	ts	analyse, separate, order, explain, connect, classify, arrange, divide, compare, probe, explain, deduct, infer.
Analysis Question stems:	How was this similar / different to? Why did What was the problem with? What are s		precede/follow? some of the motives behind? nk that?
Synthesis	 Use old ideas to create new ones Generalize from given facts Relate knowledge from several areas Predict and draw conclusions Redefine what is known Reconceptualise for new situations 		combine, integrate, modify, re-arrange, substitute, plan, create, design, invent, what if?, speculate, compose, formulate, prepare, rewrite, generalise, propose, model.
Synthesis Question stems:	How would you design for? What would happen if?		found out that? see a possible solution to?
Evaluation	 Compare and discriminate between ideas Assess value of theories, presentations Make choices based on reasoned argument Verify value of evidence Recognise subjectivity Balancing evidence using criteria 		assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, appraise, summarise.
Evaluation Question stems:	Do you believe? How would you choose/assess? Do you this How effect		nk is a good or bad thing? ive is/are? e, what is the argument for?
Creativity	 Applies all of the previous categories to inform thinking and actions Identifies and solves problems Thinks independently and in new ways, able to originate and innovate Collaborate as part of a team or be independent Can empathise and shift perspective as needed 		design, imagine, conceive, innovate, hypothesise, investigate, produce, invent, experiment, craft, fashion, generate, inspire, excite, compose, vision, wrought,
Creativity Question stems:	How would you respond to? How could you collaborate to?	Can you imagine how? If you had to find a new way to?	

Adapted from: Bloom, B.S. (Ed.) (1956) Taxonomy of educational objectives:

The classification of educational goals: Handbook I, cognitive domain. New York; Toronto: Longmans, Green.