

# iPads & Bloom's Revised Taxonomy

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Oakland Schools

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## Benjamin Bloom



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## Benjamin Bloom



THE UNIVERSITY OF  
**CHICAGO**



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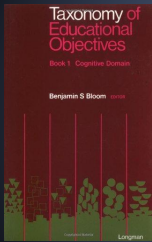
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## Bloom's Taxonomy



- A classification of learning objectives first discussed starting in 1948 by a committee of educators chaired by Benjamin Bloom
- Bloom's book on the taxonomy was published in 1956

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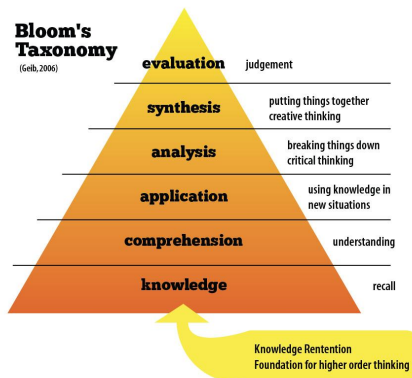
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Focused  
on the  
Cognitive  
Domain

### Bloom's Taxonomy

(Geh, 2006)



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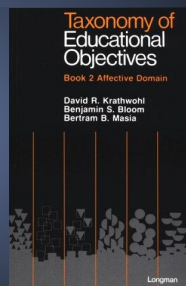
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## Two Other Domains

Affective and Psychomotor



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## All Children Can Learn at High Levels



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## Benjamin Bloom



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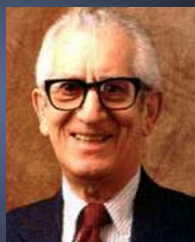
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## Benjamin Bloom

We stand on the  
shoulders of giants...



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## Bloom's Taxonomy Explained




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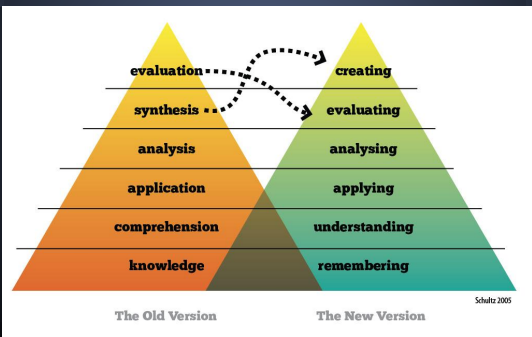
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## Bloom's Revised Taxonomy




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## Bloom's Revised Taxonomy: Gears

Designed by  
Kathy Schrock




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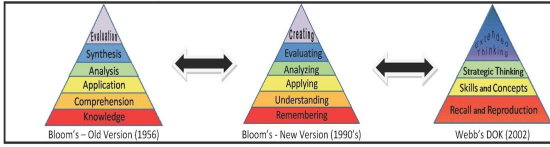
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## Connections Between Bloom's Taxonomy and Webb's Depth of Knowledge

### Levels of Thinking in Bloom's Taxonomy and Webb's Depth of Knowledge



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## Remembering

- Drawing out factual answers
- Testing recall and recognition



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## Remembering

Instructional strategies for Remembering apps include:

- Highlighting
- Rehearsal
- Memorizing
- Labeling



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## “Remembering” Apps to Explore

- Paperport Notes
- Quizlet
- Lino
- CloudOn
- Google Drive
- Skitch



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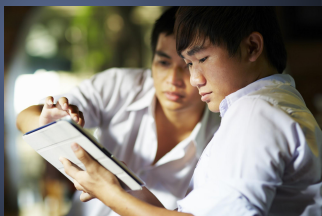
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## Understanding

- Knowing
- Interpreting
- Explaining



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## Understanding

Instructional strategies for Understanding apps include:

- Give examples
- Recognize & state connections
- Paraphrase
- Categorize information
- Summarize facts & ideas
- Restate ideas
- Explain or retell information
- Compare & contrast



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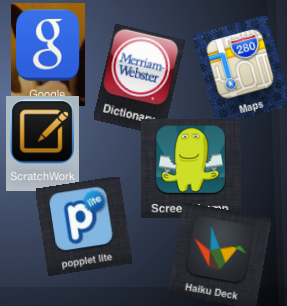
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## “Understanding” Apps to Explore

- Google Search
- Merriam-Webster Dictionary
- Maps
- ScratchWork
- Popplet
- ScreenChomp
- Haiku Deck



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## Applying

- Using information
- Implementing procedures
- Transferring learning to new situations



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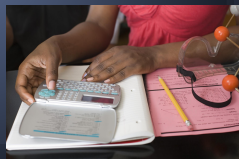
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## Applying

Instructional strategies for Applying apps include:

- Demonstrate methods
- Model how to do something
- Utilize ideas or knowledge
- Carry out procedures
- Employ knowledge or procedures in new situations



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## “Applying” Apps to Explore

- SimpleMind+
- MindMash
- ThingLink
- ShowMe



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## Analyzing

- Using information to make predictions
- Interpreting data & patterns
- Explaining relationships



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## Analyzing

Instructional strategies for Analyzing apps include:

- Collect data
- Make charts
- Compare ideas & information
- Make observations
- Select important & relevant information
- Examine relationships
- Organize content



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## “Analyzing” Apps to Explore

- Socrative
- Easy Chart
- T-Charts
- Word it Out
- StoryKit



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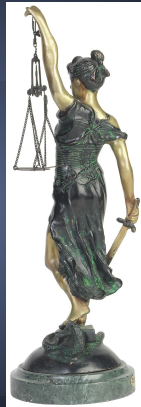
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## Evaluating

- Judge
- Use criteria
- Rank
- Substantiate



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## Evaluating

Instructional strategies for Evaluating apps include:

- Comment and review
- Critique and judge
- Discuss
- Debate
- Use information to make decisions
- Report on findings
- Make recommendations



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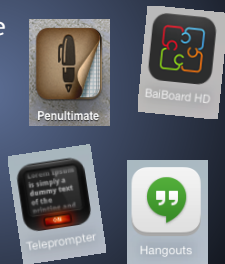
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## “Evaluating” Apps to Explore

- Penultimate
- Baiboard Collaborative Whiteboard
- On Air
- Google Hangouts



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## Creating

- Combine information with new situations to create new products, ideas, etc.



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## Creating

Instructional strategies for Creating apps include:

- Write and publish articles and books
- Write and share digital stories
- Make movies and audio recordings
- Make multimedia presentations



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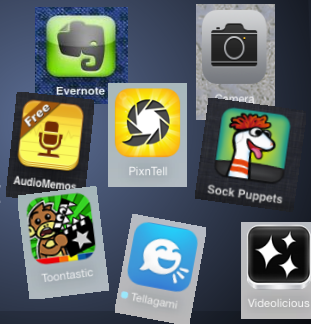
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## “Creating” Apps to Explore

- Evernote
- Camera
- AudioMemos
- Pixntell
- Sock Puppets
- Toontastic: FREE
- Tellagami
- Videolicious



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