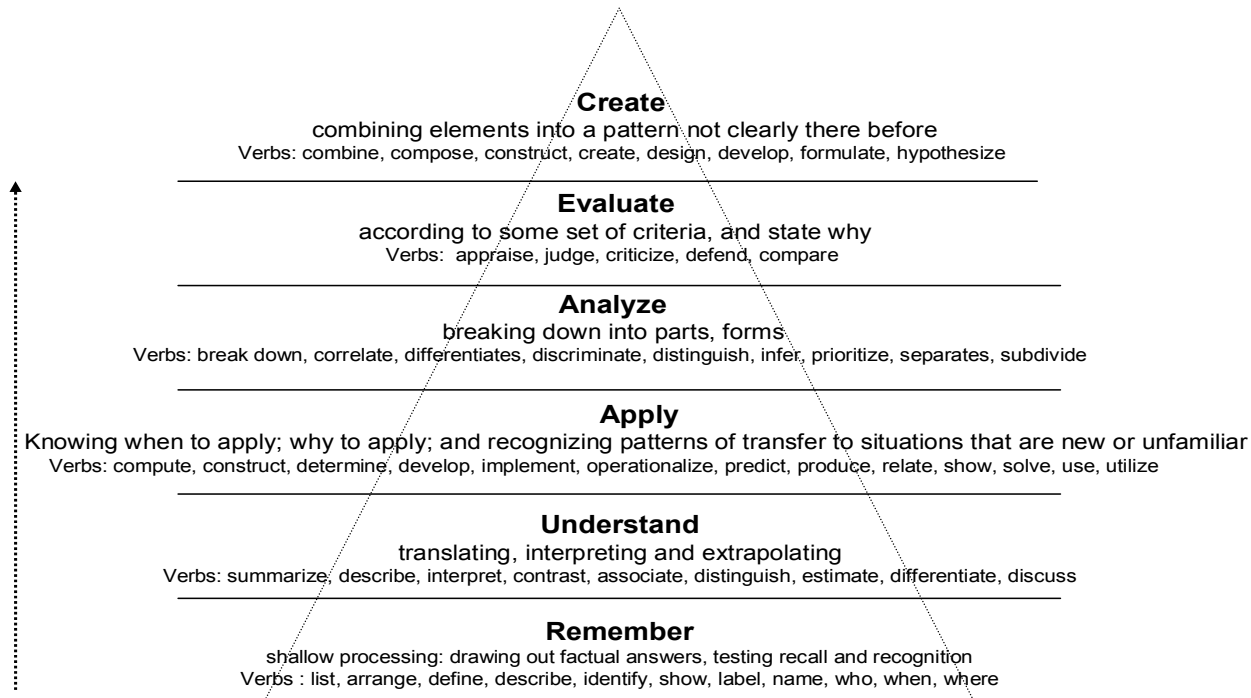


Domains of Learning

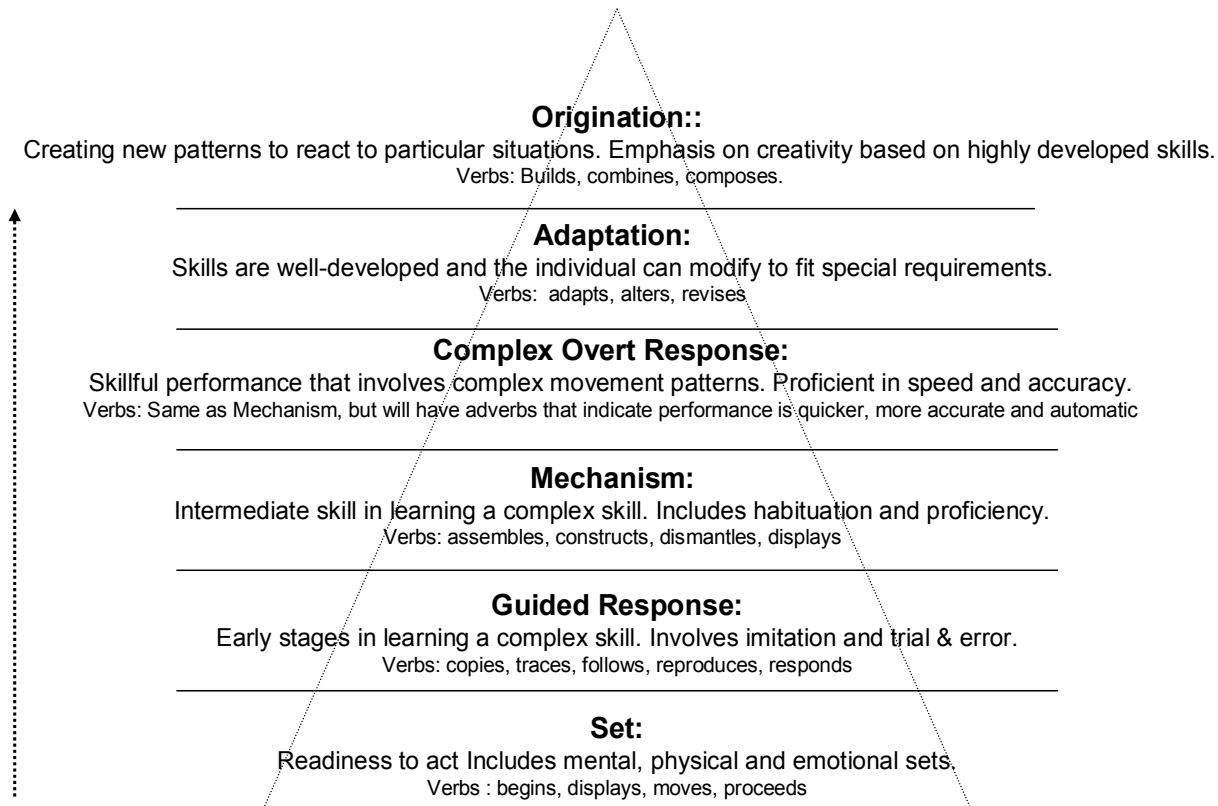
Cognitive (Knowledge, 'Head')

The cognitive domain involves knowledge and the development of intellectual skills. This includes the recall or recognition of specific facts, procedural patterns, and concepts that serve in the development of intellectual abilities and skills. There are six major categories, which are listed in order below, starting from the simplest behavior to the most complex. The categories can be thought of as degrees of difficulties. That is, the first one must be mastered before the next one can take place.



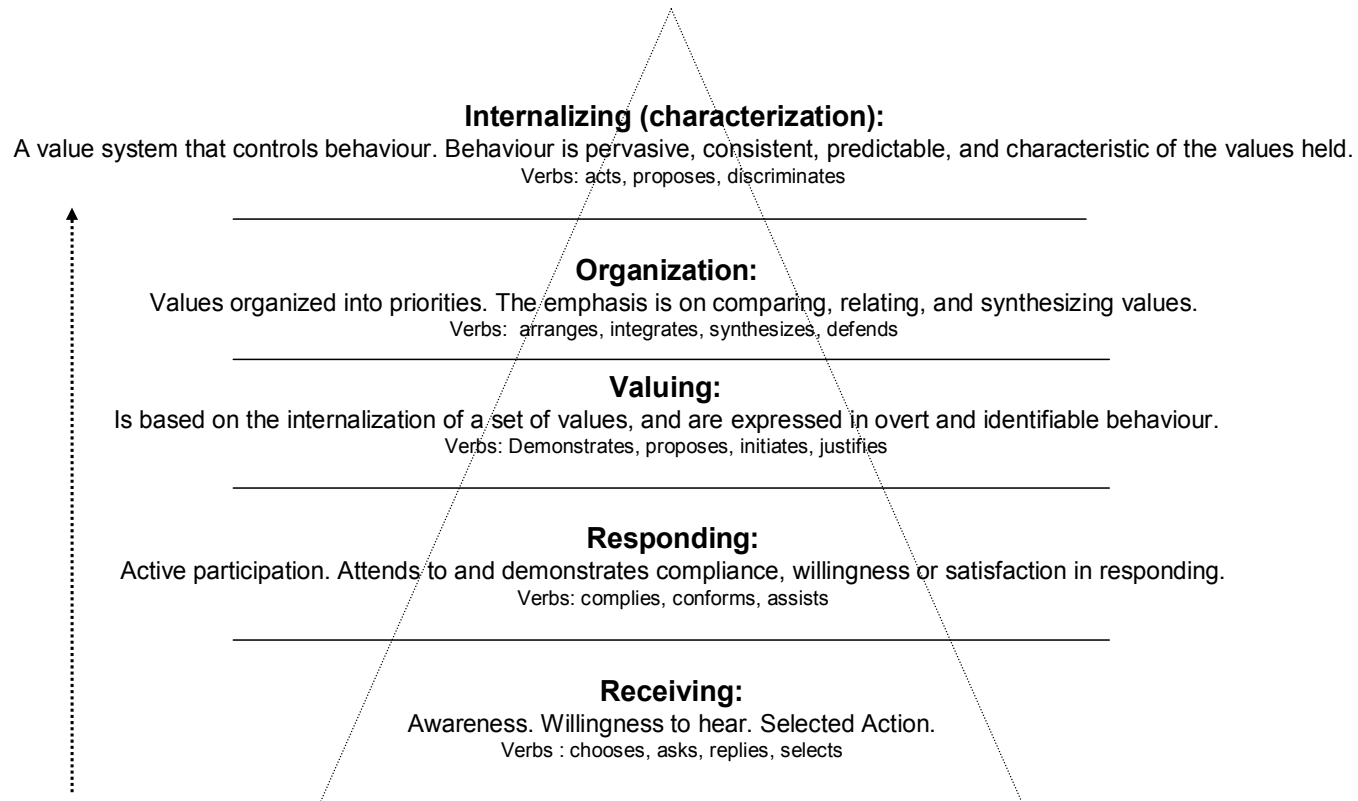
Psychomotor (Skills, 'Hands')

The psychomotor domain includes physical movement, coordination, and use of the motor-skill areas. Development of these skills requires practice and is measured in terms of speed, precision, distance, procedures, or techniques in execution.



Affective (Attitudes, 'Heart')

This domain includes the manner in which we deal with things emotionally, such as feelings, values, appreciation, enthusiasms, motivations, and attitudes.



References

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Krathwohl, D., Bloom, B., & Masia, B. (1956). *Taxonomy of educational objectives. Handbook II: Affective domain*. New York: David McKay.

Simpson, E. J. (1972). *The classification of educational objectives in the psychomotor domain. Vol. 3*. Washington, DC: Gryphon House.

Recommended Instructional Design Website: <http://www.et.tku.edu.tw/sclee/etg/reading/model/Instructional%20Design%20Models.htm>