

Cognitive Level	Definitions	Cognitive Process	Assessment	In-class tools	Pedagogical strategy	ALC Mode
Remember	Retrieve relevant knowledge from long-term memory. Identify knowledge in long-term memory that is consistent with present material	Choose, identify, define, describe, label, list, match, memorize, locate, recite	<ul style="list-style-type: none"> <li>-Define key concepts</li> <li>-Make a facts chart</li> <li>-Label items</li> <li>-List events</li> <li>-Quiz questions: fill in the blanks</li> <li>Recite</li> </ul>	<ul style="list-style-type: none"> <li>-Clickers</li> <li>-Pollseverywhere</li> <li>-Canvas quiz</li> </ul>	-Formative Assessments	Presenta tion Mode
Understand	Construct meaning from instructional messages, including oral, written, and graphic communication.	Interpret, exemplify, classify, summarize, infer, Compare, explain, illustrate	<ul style="list-style-type: none"> <li>-Explain and summarize material</li> <li>-Give example</li> <li>-Complete the empty outline</li> <li>-Complete the cause and effect diagram</li> <li>-Compare and contrast using a Venn diagram</li> <li>-Illustrate Sequence of events</li> </ul>	<ul style="list-style-type: none"> <li>-Venn Diagrams</li> <li>-T charts</li> <li>-Mind map</li> <li>-Concept map</li> <li>-Flow chart</li> <li>-Empty outline</li> <li>-Charts</li> <li>-Organizers</li> <li>-Fishbone diagram</li> </ul>	-Task-based learning	Presenta tion Mode
Apply	Applying procedure to a familiar task. Using information in another familiar situation	Execute, implement, experiment, demonstrate, solve, teach, produce, manipulate	<ul style="list-style-type: none"> <li>-Design a Project</li> <li>-Construct a Diagram</li> <li>-Create an Illustration</li> <li>-Create a poster</li> <li>-Conduct a presentation</li> <li>-Write a report</li> <li>-Design a simulation</li> <li>-Act out a concept</li> </ul>	<ul style="list-style-type: none"> <li>-Posters</li> <li>-PowerPoint</li> <li>-Simulations</li> <li>-<a href="#">"Solving Medical Mysteries"</a></li> <li>-Google docs</li> <li>-Story board templates</li> </ul>	<ul style="list-style-type: none"> <li>-PBL (Problem-based Learning)</li> <li>-IQL (Inquiry-based Learning)</li> <li>-PBL (Project-based Learning)</li> </ul>	Breakout Mode

Cognitive Level	Definitions	Cognitive Process	Assessment	In-class tools	Pedagogical strategy	ALC Mode
Analyze	Break material into its constituent parts and determine how the parts relate to one another and to an overall structure or purpose.  Determining how elements fit or function within a structure.	Differentiate, select, structure, deconstruct, categorize, compare and contrast, distinguish, examine, classify, organize, relate, research	-Make a chart -Create a checklist -Construct a graph -Conduct an investigation -Create an outline -Build a timeline or flow chart -Devise a play -Design a questionnaire -Prepare a report	-Flow charts -Time line diagrams -Concept maps -Graphs -Surveys -Reports -Case studies -Fishbone diagram	-CBL (Case-based Learning) -Debates -Discovery learning	Breakout Mode
Evaluate	Make judgments based on criteria and standards.  Detecting inconsistencies between a product and external criteria.	Critique, test, monitor, detect, assess, conclude, decide, defend, justify, rate, recommend, support, prioritize, judge	-Prepare a list to critique a presentation -Conduct a debate based classmate presentation -Form a panel to discuss -Prepare a case to present -Review a product -Evaluate a database	-Case studies -Journals -Database worksheets -Peer review worksheets -Evaluation rubrics	-Experiential Learning -Debrief	Master Mode
Create	Put elements together to form a coherent or functional whole; reorganize elements into a new pattern or structure.  Coming up with alternative hypotheses based on criteria.  Devising a procedure for accomplishing some task.	Generate, design, construct, hypothesize, assemble, compose, combine, develop, devise, formulate, predict, plan, show, revise, construct, prepare, improve	-Design and develop a new policy -Create a new product -Devise a way to... -Design a new method to... -Make a puzzle or a game	-Reports	Constructivist Learning -Discovery Learning	Breakout Mode Master Mode

**Presentation Mode:** Instructor: Lecture ---- Students work individually or in pair.

**Breakout Mode:** Instructor: Facilitates and guides---- Students work in small groups: Peer teaching and learning.

**Master Mode:** Instructor: Facilitates and guides ---- Small group to whole group: Debriefing and evaluate each other's work

Site: <https://usflearn.instructure.com/courses/1205391>