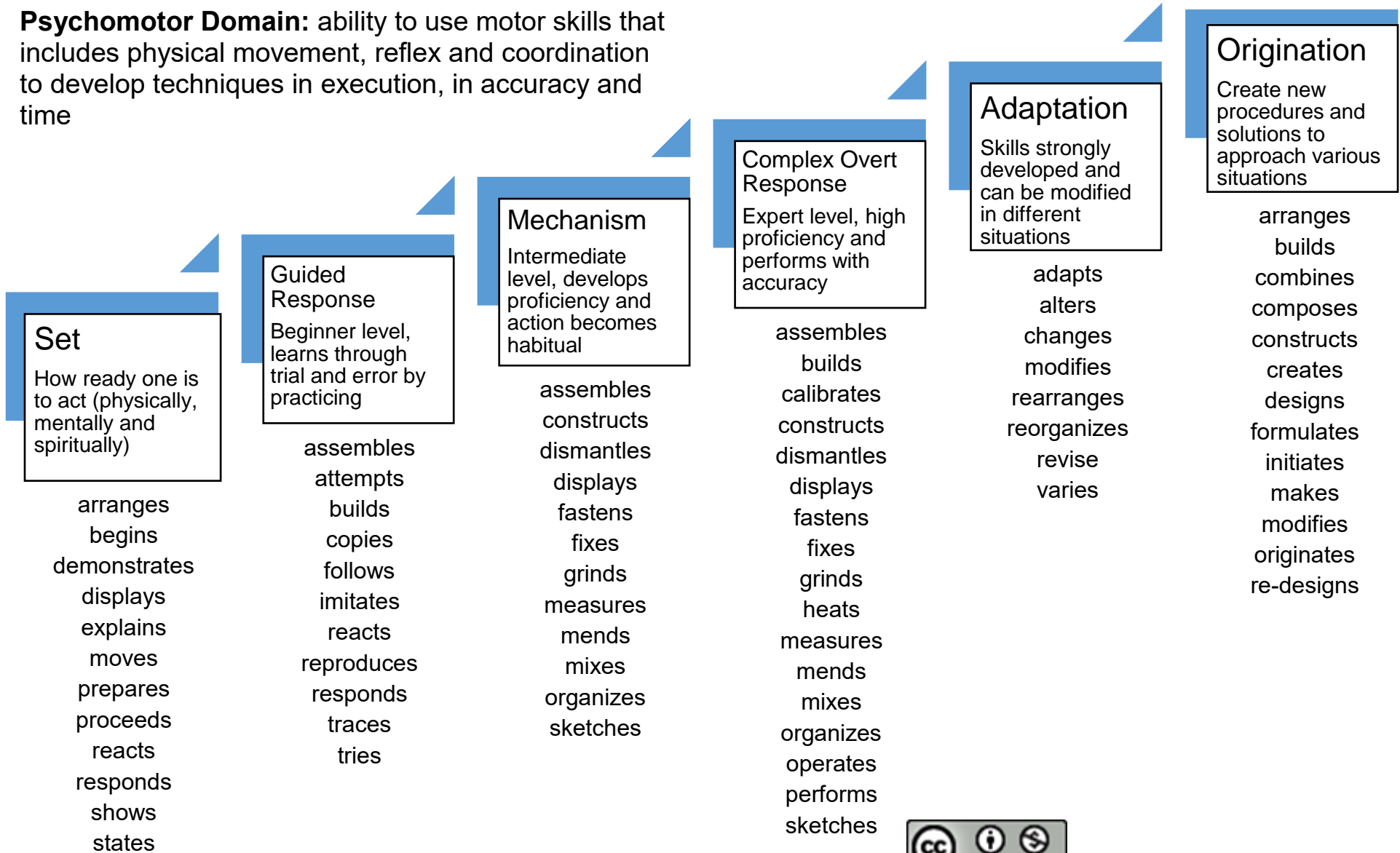# Bloom's Taxonomy: Psychomotor Domain

Psychomotor Domain: ability to use motor skills that includes physical movement, reflex and coordination to develop techniques in execution, in accuracy and time

Set
How ready one is to act (physically, mentally and spiritually)

arranges
begins
demonstrates
displays
explains
moves
prepares
proceeds
reacts
responds
shows
states

Guided Response
Beginner level, learns through trial and error by practicing

assembles
attempts
builds
copies
follows
imitates
reacts
reproduces
responds
traces
tries

Mechanism
Intermediate level, develops proficiency and action becomes habitual

assembles
constructs
dismantles
displays
fastens
fixes
grinds
measures
mends
mixes
organizes
sketches

Complex Overt Response
Expert level, high proficiency and performs with accuracy

assembles
builds
calibrates
constructs
dismantles
displays
fastens
fixes
grinds
heats
measures
mends
mixes
organizes
operates
performs
sketches

Adaptation
Skills strongly developed and can be modified in different situations

adapts
alters
changes
modifies
rearranges
reorganizes
revise
varies

Origination
Create new procedures and solutions to approach various situations

arranges
builds
combines
composes
constructs
creates
designs
formulates
initiates
makes
modifies
originates
re-designs

References: Clark, D.R. (1999) Bloom's Taxonomy: The Psychomotor Domain. Retrieved from http://www.nwlink.com/~donclark/hrd/Bloom/psychomotor_domain.html
Simpson, E.J. (1966). *The Classifications of Educational Objectives, Psychomotor Domain.* University of Illinois. Urbana, Illinois.

	Set	Guided Response	Mechanism	Complex Overt Response	Adaptation	Origination
Learning Activities	• Attend project exhibition • Observe demonstrations through audio, videos, visuals • Listen to music • Prepare blueprints and designs for construction • Set-up and warm-up before exercise • Set-up machine • Set-up lab equipment for experiments	• Complete training • Experiment using new tools/instruments through trial and error • Follow manual to run and program machine • Games and hands-on activities • Use new tools by following demonstrations or being guided by mentor	• Cognitive rehearsal of a physical task • Perform gross motor movements (ex. dead lift, squats etc.) • Practice instruments and use controlled movements • Program and practice running machines • Practice using equipment	• Control and use correct movements when playing instruments • Final projects • Operate and run machines efficiently (ex. drill press, band saw, pump etc.) • Perform fine movements (ex. Adjust stopcock of a burette) • Use equipment with confidence	• Control fine movement changes required for music dynamics and style • Field-trips • Strategic games • Revise and improve procedures of movements • Use tools for situations outside typical discipline	• Creates own choreography • Create own process in executing physical tasks • Strategically creates own workout plans
Assessments	• Pre-lab assessment • Self-criteria • Summary of demonstration and set-up process	• Evaluate accuracy with criteria on standard performance • Give feedback	• Performance test (performance indicators) • Self-evaluation on performance (based on progress and confidence)	• Clinical exams • Final project (ex. Create project exhibition) • Performance	• Assess and evaluate outcomes • Self-criteria	• Assess and evaluate outcomes • Rubric • Self-criteria

References: Clark, D.R. (1999) Bloom's Taxonomy: The Psychomotor Domain. Retrieved from http://www.nwlink.com/~donclark/hrd/Bloom/psychomotor_domain.html
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