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)
  - arrangements
  - 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

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

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