



BLOOM'S TAXONOMY OF LEARNING DOMAINS

Response levels for the activities in the Webquest Process.

LEVEL	ACTIVITIES
Remembering	Process > Part 1: Prepare! > Activities 1-10 - Recall and build on previous knowledge. Labeling parts of the coordinate plane, Finding points, Identifying points, Defining terms.
Understanding	Process > Part 1: Prepare! > Activities 6-8 Restate in a little different way what was learned. Demonstrate understanding of the coordinate plane.
Applying	Process > Part 1: Prepare! > Activities 8 Apply what you have learned to draw a polygon on the coordinate plane. Process > Part 2: Play! Show understanding. Process > Part 3: Prove! Apply learning to drawing your own polygon Process > Part 5: Collaborate! > Worksheet - Transfer coordinate plane knowledge to Longitude/Latitude. Rubrics and Progress Tracker - complete each section/requirement.
Analyzing	Process > Part 1: Prepare! > Activities 6-7 Investigate what will happen when you move the point on the grid. Explain what is happening Process > Part 4: Gamer! Compare and contrast their game with the sample game and its instructions. Explain rules. Process > Part 5: Collaborate! > Worksheet - research Longitude and Latitude. Rubrics - Identify missing elements
Evaluating	Process > Part 4: Gamer! - Choose and justify pitfalls for game. Process > Part 5: Collaborate! > Worksheet - Discuss and decide on a job that uses the coordinate plane in some way. Process > Part 4: Artist! Plan out directions for art duplication. Rubrics - prioritize and choose grade.
Creating	Process > Part 4: Gamer! Construct a game board, pitfalls, player token and home token. Develop, compose, and design instructions for their own game. Process > Part 4: Artist! Create Mondrian-esque piece of art. Compose directions for duplication.