

## Bloom's Psychomotor Domain

<b>Imitation</b>	<b>Manipulation</b>	<b>Precision</b>	<b>Articulation</b>	<b>Naturalization</b>
Ability to copy, replicate the actions of others following observations	Ability to repeat or reproduce actions to prescribed standard from memory or instructions	Ability to perform actions with expertise and without interventions and the ability to demonstrate and explain actions to others	Ability to adapt existing psychomotor skills in a non-standard way, in different contexts, using alternative tools and instruments to satisfy need	Ability to perform actions in an automatic, intuitive or unconscious way appropriate to the context
<b>Examples:</b> Copying a work of art. Performing a skill while observing a demonstrator.	<b>Examples:</b> Being able to perform a skill on one's own after taking lessons or reading about it. Follows instructions to build a model.	<b>Examples:</b> Working and reworking something, so it will be "just right." Perform a skill or task without assistance. Demonstrate a task to a beginner.	<b>Examples:</b> Combining a series of skills to produce a video that involves music, drama, color, sound, etc. Combining a series of skills or activities to meet a novel requirement.	<b>Examples:</b> Maneuvering a car into a tight parallel parking spot. Operates a computer quickly and accurately. Displays competence while playing the piano. Michael Jordan playing basketball or Nancy Lopez hitting a golf ball.
<b>Key Words:</b> copy, follow, mimic, repeat, replicate, reproduce, trace	<b>Key Words:</b> act, build, execute, perform	<b>Key Words:</b> calibrate, demonstrate, master, perfect	<b>Key Words:</b> adapt, constructs, combine, creates, customize, modifies, formulate	<b>Key Words:</b> create, design, develop, invent, manage, naturally