

# Writing Course-Level Learning Objectives: Bringing Taxonomies into Action

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## Session Outcomes

- Learn about Syracuse University's context and need for an integrated learning model.
- Comprehend the need for a holistic approach to shaping course learning objectives.
- Use Syracuse University Framework to write course learning objectives addressing the Bloom's levels and Fink's domains of learning.



# The Shared Competencies

Syracuse University's Integrative Learning Goals

#### **SHARED COMPETENCIES**

- Ethics, Integrity, and Commitment to Diversity and Inclusion
- Critical and Creative Thinking
- Scientific Inquiry and Research Skills
- 4 Civic and Global Responsibility
- Communication Skills
- 6 Information Literacy and Technological Agility

# Integrative Alignment Process

**Shared Competencies** 

Program Learning
Outcomes

Course Learning
Objectives

**Assignments** 

Phase 1:

Undergrad
Programs
mapped
program learning
outcomes to the
SC



Phase 2:

Undergrad
Programs tagged
required courses
with up to three
SC tags



Phase 3:

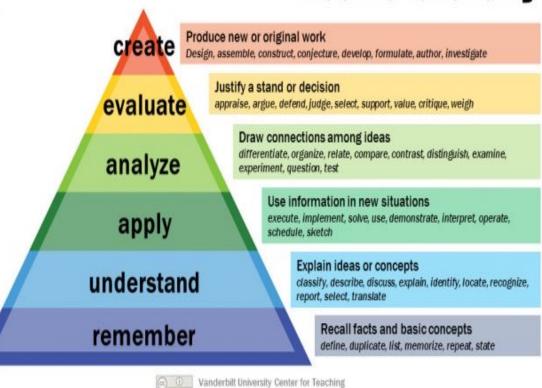
Facilitate
Communities of
Practice & Host
Shared
Competencies
Academy



# Bloom's Taxonomy and Critique

- Learning is described as change in behavior.
- Objectives describe student behavior (e.g., to read, to interpret, to distinguish).
- Bloom's taxonomy of cognitive learning is the most commonly used by the faculty.
- Bloom's taxonomy provides a shared language to classify objectives so that faculty can discuss, communicate, and evaluate students' performance.
- Critique:
  - Bloom's taxonomy assumes that the cognitive and affective domains are separate - however, in reality, these two are intricately related in how one acquires knowledge.
  - Important learning experiences does not emerge easily from Bloom's taxonomy such as learning how to learn, leadership and interpersonal skills, ethics, communication skills, character, tolerance, and the ability to adapt to change.

# **Bloom's Taxonomy**

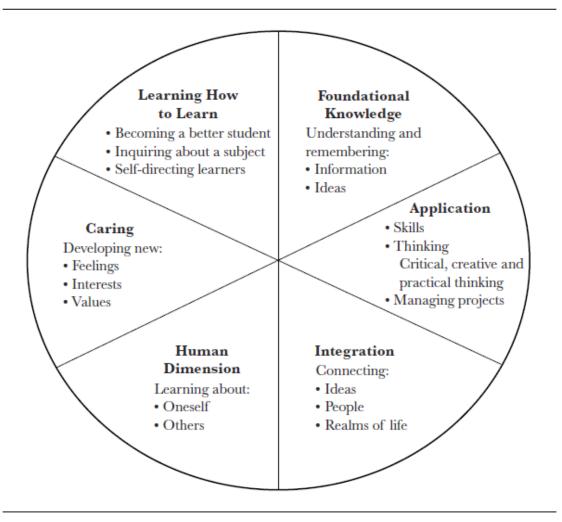


(Anderson & Krathwohl, 2001; Pring, 1971)

# Fink's Taxonomy and Why Use It

- Learning is defined as change in the learner.
- Fink's taxonomy caters to the types of learning that goes beyond cognitive learning and includes affective and meta-cognitive aspects of learning.
- Not a hierarchical taxonomy because it explains the interactive nature of learning.
- Emphasize the use of action-verbs, condition, and criteria for generating evidence of learning.

#### FIGURE 2.1. TAXONOMY OF SIGNIFICANT LEARNING.



(Fink, 2013)

## Learning Outcomes/Objectives Framework - A Crossroad between Bloom's and Fink's Taxonomies

		Fink's Domains of Learning					
Bloom's Levels of Learning		Foundational Knowledge Understanding and remembering information and ideas	Human Dimension Learning about oneself and others	Caring Develop new feelings, interests, and values	Application Apply critical, creative, and practical skills to solve problems and manage projects	Integration Connect ideas, people, and realms	Learning How to Learn Become a better student, and self-directed learner. Inquire about a subject
Intellectual Skills	<b>Create</b> Generate new idea or concept	Conduct, Compile, Predict, Animate, Develop, Align, Perform, Discuss, Exhibit	Advocate, Propose, Produce, Initiate, Invent, Instruct, Decide, Collaborate, Role play	Generate, Improve, Restructure, Coordinate, Combine, Synthesize, Cultivate, Theorize, Commit	Design, Develop, Create, Combine, Produce, Organize, Pledge, Propose, Form	Construct, Predict, Modify, Assemble, Adapt, Display, Integrate, Participate, Manage	Set Goals, Plan, Experiment, Dramatize, Structure, Campaign, Reflect
	<b>Evaluate</b> Justify a decision or course of action	Rate, Validate, Estimate, Measure, Prove, Select, Appraise, Support, Critique, Reflect	Evaluate, Give Feedback, Clarify, Resolve, Setup, Determine, Support, Advocate, Exemplify	Assess, Judge, Diagnose, Balance, Adapt, Reconcile, Value, Recommend, Promote	Critique, Justify, Contrast, Amend, Reframe, Respond, Review, Defend, Decide	Conclude, Associate, Test, Check, Compare, Determine, Grade, Modify	Justify, Predict, Resolve, Formulate, Measure, Determine, Verify, Internalize
	Analyze Break information into parts	Identify, Contrast, Illustrate, Calibrate, Classify, Organize, Choose, Delay, Identify	Characterize, Distinguish, Analyze, Categorize, Collaborate, Illustrate, Mediate, Detail, Discover	Explore, Correlate, Demonstrate, Associate, Dispense, Configure, Empathize, Practice, Assemble	Outline, Deduce, Compare and Contrast, Handle, Infer, Map out, Report, Examine, Investigate, Survey	Question, Relate, Formulate, Tabulate, Graph, Dismantle, Link, Integrate, Comply	Self-Assess, Self-Regulate, Frame questions, Categorize, Arrange, Diagram, Scrutinize, Map, Categorize
	Apply Use information in given situations	Prepare, Explore, Give Example, Discuss, Process, Act, Consult, Realize, Share	Demonstrate, Modify, Discover, Promote, Guide, Display, Associate, Cooperate, Specify, Support	Demonstrate, Illustrate, Identify, Filter, Transfer, Express, Initiate, Share	Operate, Calculate, Solve, Hypothesize, Obtain, Design, Propose, Persevere, Invite	Personalize, Compare, Combine, Concept map, Graph, Synthesize, Recommend, Acknowledge, Integrate	Modify, Deconstruct, Inquire, Compose, Practice, Sketch, Exemplify, Utilize, Show
Declarative Knowledge	Understand Explain ideas or concepts	Explain, Paraphrase, Restate, Organize, Annotate, Collect, Accept, Illustrate, Adhere	Represent, Compare, Translate, Infer, Mix, Record, Make, Note, Discriminate, Express, Interact	Discuss, Elaborate, Interpret, Respond, Combine, Display, Agree With, Value, Renew interest	Summarize, Provide Examples, Adapt, Use, Maintain, Develop, Show, Suggest, Express	Extend, Associate, Convert, Plot, Draw Assemble, Restate, Connect, Visualize	Describe, Interpret, Translate, Diagram, Balance, Grasp, Participate, Review, Comply
	Remember Recall information	Define, Name, Indicate, List, Identify, Collect, Choose, Ask, Follow, Comply with	Specify, Recognize, Label, Follow, React, Map, Listen, Accept, Seek	Quote, Recognize, Recall, Read, Copy, Mimic, Recollect, Adhere, Attend	Enumerate, State, Reproduce, Replicate, Sequence, Browse, Read, Explore, Imagine	Indicate, Recite, Blend, Merge, Imitate, Exercise, Collect, Trace, Follow, Describe	Recall, Monitor, Self-Monitor, Write, Underline, Search, Recite, Listen

# Writing Sound Learning Objectives

- What is a learning objective?
  - A statement that tells learners what they <u>should be able to DO, in measurable terms, AFTER instruction</u>
- How should a learning objective be written?
  - the terminal performance or actions that will demonstrate learning
  - the condition of demonstration of that action
  - the **standard** or criterion for demonstrated learning

# Information Literacy & Technological Agility Example

terminal performance

Objective: Build a digital tool.

terminal performance

condition

 Better Objective: Build a digital tool to identify biases in information systems.

standard or criteria

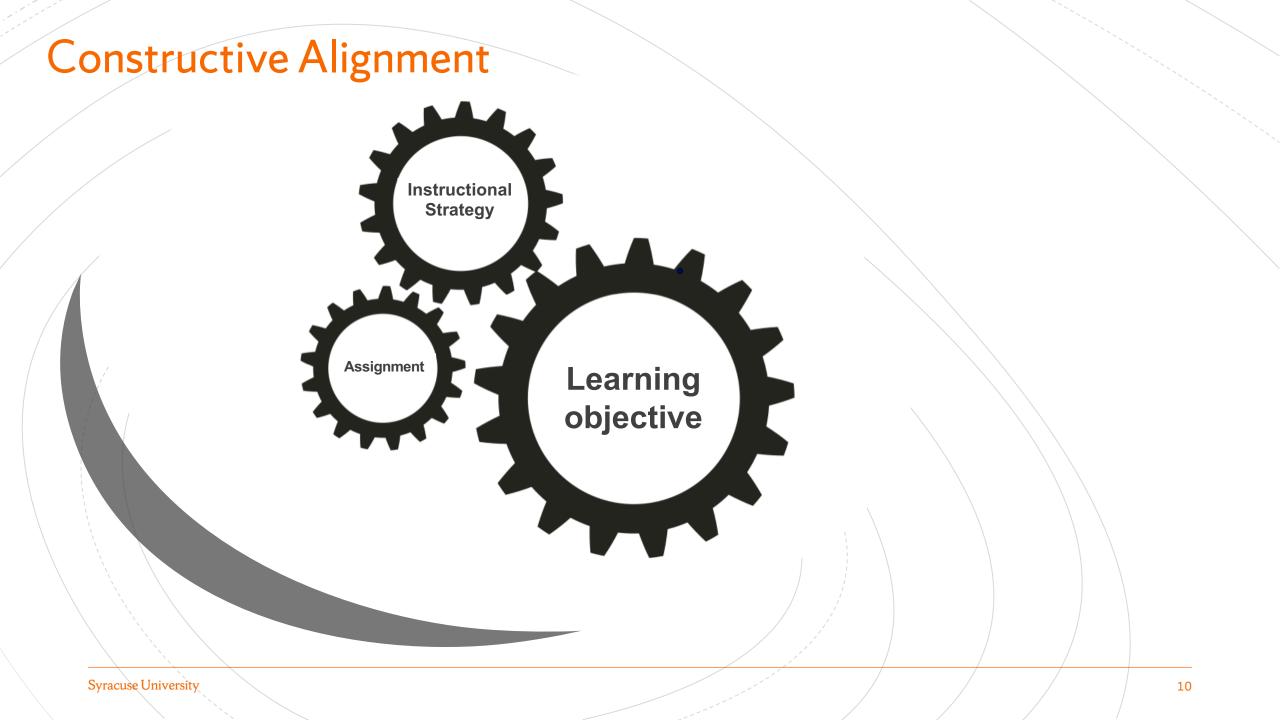
terminal performance

condition

 Objective: Build an accessible digital tool to identify biases in information systems.

Syracuse University

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# Instruction for Group Activity

- Individually, think about a course that you are currently teaching.
- Refer to Learning Outcomes/Objectives Framework A Crossroad between Bloom's and Fink's Taxonomies
  - Identify the type and level of knowledge
  - Identify the domain of learning
  - Use verbs to generate course learning objectives
- Consider Performance-Condition-Criteria criteria to create a course learning objective.
- Align the course learning objective with assignments and instructional strategies.
- Discuss your work in small groups with peers.

Objective: Build an accessible digital tool to identify biases in information systems.



# Questions & Discussion





# Thank you!

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Institutional Effectiveness Effectiveness.syr.edu





### Information Literacy and Technological Agility - Action Verbs and Learning Outcome/Objective Examples

#### Information Literacy and Technological Agility

Identification, collection, evaluation, and responsible use of information. Effective, ethical, and critical application of various technologies and media in academic, creative, personal, and professional endeavors.

#### Description

The document utilizes Bloom's Taxonomy of Cognitive Learning and Fink's Taxonomy of Significant Learning to guide faculty in developing institutional learning goals, program learning outcomes and course learning objectives. Instruction is purposefully designed to develop learners' attitudes, skills, and knowledge. Bloom's and Fink's are two taxonomies faculty can use to organize instruction to facilitate students' learning. The intersection of Bloom's and Fink's provide examples of action verbs and/or goals/outcomes/objectives suited for instructional and/or student levels.

**Bloom's Revised Levels of Learning:** Focuses on cognitive development of intellectual abilities and skills. The cognitive learning domain can be classified in declarative and intellectual skills.

#### Intellectual Skills - Concepts, principles, procedures, and/or problem solving:

Application of concepts, principles, and rules applied in instances beyond instruction.

- Create Organize or re-organize elements together to make a new pattern or structure.
- Evaluate Make judgements based on criteria and standards.
- Analyze Break material into its subcomponents and determine how the parts relate to one another and overall structure and purpose.
- Apply Use a process or idea in a given situation.

#### Declarative Knowledge - Facts and information:

Recall, recognize, state, paraphrase or summarize the facts and information collected.

- Understand Make meaning of the information.
- Remember Recall knowledge from the long-term memory.

**Fink's Domains of Learning:** Fink describes learning as the change in the learner. The Fink's taxonomy is a holistic taxonomy that describes various ways in which learning can make lasting change in multiple dimensions of life.

Foundational Knowledge - Remember and identify specific information and ideas.

Human Dimension - Learn about self and others to function and interact effectively.

Caring - Develop new feelings, interests, and values to be driven to learn.

**Application -** Apply the ideas to engage in physical, intellectual, or social action.

**Integration -** Identify connections between different ideas, experiences, and realms of life (work, school, leisure).

Learning How to Learn - Learn about the process of learning to become a self-directed learner.

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#### Information Literacy and Technological Agility - Course Learning Objective Examples Fink's Domains of Learning Foundational Application Learning How to Learn **Human Dimension** Bloom's Caring Knowledge Apply critical, creative, and Integration Become a better student, and self-Levels of Learning Learning about oneself and Develop new feelings, interests practical skills to solve problems Understanding and remembering Connect ideas, people, and realm directed learner. and values others information and ideas and manage projects Inquire about a subject Propose a policy addressing Host a campus community Create an infographic Build an accessible digital tool Design an accessible website Generate new strategies to Create access to information and conversation on improving illustrating key components of to identify biases in manage information overload Generate new idea for researchers to identify technology for all information literacy in or concept a research proposal. information systems. news deserts. to meet an information need. stakeholders. communities. Evaluate the authenticity of Critique information privilege Compare the authenticity of Discern power and justice Determine the means of Discern and adapt ways to **Evaluate** data available to solve a given develop credibility in a ustify a decision or in contexts to identify information sources using dynamics within information transfer between Skills course of action two different stakeholders. problem. information biases. appropriate criteria. discipline. information systems. Intellectual Analyze information to reach Compare the strengths and Examine scholarship from Analyze the differences Interpret how a source of Compare and contrast policies Analyze valid conclusions using weaknesses of multiple Break information non-traditional and other between public, proprietary, of different trade associations information influences technologies to select the appropriate technological and confidential knowledge. into parts media sources. to guide decision-making. communication perception. tools. appropriate tool. Use technology to connect Compose a digital story Interview professionals to Apply strategies to access Organize information Use information and/or **Apply** explaining the implications of determine the skills, time, and scholars from different regions Use information in collected from multiple technologies in an ethical information from diverse effort needed to produce new around common research the digital divide across given situations manner to solve problems. sources. sources to solve a problem. knowledge. interests. populations. Specify multiple search Map search strategies to Select information sources Communicate information Understand Declarative Knowledge Identify scope of information Discuss access limitations in using a range of formats and Explain ideas or access information from that meets the needs of the strategies employed to to satisfy information need. information systems. concepts stakeholders. modalities. investigate an area of inquiry. resources. Credit ideas gathered from Identify the legal elements Describe inequities inherent

List criteria to determine the

quality of information.

Document the process to

create an accessible website.

sources using relevant citation

style.

in information and/or data

systems.

Remember

Recall information

Identify an information need

in the community.

regarding intellectual property

rights.

Constructive Alignment between Course Learning Objectives, Assignments, and Instructional Strategies					
Course Learning Objectives	Assignments	Instructional Strategies			
Build an accessible digital tool to identify biases in information systems.	<ul> <li>Concept Map (20%): Create a concept map outlining the overall framework (purpose, how does it function, accessibility standards) of the digital tool.</li> <li>Coding (20%): Write the code and build the tool.</li> <li>Accessibility Test (10%): Use JAWS to test the accessibility of tool.</li> <li>Presentation (10%): Present the tool to the class.</li> </ul>	<ul> <li>Faculty uploads an instructional video on biases in information systems for students to watch prior to the session.</li> <li>Faculty holds a discussion on biases in information systems.</li> <li>Faculty models how to test accessibility of a digital tool using JAWS.</li> <li>Faculty divides the students into groups and asks each group to select a different digital tool and identify the inherent biases and evaluate its accessibility.</li> </ul>			
Create an infographic illustrating key components of a research proposal.	<ul> <li>Proposal Outline (10%): Work in pairs to write a two-page proposal illustrating research problem, question, method, and context.</li> <li>Infographic (20%): Pairs create an infographic after incorporating feedback from the faculty on their proposal outline.</li> </ul>	<ul> <li>Faculty invites a librarian to facilitate a session on how to craft a research question.</li> <li>Faculty models the process of designing a research proposal identifying the research problem, research question, methods, participants, and context.</li> <li>Faculty uploads a tutorial on how to design an infographic.</li> </ul>			
Propose a policy addressing access to information and technology for all stakeholders.	<ul> <li>Policy Brief (20%): Work in groups to develop a policy brief outlining the problem, facts, solution, and references using APA style.</li> <li>Presentation of Policy Brief (15%): Groups present their proposed policy. Each member of the group presents a different section in the proposal.</li> <li>Responsibility chart (5%): Each member of the group provides a description outlining how the group worked together and outlines the contribution of each group member.</li> </ul>	<ul> <li>Faculty lectures on the process for proposing a policy and shares methods to investigate needs of the stakeholders.</li> <li>Faculty provides a case study to the students and highlights the methods used to investigate the problem, describes the problem, present facts, identifies the solution, and discusses proper citation formats.</li> </ul>			
Design an accessible website for researchers to identify news deserts.	<ul> <li>Website Template (10%): Work individually to prepare a draft of the website framework including visual design, menus, and navigation.</li> <li>Website Content (20%): Incorporate the content into the website template. Address accessibility issues on the website.</li> <li>Live Demonstration (15%): Students present their website to the class. Peers test the functionality to identify news deserts and provide feedback using a rubric.</li> <li>Final Website Submission (5%): Incorporate the feedback from the live demonstration and submit the link via Blackboard.</li> </ul>	<ul> <li>Faculty shows a documentary on news deserts in the session followed by a discussion.</li> <li>Faculty models tools to identify news deserts and engages students in finding news deserts in a geographic location.</li> <li>Faculty uploads a tutorial on using a free website builder for students to watch prior to the session.</li> </ul>			

Constructive Alignment between Course Learning Objectives, Assignments, and Instructional Strategies				
Course Learning Objectives	Assignments	Instructional Strategies		