

# LEARNING OUTCOMES



## PSYCHOMOTOR DOMAIN

Domain of know-how, dexterity and manual skills.

Learning outcomes must be:



focused on the students' **learning**



related to **content**



easy to **assess**

Learning outcomes are formulated in a **clear** and **concise** manner using **action verbs**.

### Surface learning

Acquisition of knowledge in a theoretical context.

Students usually:



have **low** psychomotor engagement



only retain information for a **short time**



### PERCEIVE

Recognize the actions and steps to take in a situation

"At the end of this class, students will be **able to...**"

Find  
Identify  
Discern  
Observe  
Recognize

Target  
Define  
Agree  
Distinguish  
Etc.

### Intermediate learning

Development of skills and relating theory to practice.

Students usually:



have **moderate** psychomotor engagement



retain information for a **longer time**



### PRACTICE

Make specific, appropriate movements in a situation

Apply  
Coordinate  
Demonstrate  
Employ  
Execute

Imitate  
Undertake  
Reproduce  
Utilize  
Etc.

### Deep learning

Emergence of change and integration of new skills in real situations.

Students usually:



have **high** psychomotor engagement



retain information for a **much longer time**



### ADAPT

Develop your own style and improve your effectiveness

Anticipate  
Improve  
Change  
Control

Diversify  
Modify  
Regulate  
Etc.

