



HITEC University, Taxila

Department of Electrical Engineering

Bloom's Taxonomy's Three Learning Domains

Cognitive, Affective, and Psychomotor

Cognitive Domain (Knowledge / Thinking Skills)

Focus: Intellectual skills, mental processes, and knowledge acquisition.

Developed by: Benjamin Bloom (1956)

	Level	Learning Focus	Brief Description
1	Remembering	Recall information	Retrieve facts and basic concepts from memory.
2	Understanding	Comprehend meaning	Explain ideas or interpret information.
3	Applying	Use knowledge	Use knowledge or methods in new situations.
4	Analyzing	Break down	Examine parts, relationships, and structure.
5	Evaluating	Judge or justify	Make judgments based on criteria and standards.
6	Creating	Produce new ideas	Combine elements to form an original or innovative whole.

Affective Domain (Attitudes / Values / Emotions)

Focus: Emotional development, attitudes, motivation, and values.

Developed by: Krathwohl, Bloom & Masia (1964)

	Level	Learning Focus	Brief Description
1	Receiving Phenomena	Awareness	Willingness to hear or attend to new information.
2	Responding Phenomena	Active participation	Reacting or participating actively.
3	Valuing	Attaching value	Showing commitment or belief in a value or idea.
4	Organizing	Integrating values	Prioritizing and reconciling differences among values.
5	Characterizing	Internalizing values	Acting consistently with a value system that guides behavior.

Psychomotor Domain (Physical / Motor Skills)

Focus: Physical movement, coordination, and use of motor skills.

Developed by: Simpson (1972) and later refined by others.

	Level	Learning Focus	Brief Description
1	Perception	Sensory cues	Using senses to guide motor activity.
2	Set	Readiness	Showing mental and physical preparedness to act.
3	Guided Response	Imitation	Performing under guidance or following a model.
4	Mechanism	Proficiency	Developing confidence and skill through practice.
5	Complex Overt Response	Skilled performance	Performing smoothly and efficiently.
6	Adaptation	Modification	Modifying movement patterns to suit special situations.
7	Origination	Innovation	Creating new movement patterns or actions.