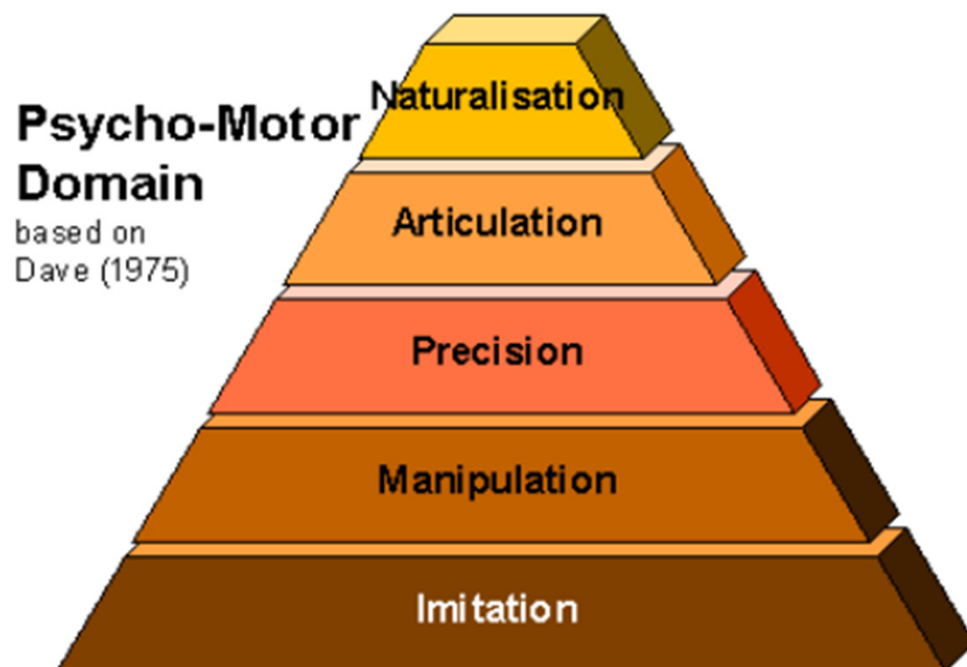




- Dave, R. (1967). *Psychomotor domain*. Berlin: International Conference of Educational Testing.

Level	Definition	Possible Verbs
1. Imitate	Observe a skill and attempt to repeat it, or see a finished product and attempt to replicate it while attending to an exemplar.	Attempt, copy, duplicate, imitate, mimic
2. Manipulate	Perform the skill or produce the product in a recognizable fashion by following general instructions rather than observation.	Complete, follow, play, perform, produce
3. Precision	Independently perform the skill or produce the product, with accuracy, proportion, and exactness; at an expert level.	Achieve automatically, excel expertly, perform masterfully
4. Articulation	Modify the skill or product the product to fit new situations; combine more than one skill in sequence with harmony and consistency.	Adapt, alter, customize, originate
5. Naturalization	Completion of one or more skills with ease and making the skill automatic with limited physical or mental exertion.	Naturally, perfectly

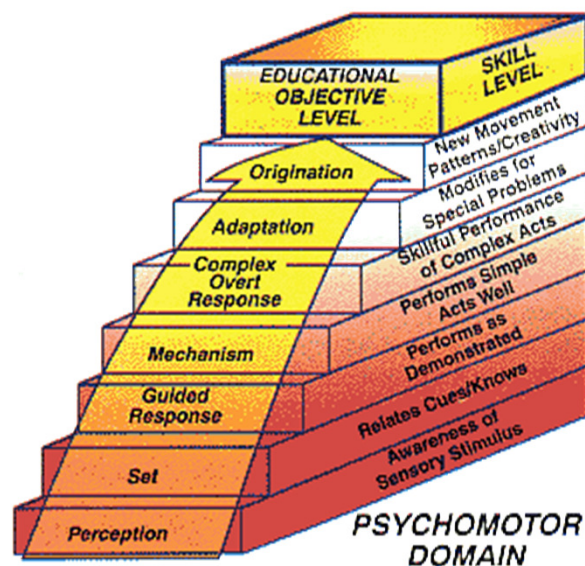


Figure1-6. E.J. Simpson's hierarchical taxonomy for the psychomotor domain (physical skills) consists of seven educational objective levels.

- [Simpson, E. \(1972\). The classification of educational objectives in the psychomotor domain: The psychomotor domain. Vol. 3. Washington, DC: Gryphon House.](#)

Level	Definition	Possible Verbs
1. Perception	The ability to use sensory cues to guide physical activity	Distinguish, identify, select
2. Set	The readiness to act; requires the learner to demonstrate an awareness or knowledge of the behaviors needed to carry out the skill	Assume a position, demonstrate, show
3. Guided response	The early stage of learning a complex skill; includes imitation; can complete the steps involved in the skill as directed	Attempt, imitate, try
4. Mechanism	The ability to perform a complex motor skill; the intermediate stage of learning a complex skill	
5. Complex overt response	The ability to perform the complete psychomotor skill correctly	Carry out, operate, perform
6. Adaptation	Can modify motor skills to fit a new situation	Adapt, change, modify, revise
7. Origination	The ability to develop an original skill that replaces the skill as initially learned	Create, design, originate.

[Modification of Simpson](#) by the University of Mississippi School of Education



- [Harrow, A.](#) (1972). *A taxonomy of the psychomotor domain. A guide for developing behavioral objectives*. New York: McKay.

Level	Definition	Possible Verbs
1. Reflex movement	Segmental, intersegmental, and suprasegmental reflexes	Respond
2. Basic-fundamental movements	Locomotor movements, nonlocomotor movements, manipulative movements	
3. Perceptual abilities	Kinesthetic, visual, auditory and tactile discrimination and coordinated abilities	
4. Physical abilities	Endurance, strength, flexibility, and agility	
5. Skilled movements	Simple, compound, and complex adaptive skills	Assemble, calibrate, construct, dissect
6. Nondiscursive communication	Expressive and interpretive movement	Arrange, compose, create, originate, design