

**Units for Students @**

[http://darwindefenders.org/?page\\_id=414](http://darwindefenders.org/?page_id=414)

**TEACHERS NOTES...**

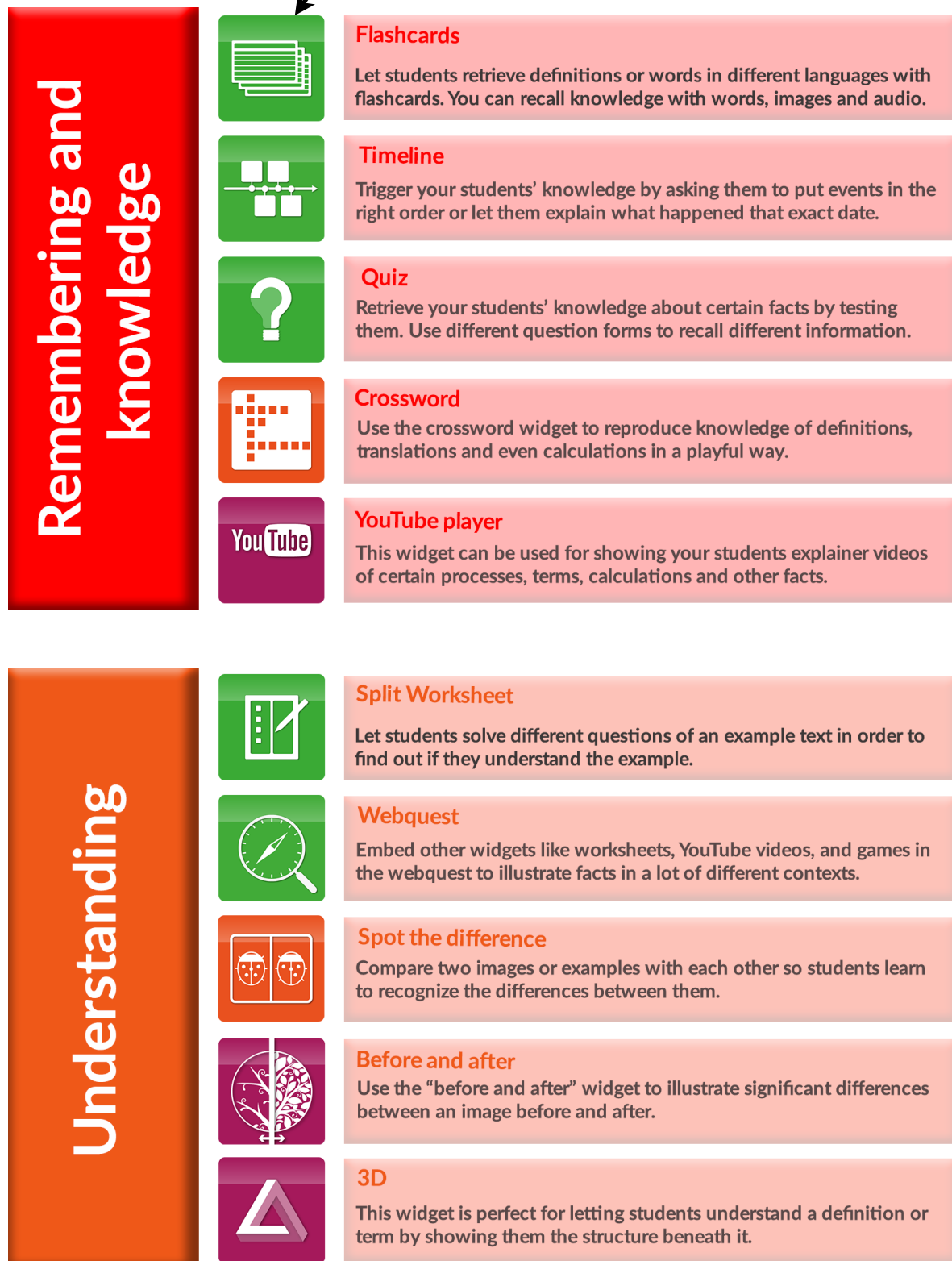
# LINKS TO BLOOM'S TAXONOMY...

The Darwin Defenders Units for Students are created using Kotobee software  
<http://www.kotobee.com>  
and use Kotobee and Bookwidgets for the interactive content.  
<http://www.bookwidgets.com>

Lucie Renard in her Bookwidgets blog of Apr 12, 2017 outlined how Bookwidgets link to Bloom's Taxonomy:

<https://www.bookwidgets.com/blog/2017/04/how-to-relate-bookwidgets-to-blooms-taxonomy>

Diagrams from the blog (second columns are the icons for the individual Bookwidget creators):



## Applying



### Worksheet

Use one of the many question types to let students sketch, solve, practice, apply or complete tasks with a minimum of direction.



### Whiteboard

Use this widget to let students implement a procedure to solve the exercise. Let them draw, type or add images to build their case.



### Checklist

Use the checklist to create a process or procedure. Let students use the checklist to apply the process on another exercise.



### Random images

Show students random images that represent different examples. Let them apply the process or the facts in each particular situation.



### Image carousel

Each image represents a new short exercise. Use hotspots to indicate focus points in the exercises. Let students illustrate learned processes.

## Analyzing



### Chart

Students learn to categorize facts and numbers and how they relate to each other. With the chart, they can manipulate and modify statistics.



### Spreadsheet

When you demonstrate an experiment, students can write down the outcomes in the spreadsheet and analyze changes and similarities.



### Hotspot

Use the hotspot image widget to enlarge details on an image. Insert text, images, video or audio and let them pop-up on the image.



### Mindmap

Students discover how some components relate to each other by mapping out the whole structure.



### Pair matching

This widget triggers students to find two similar outcomes. Students have to analyze the cards and find out which one matches the other.

# Evaluation



## Exit slip

The purpose of the exit slip is receiving teacher feedback, but it also lets students evaluate themselves and think about their learning.



## Split whiteboard

Ask students questions about their learning on one side. Let them reflect and answer with a drawing, text or pictures on the other side.



## Survey

Create a survey with questions for your students that ask for deep reflection about their work and learning.



## Mindmap

Let students evaluate their work by making a mindmap containing focus points: Strengths, weaknesses and changes for the next time.

# Creation



## Randomness

Add wheels with different components. Challenge students to combine the components and make a new whole by telling a story around them.



## Wordsearch

Students probably know a translation or a definition of a term, but can they also reorganize them in a new pattern like this puzzle?



## Planner

Let students put together different components in the planner widget. The planner forms a guidance to form a new whole.



## Mindmap

A mindmap represents tiny pieces that come together to create a new whole. Let students put those pieces together by structuring them.



## Pairmatching

Two different pieces can imply one solution. Let your students connect the right parts to find the answer.

**More to come...**