



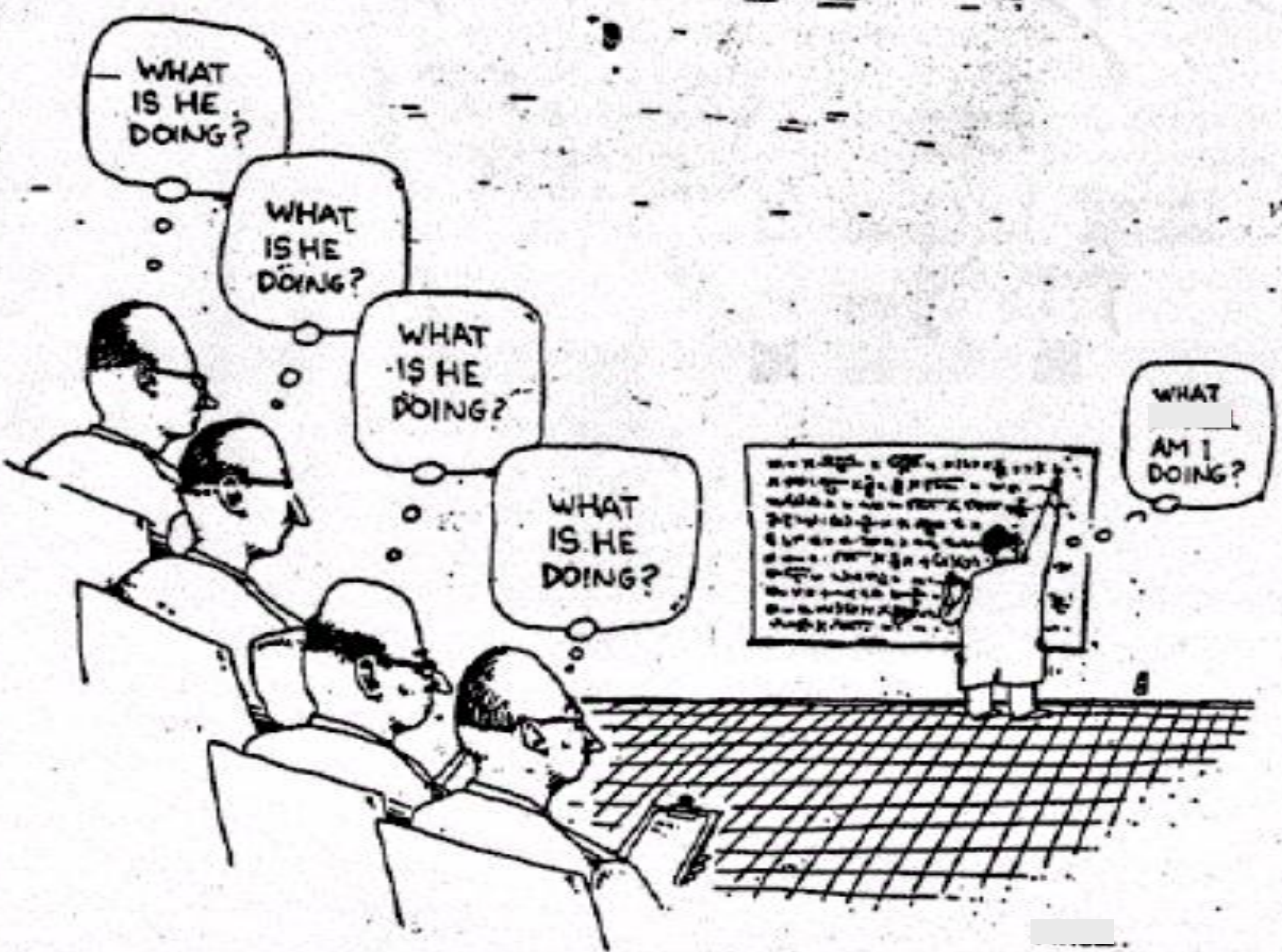
WHAT IS HE DOING?

WHAT IS HE DOING?

WHAT IS HE DOING?

WHAT IS HE DOING?

WHAT AM I DOING?



Lecture objectives unclear

**Aims or Goals**

```
graph TD; A([Aims or Goals]) --> B([Learning objectives]);
```

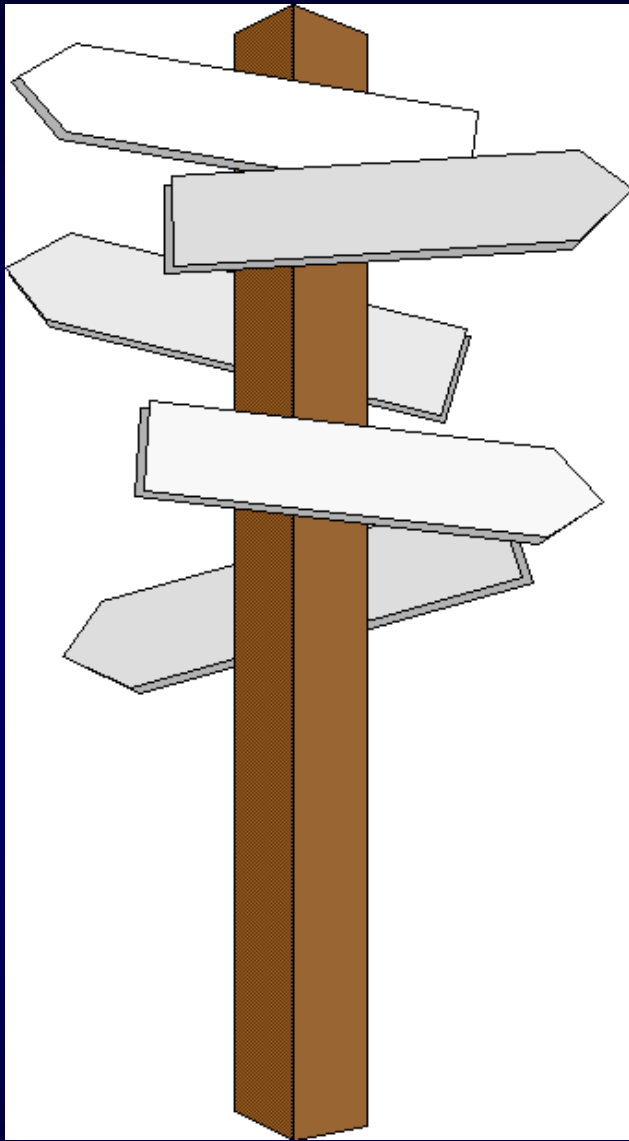
The diagram consists of two white ovals on a dark blue background. The top oval contains the text 'Aims or Goals' and a white arrow points downwards from its center to the center of the bottom oval, which contains the text 'Learning objectives'.

**Learning objectives**

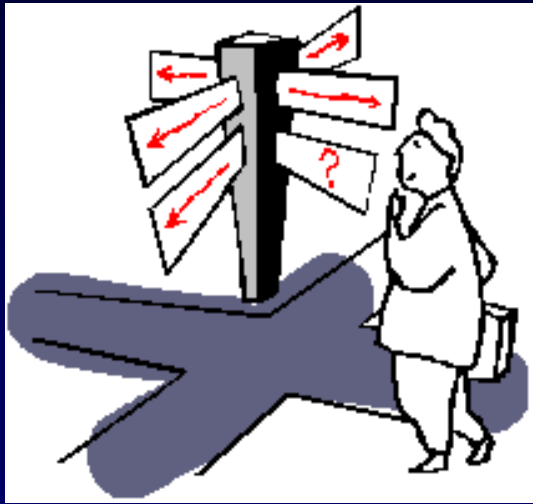
# OBJECTIVES

- Clear statements of what students should be able to do

Expectations made **EXPLICIT** !



If you are not certain of  
where you are  
going.....



You may very well end up  
somewhere else  
(and not even know it)

# Objectives

- By the end of the learning activity, the participants should be able to
  - Describe the characteristics of the objectives
  - Classify the objectives
  - Explain the use of the objectives
  - Construct one objective in each participants' speciality



# The student should

- Know about epinephrine
- List two actions of epinephrine on the heart

EXPLICIT

- The student should enumerate four pharmacological actions of epinephrine
- The teacher should list four pharmacological actions of epinephrine

# STATE LEARNER ACTIVITY

(Not teacher activity)

- Enumerate pharmacological actions of epinephrine on heart
- Name the components of an internal combustion engine

RELEVANT

- Students should be able to perform PCR and interpret the results
- Students should be able to build the prototype of a Formula 1 car

FEASIBLE

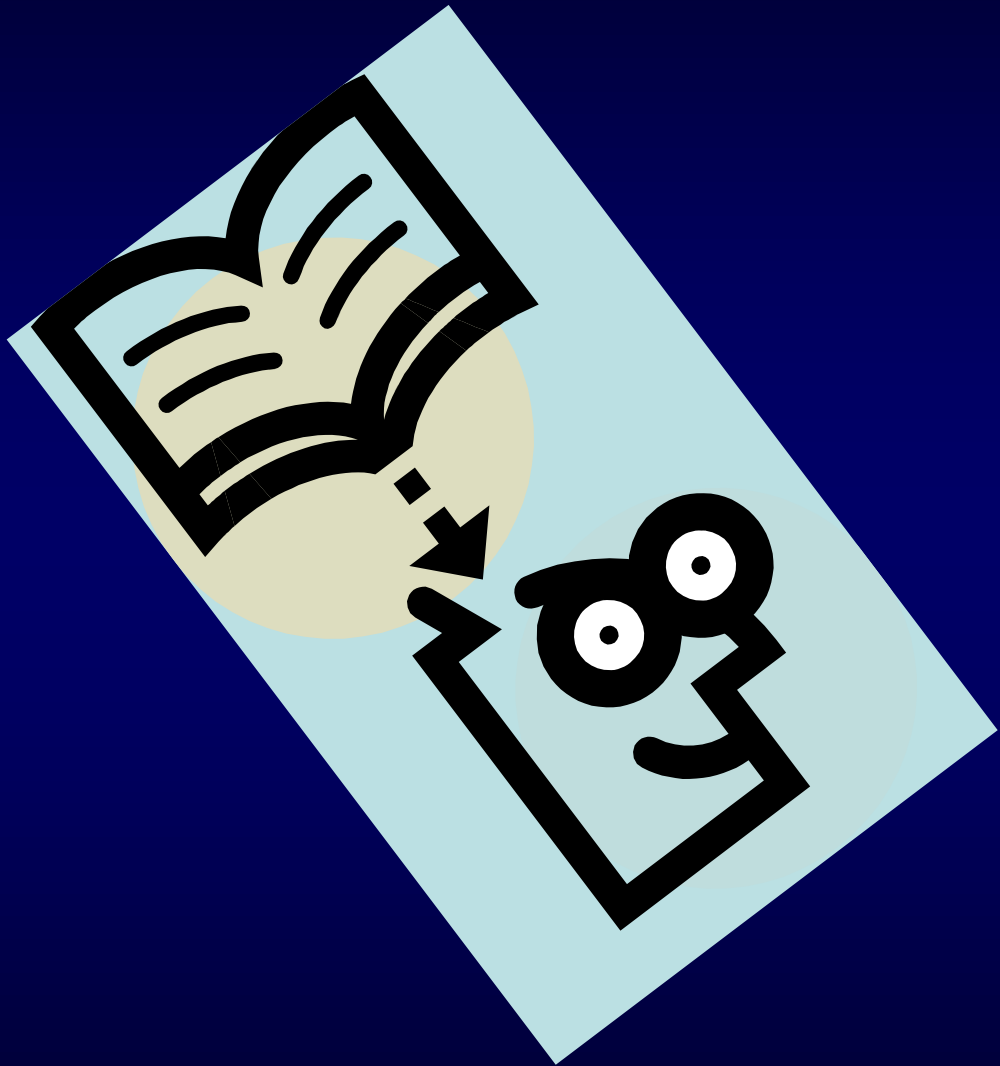


# Quality of Objectives

- Explicit
- State learner activity
- Relevant
- Feasible
- Measurable
- Specific
- Measurable
- Achievable
- Relevant
- Time bound

# TAXONOMY OF LEARNING OBJECTIVES

Functional classification  
(Bloom's Taxonomy)



KNOWLEDGE

SKILLS

ATTITUDE

- KNOWLEDGE = COGNITIVE
- SKILLS = PSYCHOMOTOR
- ATTITUDE = AFFECTIVE

**COGNITIVE**



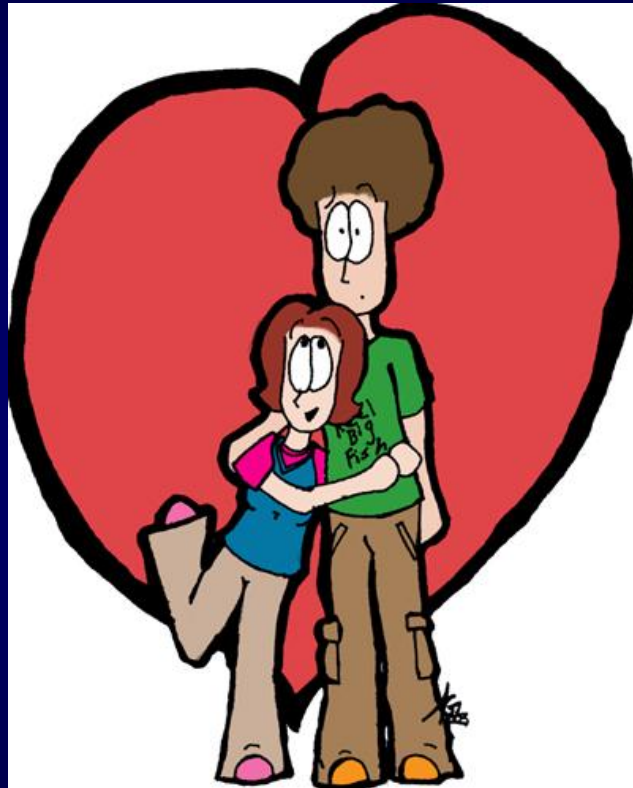
**INTELLECTUAL SKILLS**

**PSYCHOMOTOR**



**PRACTICAL SKILLS**

**AFFECTIVE**



**EMOTIONAL SKILLS**





# Cognitive



# Recall

The learner is able to

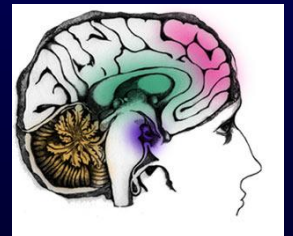
**remember** and **restate** learned information.

List  
Name  
Enumerate



# Recall

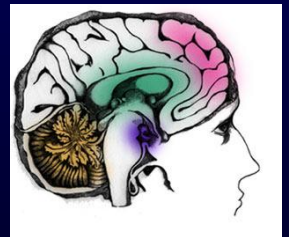
- Name three bacteria associated with gas gangrene
- List the components of an internal combustion engine
- Recite a poem



# Comprehension

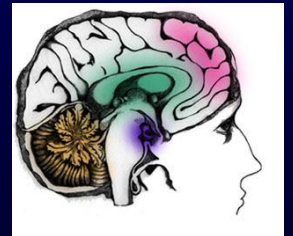
The learner grasps the meaning of information by understanding and translating what has been learned.

*Classify*  
*Compare*  
*Explain*  
*Exemplify*



# Comprehension: examples

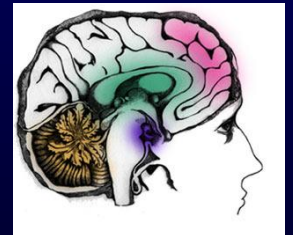
- Classify anemia based on cell types
- Compare the working principles of petrol and diesel engine
- Use a collection of pictures to demonstrate steps in phagocytosis



# Application

The learner makes use of information in a context different from the one in which it was learned

Solve  
Compute  
Construct



# Application

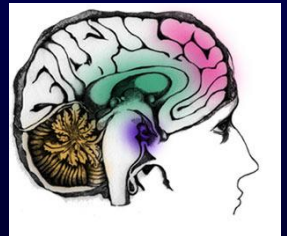
- Solve a basic mathematical problem
- Compute the value of variables using scientific formulas
- Develop a treatment plan





# Application

- Invent a machine to do a specific task



Creating  
Evaluating  
Analysing

Application

Using information in another familiar situation

Comprehension

Understanding ideas or concepts

Recall

Remembering information





# Psychomotor



# Imitation

- Early stages
- Practice



# Effective Control

- Intermediate stage
- Coordinated performance
- Accuracy
- Practice



# Automatism

- Modify
- Create



# Psychomotor

Automatism

Effective control

Imitation







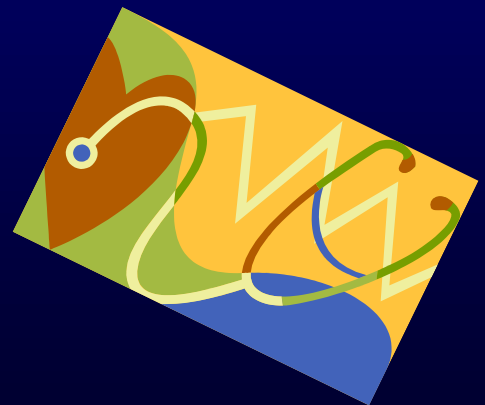
*Affective*



# Receptivity



# Response



# Internalisation

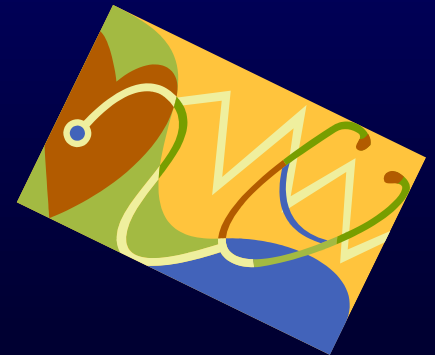


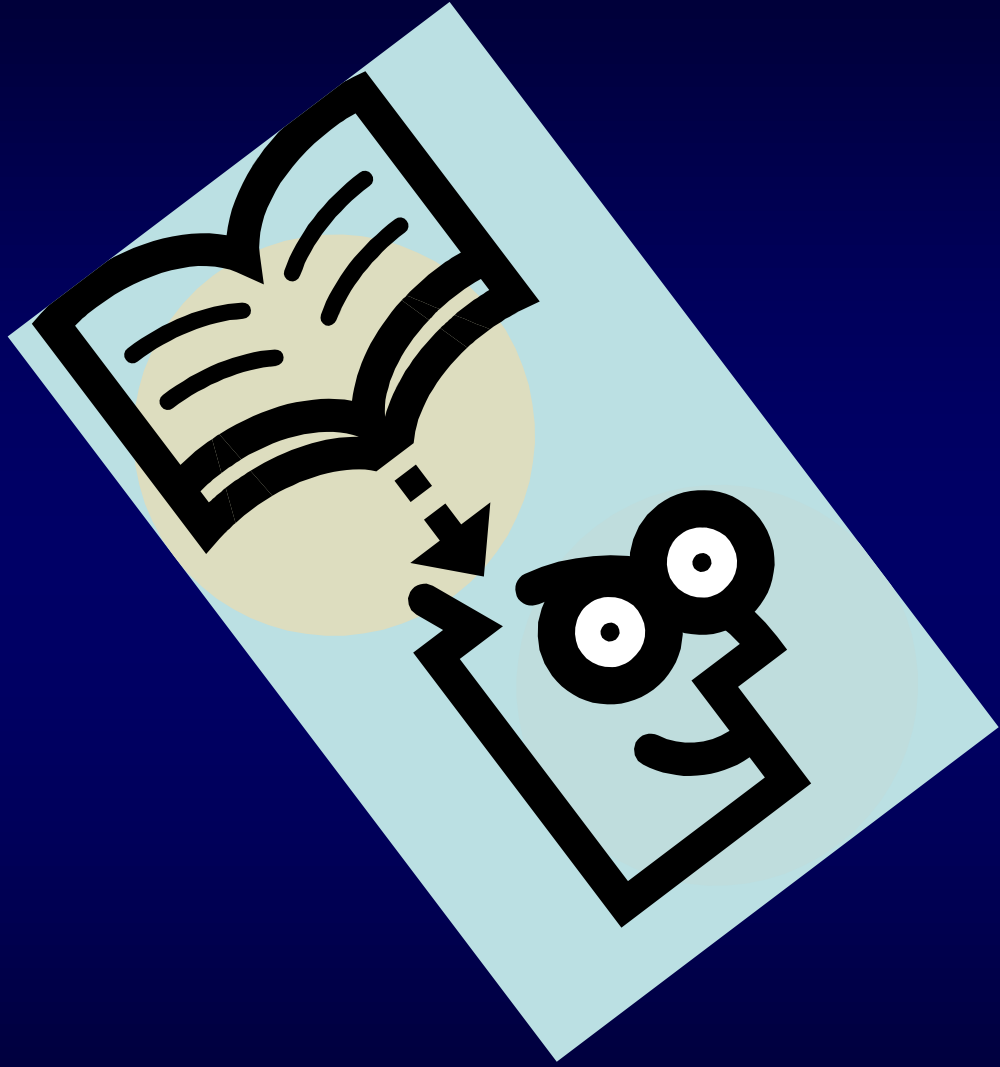
# Affective

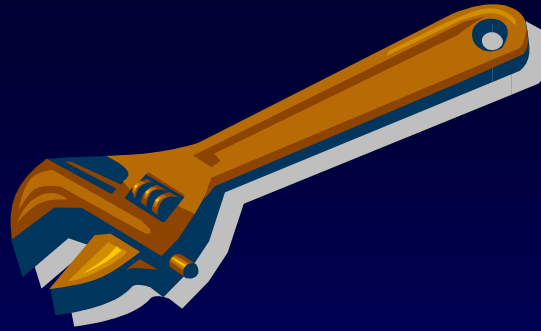
Internalisation

Response

Receptivity







- Curriculum planning
- Instructional delivery
- Assessment



# *Now it's your turn...*

Construct one objective in  
your speciality

Indicate

The domain

Level to which it belongs

## Quality of objectives

- Explicit
- State learner activity
- Relevant
- Feasible
- Measurable

“Teaching is leading students into a situation in which they can only escape by thinking”



Thank you