## **Bloom's Taxonomy: Prompts for Generating Questions**

Remembering	Understanding	Applying	Analyzing	Evaluating	Creating
Cite	Describe	Adapt	Analyze	Appraise	Assemble
Define	Discuss	Apply	Arrange	Assess	Compile
Find	Explain	Compute	Categorize	Choose	Compose
Give an example	Interpret	Demonstrate	Compare	Conclude	Concoct
Identify	Paraphrase	Dramatize	Contrast	Criticize	Construct
Label	Report	Draw	Deconstruct	Critique	Create
List	Restate in own words	Illustrate	Detect	Debate	Design
Locate	Retell	Implement	Dissect	Deduce	Develop
Match	Review	Interview	Distinguish	Defend	Devise
Name	Summarize	Make	Examine	Hypothesize	Formulate
Quote	Translate	Operate	Group	Judge	Generate
Recall		Practice	Inspect	Justify	Imagine
Recite		Role play	Integrate	Prioritize	Invent
Recognize		Sequence	Organize	Rank	Make
Retrieve		Solve	Probe	Rate	Originate
Show		Use	Research	Reject	Prepare
			Separate	Validate	Produce
			Sift		Set up
					What if?

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Level	Prompts
Remembering	Where is
	What did
	Who was
	When did
	How many
	Locate it in the story
	Point to the
Understanding	Tell me in your own words
	What does it mean
	Give me an example of
	Describe what
	Make a map of
	What is the main idea of
Applying	What would happen to you if
	Would you have done the same as
	If you were there, would you
	How would you solve the problem
	In the library, find information about
Analyzing	What things would you have used
	What other ways could
	What things are similar/different?
	What things couldn't have happened in real life?
	What kind of person is
	What caused to act the way she/he did?
Evaluating	Would you recommend this book? Why? Why not?
	Select the best Why is it the best?
	What do you think will happen to
	Why do you think that?
	Rank the events in order of importance.
	Which character would you most like to meet? Why?
	Was good or bad? Why?
	Did you like the story? Why?
Creating	What would it be like if
	What would it be like to live
	Design a
	Pretend you are a
	What would have happened if
	Why/why not?
	Use your imagination to draw a picture of
	Add a new item on your own
	Tell/write a different ending