

SATURDAY OCTOBER 9**SUNDAY OCTOBER 10**

Strategy 30 Blooms Taxonomy REMEMBER

Can the student RECALL information?

Background

Remember refers to the observation and the recall of information. It includes:

- Knowledge of dates, events, places.
- Knowledge of major ideas.
- Mastery of subject matter.

Process

The following are examples of 'Remember' cues:

List	Define	Tell	Describe	Identify
Show	Label	Collect	Examine	Quote
Name	Who	What	When	Where
Brainstorm	Categorise	Gather	Generate	Match
Memorise	Observe	Recall	Recognise	Reproduce

Sample sentence starters include:

Name ...
 Identify who / what ...
 Describe what happens...
 What is the meaning of ...?
 What is ...?
 How many ...?
 What happened ...?

Observation

Although at the very bottom of Bloom's taxonomy, and therefore requiring basic thinking, it is still important for students to know certain facts, rules, issues, themes and problems before they can engage in higher order thinking tasks. Some useful strategies at the 'Remember' level, include Acronyms, Silent Card Shuffle (Strategy 3, p.24), KWL (Strategy 9, p.60) and See Saw (Strategy 10, p.66).

