Integrating technology in the classroom and engaging students in higher order thinking creates the ultimate learning experience for students. Bloom’s Taxonomy and digital tools creates an innovative learning environment where students are engaged in their assignments.

The following is a list of digital tools as it relates to Bloom’s Taxonomy.

1. Creating – In creating, students create projects that involve video editing, storytelling, video casting, podcasting, and animating. Digital tools to allow students to create include: Story Kit, Comic Life, iMovie, and GoAnimate.com, SonicPics, Fotobabble, and Sock Puppet.
2. Evaluating – In evaluating students show their understanding of a topic or participate in evaluating a peers understanding of a topic. Digital tools to allow students to evaluate include: Google Docs, Poll Everywhere, Socrative, BrainPOP, and Today’s Meet.
3. Analyzing – In analyzing students complete tasks that involves structuring, surveying, outlining, and organizing. Digital tools to allow students to analyze include: Corkboard.me, Poll Everywhere, SurveyMonkey.com, Study Blue, Keynote, and Stickyboard.
4. Applying – In applying students illustrate, present, demonstrate, and simulate. Digital tools that allow students to apply include: ScreenChomp, SonicPics, QuickVoice, Fotobabble, Keynote, Podomatic, and Skype.
5. Understanding – In understanding students explain, blog, subscribe, categorize, annotate, and tweet. Digital tools to allow students to understand include: PowerPoint, Google Blogs, Fotobabble, Bit.ly, Twitter, and neu.Annotate.
6. Remembering – In remembering students recall, bookmark, list, search, create mindmaps, and write. Digital tools to allow students to remember include: Pages, Google Docs, Study Blue, Bit.ly, and Wordle.

For a sample lesson using digital tools with the levels of Bloom’s Taxonomy visit my post at: http://t.co/GjO2PNx5.