App Selection Criteria

Remembering Criteria: Apps that fit into the “remembering” stage improve the user’s ability to define terms, classify facts, and recall location information. Many educational apps fall into the “remembering” phase of learning. They ask users to select an answer out of a line-up, find matches, and sequence content or input answers.

Understanding Criteria: Apps that fit into this “understanding” stage provide opportunities for students to explain ideas or concepts. Understanding apps step away from the selection of a “right” answer and introduce a more open-ended format for students to summarise content and translate meaning.

Applying Criteria: Apps that fit into the applying stage provide opportunities for students to demonstrate their ability to implement learned procedures and methods. They also highlight the ability to apply concepts in unfamiliar circumstances.

Analysing Criteria: Apps that fit into the “analysing” stage improve the user’s ability to judge material or methods based on criteria set by themselves or external sources. They help students judge content reliability, quality, and effectiveness, and reach informed decisions.

Creating Criteria: Apps that fit into the “creating” stage provide opportunities for students to generate ideas, design more open-ended formats for students to summarise content and translate meaning.

Analysing Criteria: Apps that fit into this “understanding” stage provide opportunities for students to explain ideas or concepts. Understanding apps step away from the selection of a “right” answer and introduce a more open-ended format for students to summarise content and translate meaning.

The Padagogy Wheel – It’s Not About The Apps, but the idea of the gears.

I would like to thank Tobias Rodemerk for the idea of the gears.

For a detailed look at how the Padagogy Wheel Model works please visit the TeachThought Blog Post: “The Padagogy Wheel – It’s Not About The Apps, It’s About The Pedagogy”.

The Padagogy Wheel First Language Project

25 languages are planned for 2016. For the latest languages see bit.ly/languageproject

Standing on the Shoulders of Giants

This Taxonomy wheel, without the apps, was first discovered at Paul Hopkins’ educational consultancy website irwinweb.org. The taxonomy wheel was produced by Sharon Arlley and was an adaptation of Rathwohl and Anderson’s (2001) adaptation of Bloom’s (1956). The idea to further develop it for the Pad in V2.0 and V3.0, I would like to acknowledge Kathy Schrock from her website Bloom’s Apps in V4.0 the App Selection Criteria is based on an excellent article in Edutopia by Diane Darrow. V5.0 of the Padagogy Wheel has a comprehensive list of Action Verbs which are from the infographic “Bloom’s Digital Taxonomy Verbs” published by Global digital citizen.org, first viewed at “Bloom’s Digital Taxonomy Verbs for 21st Century students” on the teachthought.com website.

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Immersive Learning Simulations are the most effective pedagogy to develop graduate attributes and capabilities in learners, as well as address motivation.