

Relevant Tangible Outcomes To Learning

Apps for All Levels of Learning

Step 3 Producer

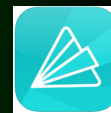
Using a learned concept to create a product that reflects both a complete comprehension of its meaning and an understanding of how it connects & contributes to the real world.



[iMovie](#)



[GarageBand](#)



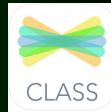
[Animoto](#)



[Keynote](#)



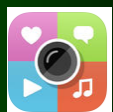
[Pages](#)



[Seesaw](#)



[ComicLife](#)



[ThingLink](#)



[Aurasma](#)

DQ 4

Step 2 User

Interacting with a concept and applying it to various situations.



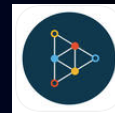
[Sumdog](#)



[Qr Code](#)



[Skitch](#)



[Educreations](#)



[Notability](#)



[Popplet](#)



[Kahoot](#)



[Google Drive](#)

DQ 3

Step 1 Consumer

Absorbing a concept at a basic level without processing it for new uses.



[Video Science](#)



[Khan Academy](#)



[Nearpod](#)



[Crazy Gears](#)



[FlipBoard](#)



[TED](#)



[Science 360](#)



[Learn Zillion](#)



[BrainPop](#)



[Gizmos](#)

DQ 2

Retrieval | Comprehension | Analysis | Knowledge Utilization

Knowledge | Comprehension | Application | Analysis | Synthesis | Evaluation

Recall | Skill/Concept | Strategic Thinking | Extended Thinking

Marzano

Bloom

Webb