

## Depth of Knowledge (DOK) Levels

Level One Activities	Level Two Activities	Level Three Activities	Level Four Activities
<p>Recall elements and details of story structure, such as sequence of events, character, plot and setting.</p> <p>Conduct basic mathematical calculations.</p> <p>Label locations on a map.</p> <p>Represent in words or diagrams a scientific concept or relationship.</p> <p>Perform routine procedures like measuring length or using punctuation marks correctly.</p> <p>Describe the features of a place or people.</p>	<p>Identify and summarize the major events in a narrative.</p> <p>Use context cues to identify the meaning of unfamiliar words.</p> <p>Solve routine multiple-step problems.</p> <p>Describe the cause/effect of a particular event.</p> <p>Identify patterns in events or behavior.</p> <p>Formulate a routine problem given data and conditions.</p> <p>Organize, represent and interpret data.</p>	<p>Support ideas with details and examples.</p> <p>Use voice appropriate to the purpose and audience.</p> <p>Identify research questions and design investigations for a scientific problem.</p> <p>Develop a scientific model for a complex situation.</p> <p>Determine the author's purpose and describe how it affects the interpretation of a reading selection.</p> <p>Apply a concept in other contexts.</p>	<p>Conduct a project that requires specifying a problem, designing and conducting an experiment, analyzing its data, and reporting results/solutions.</p> <p>Apply mathematical model to illuminate a problem or situation.</p> <p>Analyze and synthesize information from multiple sources.</p> <p>Describe and illustrate how common themes are found across texts from different cultures.</p> <p>Design a mathematical model to inform and solve a practical or abstract situation.</p>

### Examples of Technology Integration/ Instructional Strategies (DOK) for Levels

Level 1 Technology Integration/ Instructional Strategies	Level 2 Technology Integration/ Instructional Strategies	Level 3 Technology Integration/ Instructional Strategies	Level 4 Technology Integration/ Instructional Strategies
<p><b>Teacher Directed:</b></p> <ul style="list-style-type: none"> <li>Use appropriate technology resources for <a href="#">drill &amp; practice</a>, <a href="#">color coding</a>, <a href="#">text highlighting</a>, <a href="#">concept sorts</a>, measurement, and practice test questions</li> <li>Use appropriate technology resources in teaching Marzano's High Yield Strategy: <a href="#">Questions, Clues, and</a></li> </ul>	<p><b>Teacher Directed:</b></p> <ul style="list-style-type: none"> <li>Use appropriate technology resources for question/answer, graphic organizers, <a href="#">brainstorming</a>, graphing, highlighting/color coding as part of <a href="#">guided reading practice</a>, organizing ideas, summarizing, compare/contrast, making</li> </ul>	<p><b>Teacher Directed:</b></p> <ul style="list-style-type: none"> <li>Use appropriate technology (document camera/LCD projector/Interactive whiteboard) in class discussions for contrasting/comparing; draw conclusions; differentiation; revision; assessment; teaching/ demonstrating problem-solving strategies, evidence citation, etc.</li> </ul>	<p><b>Teacher Directed:</b></p> <p>Use appropriate technology to support activities in which students plan, reason, and explain their thought processes.</p> <p><b>Student Directed</b></p> <p>Use appropriate technology to</p>

<p><a href="#">Advanced Organizers</a></p> <ul style="list-style-type: none"> <li>Use appropriate technology to support activities in which students practice recall, simple calculations, etc. including: <a href="#">CAI</a> – Computer Assisted Instruction</li> <li>Assign Homework/ Practice (<a href="#">Marzano's High Yield Strategy: Homework &amp; Practice</a>) that leverage to digital tools in online textbooks.</li> </ul> <p><b>Student Directed:</b></p> <ul style="list-style-type: none"> <li>Use <a href="#">CAI</a> – computer assisted instruction</li> <li>Use digital games for practice (computer-based or internet-based) Examples: <a href="#">Arademic Skill Builders</a>, <a href="#">Spelling City</a>, <a href="#">Math Playground</a>, <a href="#">Science Games</a></li> <li>Use digital study tools (<a href="#">electronic flash cards</a>, <a href="#">practice test questions</a>, etc.)</li> <li>Use online manipulatives and calculators for simple calculations. Examples: <a href="#">What's My Angle</a>, <a href="#">Measure It</a>, <a href="#">Virtual Manipulatives</a></li> </ul>	<p>observations, and <a href="#">class discussions</a>.</p> <ul style="list-style-type: none"> <li>Use appropriate technology resources in teaching Marzano's High Yield Strategy: <ul style="list-style-type: none"> <li><a href="#">Similarities and Differences</a></li> <li><a href="#">Summarizing and Note Taking</a></li> <li><a href="#">Nonlinguist Representations</a></li> <li><a href="#">Questions, Clues, and Advanced Organizers</a></li> <li><a href="#">Generating and Testing Hypotheses</a></li> </ul> </li> <li>Use appropriate technology to support activities in which students make connections between recalled information and make some decisions about problem solving including <ul style="list-style-type: none"> <li><a href="#">Controlled Inquiry</a></li> <li><a href="#">Cloze</a></li> <li><a href="#">Journaling</a></li> <li><a href="#">Jigsaw</a></li> </ul> </li> <li>Assign Homework/ Practice (<a href="#">Marzano's High Yield Strategy: Homework &amp; Practice</a>) that leverage to digital tools in online textbooks and <a href="#">Web 2.0 tools</a>.</li> </ul> <p><b>Student Directed:</b></p> <ul style="list-style-type: none"> <li>Use <a href="#">CAI</a> – computer assisted instruction</li> <li>Use digital resources, software, and Web 2.0 tools</li> </ul>	<ul style="list-style-type: none"> <li>Use appropriate technology resources in teaching Marzano's High Yield Strategy: <ul style="list-style-type: none"> <li><a href="#">Similarities and Differences</a></li> <li><a href="#">Summarizing and Note Taking</a></li> <li><a href="#">Nonlinguist Representations</a></li> <li><a href="#">Questions, Clues, and Advanced Organizers</a></li> <li><a href="#">Generating and Testing Hypotheses</a></li> </ul> </li> <li>Use appropriate technology to support activities in which students plan, reason, and explain their thought processes including <ul style="list-style-type: none"> <li><a href="#">Cooperative Learning</a></li> <li><a href="#">Debate</a></li> <li><a href="#">Role Playing</a></li> <li><a href="#">Guided Inquiry &amp; Modeled Inquiry</a></li> <li><a href="#">Concept Attainment</a></li> <li><a href="#">Research Projects</a></li> <li><a href="#">Journaling</a></li> <li><a href="#">Structured Controversy</a></li> </ul> </li> <li>Assign Homework/ Practice (<a href="#">Marzano's High Yield Strategy: Homework &amp; Practice</a>) that leverage to digital tools in online textbooks and <a href="#">Web 2.0 tools</a>.</li> </ul> <p><b>Student Directed:</b></p> <ul style="list-style-type: none"> <li>Use <a href="#">CAI</a> – computer assisted instruction that includes simulations or problem solving</li> </ul>	<p>activities in plan, reason, and explain thought processes including:</p> <ul style="list-style-type: none"> <li><a href="#">Case Studies</a></li> <li><a href="#">Modeled and Free Inquiry</a></li> <li><a href="#">Research Projects</a></li> <li><a href="#">Problem-based Learning</a></li> <li><a href="#">Problem-based Learning Network</a></li> <li><a href="http://pbIn.imsa.edu/model/template/Project-based Learning">http://pbIn.imsa.edu/model/template/Project-based Learning</a></li> <li><a href="#">Project-based Learning Online</a></li> <li><a href="#">Buck Institute for Education</a> (Project-based learning)</li> <li>Web 2.0 Tools</li> </ul>
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	<p>software for classification, cause/effect, relate, comparison, summarizing, producing nonlinguistic representations.</p>	<p>scenarios</p> <ul style="list-style-type: none"> <li>• Use digital resources, software, and Web 2.0 tools software to construct, compare, critique, develop conclusions, explain phenomena, hypothesize, formula, investigate, etc. <ul style="list-style-type: none"> <li>○ <a href="#">Cooperative Learning</a></li> <li>○ <a href="#">Debate</a></li> <li>○ <a href="#">Role Playing</a></li> <li>○ <a href="#">Guided Inquiry &amp; Modeled Inquiry</a></li> <li>○ <a href="#">Concept Attainment</a></li> <li>○ <a href="#">Research Projects</a></li> <li>○ <a href="#">Journaling</a></li> <li>○ <a href="#">Structured Controversy</a></li> </ul> </li> </ul>	
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Resource Cited: "Technology and Webb's Depth of Knowledge | SBBC Department of Instructional Technology." *Technology and Webb's Depth of Knowledge*. N.p., n.d. Web. 06 Oct. 2012. <<http://instructionaltech.browardschools.com/online-resources/technology-and-webbs-depth-of-knowledge/>>.