

	DEPTH OF KNOWLEDGE	DOK LEVEL 2
DOK 2 Definition	<p>Analyze - to make an analysis of, an examination of a thing to know its parts</p> <p>Compare - to examine for likenesses and differences</p> <p>Contrast - to show differences when compared</p> <p>Group - to cluster</p>	<p>Infer - to derive as a conclusion from facts or premises</p> <p>Sequence - chronological order of events</p> <p>Synthesize - the combination of parts or elements of a whole.</p>
DOK 2 Question Stems	<ul style="list-style-type: none"> • Can you explain how ____ affected ____? • How would you apply what you learned to develop ____? • How would you compare ____? Contrast ____? • How would you classify ____? • How would you group by characteristics? • What factors would you change? • How are ____ alike? Different? • How would you classify the type of ____? • What can you say about ____? • How would you summarize ____? • What steps are needed to edit ____? • When would you use an outline to ____? • How would you estimate ____? • How would you organize ____? • What would you use to classify ____? • What do you notice about ____? • Do you know another instance where ____? • Could this have happened in ____? • What was the turning point of ____? • What was the problem with ____? 	<ul style="list-style-type: none"> • Can you apply these methods in your own experiment? • What questions would you ask of ____? • Would this information be useful if you had a ____? • Which events could have happened ____? • If ____ happened, what might have the ending been? • How was this similar to ____? • What was the underlying theme of ____? • What do you see as other possible outcomes? • Why did these changes occur? • Can you compare ____ with those presented in ____? • How is ____ similar to ____? • What are some problems associated with ____? • Can you distinguish between ____? • What were some of the motives behind ____?
DOK 2 Activities	<ul style="list-style-type: none"> • Construct a model showing how a thing works. • Make a diorama about an event. • Make a scrapbook. • Create a collection of photographs to demonstrate a point. • Make a clay model. • Design a market strategy. • Dress a doll in a national costume. • Paint a mural. • Write a textbook for others. • Design a questionnaire to gather information. • Write a commercial to sell a product. • Conduct an investigation to support a view. • Make a flow chart to show critical stages. • Construct a graph to illustrate information. 	<ul style="list-style-type: none"> • Identify and summarize the major events in a narrative. • Use context cues to identify the meaning of unfamiliar words. • Solve routine multiple-step problems. • Describe the cause/effect of a particular event. • Identify patterns in events or behavior. • Formulate a routine problem given data and conditions. • Organize, represent and interpret data. • Make a jigsaw puzzle. • Make a family tree showing relationships. • Put on a play.

	DEPTH OF KNOWLEDGE	DOK LEVEL 3
DOK 3 Definition	<p>Apply - to put to practical use</p> <p>Evaluate - appraise, value</p> <p>Hypothesize - to adopt as an hypothesis / assumption</p> <p>Imagine - to form a mental picture of something not present; guess</p>	<p>Judge - to form an estimate or evaluation about something. Deduce</p> <p>Predict - to declare in advance</p> <p>Speculate - to think or wonder about a subject.</p>
DOK 3 Question Stems	<ul style="list-style-type: none"> • How is ___ related to ___? • What conclusions can you draw ___? • How would you adapt ___ to create a different ___? • How would you test ___? • Can you predict the outcome if ___? • What is the best answer? Why? • What conclusion can be drawn from these three texts? • What is your interpretation of this text? Support your rationale. • How would you describe the sequence of ___? • What facts would you select to support ___? • Can you elaborate on the reason ___? • How would you test ___? • Can you elaborate on the reason ___? • Are you a person who ___? • How would you feel if ___? • How effective is ___? • What do you think about ___? 	<ul style="list-style-type: none"> • Can you design a ___ to ___? • Can you see a possible solution? • If you had access to all resources, how would you deal with ___? • Can you devise your own way to deal with ___? • How many ways can you ___? • Can you create new and unusual uses for ___? • Can you predict the outcome if variables are changed? • Is there a better solution for ___? • Judge the value of ___? • Can you defend your position about ___? • Do you think ___ is good or a bad thing? • How would you have handled ___? • What changes to ___ would you recommend? • Do you believe ___?
DOK 3 Activities	<ul style="list-style-type: none"> • Invent a machine. • Design a building. • Create, name, and market a new product. • Write about your views on ..? • Write a TV show, role play, song, or pantomime. • Design a book, magazine, or CD cover. • Make up a new language code and write material using it. • Sell an idea. • Devise a way to .. • Compose a rhythm or put new words to a known melody. • Prepare a list of criteria to judge a ___ show. Indicate priority and ratings. • Conduct a debate about an issue. • Prepare a case and present it to an audience. 	<ul style="list-style-type: none"> • Support ideas with details & examples • Use voice appropriate to the purpose and audience. • Identify research questions and design investigations for a scientific problem. • Develop a scientific model for a complex situation. • Determine the author's purpose and describe how it affects the interpretation of a reading selection. • Convince others to agree with what you feel is important. • Form a panel to discuss view about an issue. • Write a letter to ___ proposing changes needed. • Write a half yearly report.

