		Actions	Products	Learning Activities
Higher-order thinking	Creating	Designing	Story	, and the second
	<del></del>	Constructing	Project	
	(Putting together ideas	Planning	Plan	
	or elements to develop	Producing	New game	
	an original idea or	Inventing	Song	
	engage in creative	Devising	Media product	
	thinking).	Making	Advertisement	
	<b>Evaluating</b>	Checking	Debate	
		Critiquing	Panel	
	(Judging the value of	Experimenting	Report	
	ideas, materials and	Judging	Evaluation	
	methods by developing	Testing	Investigation	
	and applying standards	Detecting	Verdict	
	and criteria).	Monitoring	Conclusion	
	<b>Analyzing</b>	Comparing	Survey	
		Organising	Database	
	(Breaking information	Deconstructing	Mobile	
	down into its component	Attributing	Abstract	
	elements).	Outlining	Report	
		Structuring	Graph	
		Integrating	Checklist	
	<b>Applying</b>	Implementing	Illustration	
	<i>(</i> 11.	Carrying out	Simulation	
	(Using strategies,	Using	Demonstration	
	concepts, principles and	Executing	Presentation	
	theories in new		Interview	
Lower-order thinking	situations).	T., 4	Performance	
	<u>Understanding</u>	Interpreting	Recitation	
	(II. 1	Summarising	Summary	
	(Understanding of given information).	Inferring Paraphrasing	Explanation Example	
	information).	Classifying	List	
		Comparing	Label	
		Explaining	Outline	
	Remembering	Recognising	Quiz	
	Kemembering	Listing	Definition	
	(Recall or recognition of	Describing	Fact	
	specific information).	Identifying	Worksheet	
	or come information).	Retrieving	Test	
		Naming	Label	
		Locating	List	
		Finding	Workbook	
		<i>G</i>	Reproduction	
		l .		