

Asking Questions with Bloom's Taxonomy:

Positive statement: The girl has a cat.

↓ STUDENTS CAN RESPOND TO THESE TYPES OF QUESTIONS WITH SHORT ANSWERS. ↓

Have students respond chorally.

Do NOT go straight down the list. Mix up the types of questions you ask. Make your questions logical, but randomized by type.

1. Yes / No Does the girl have a cat? "Yes."

Does the girl have a pizza? "No."

Students show they **REMEMBER** details with simple recognition responses here.

2. Either / Or Does the girl have a cat or a dog? "A cat."

Is it a big cat or is it a small cat? "Small" or "A small cat"

Students show they **UNDERSTAND** differences by producing short answers.

3. Say it Wrong (Also known as 3-for-1) So, the girl has a dog... "No!"

That's right, class. The girl does not have a dog. She has a cat.

Students just say "No". Teacher gives more comprehensible input by using the structure 3 times—twice positively, once negatively. Students show they can ANALYZE whether the language use fits the facts in the story.

4. Fill in the Blank The girl has a _____. "Cat!"

Students show they **REMEMBER** (again) by producing one-word answers in the target language.

. Who? / What? / Where? / When? / How many? (Simple information questions with short answers)

Who has a cat? "The girl."
What does she have? "A cat."

Where is the cat? "With the girl." "In the girl's arms." Or they just point.

How many cats does she have? "One."

Students show they **UNDERSTAND** (again) by giving short answers that are more specific, depending on the question word.

↓ THESE TYPES OF QUESTIONS REQUIRE LONGER ANSWERS. ↓

Have students raise their hands and compete to give cute, creative answers.

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Why does the girl have a cat? "She likes it." "It is her friend."

How does she feel about the cat? "She likes the cat."

Students provide motivation, description, and conjecture. There are many possibilities here. Students can **EVALUATE** based on criteria in the story.

How? / Why?

7. What Now? / What is going to happen? What is going to happen to the cat?

What will the girl do? What will the bad boy do?

These questions are more open-ended. Students predict the ending or create a conclusion. Students can **DESIGN** a continuation of the story by using the elements to create something new.