CURRICULUM FOUNDATION
MPF 2413
Topic:
Aims, Goal and Objectives

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Why we learn?

Gain knowledge

Improve skills

Develop values

Sharing

Reproduce culture

Generating Aims

- Intellectual aims

- Social reproduce aims

- Physical aims

- Art Aims

- Values Aims

Aims of Schooling

- Making individual literate

- Enhance social mobility

- Providing the skills and understanding

- Encourage self-esteem

Generating Goals

- Goal is a desired result to be accomplished after "learning period"

- Examples : citizen which can think critically, member of the society which are diverse people, multi tasking individual etc.

- Long-term target

Generating Goals

- Ongoing activity
- The goals are sometimes rank-ordered in terms of importance, feasibility or both
- People involve-teacher, community members and student

Generating Aims

Compare to goals, aims are more specific and refer to a particular school, school system or subject area

Example : School target @ vision @ mission

Generating Objectives

- A specific result that a person or system target to achieve within a time frame and resources available

- Objectives are more specific.

- In general, objectives will guide all teaching and learning planning and strategic activities. [pedagogy, psychology, sociology and evaluation].

Generating Objectives

Guideline to generate objectives:

Align/match with stated goals and aims

Clearly expressed

Appropriate

Logically group

Type of Objective Cognitive Domain

- **Comprehension**

Understand the meaning, translation, interpolation, interpretation

- Comprehends, converts, explains, extends, generalizes, give examples, interprets, rewrites, translates, summarizes

Type of Objective Cognitive Domain

- **Knowledge**

Recall of data

- Define, describe, identifies, knows, labels, lists, outlines, recalls, recognize, selects, states,names

Type of Objective Cognitive Domain

- Application

Use a concept in a new situation or unprompted use of an abstraction

Applies what was learned in the classroom into novel situations in the workplace

- Applies, changes, computes, constructs, modifies, operates, produces, shows, solves, uses, predicts, prepares

Type of Objective Cognitive Domain

- Analysis

Separate material or concepts into component parts so that its organizational structure may be understood

- Analyzed, break down, compares, contrast, deconstruct, differentiates, relates, selects separates

Type of Objective Cognitive Domain

- Synthesis

Build a structure of pattern from diverse elements

Put parts together to form a whole with emphasis on creating a new meaning or structure

- Categorizes, combines, compiles, composes, create, devises, explain, organizes, plans, rearrange, writes, revises, summarizes

Type of Objective Cognitive Domain

- Evaluation

Make judgments about the value of ideas or materials based on internal or external criterion

- Compares, concludes, criticizes, critiques, describes, interprets, relates, explain, summarizes and defends

Type of Objectives Affective Domain

- Receiving

  Refer to the student's willingness to attend to particular phenomena or stimulli (class activities/textbooks)

- Listen attentively

- Show awareness

- Shows sensitivity to social problems

- Accepts differences of race and culture

Type of Objectives Affective Domain

- Responding

  Refers to active participation on the part of the student

- Completes assignment

- Follow procedures

- Participate in class discussion

- Complete laboratary work

- Enjoys helping others

Type of Objectives Affective Domain

- Valuing

  Concern with the worth or value a students attaches to a particular object, phenomenon or behavior

- Demonstrates belief

- Appreciates good literature

- Shows concern to the others

- Demonstrates problem-solving attitude

Type of Objectives
Affective Domain

- Organization

  Concern with bringing together different values, resolving conflicts between them, and beginning the building of an internally consistent value system

- Recognizes the need for balance between freedom and responsibility in a democracy

- Accepts responsibility for own behavior

- Formulates a life plan in harmony with his abilities, interest and belief

Type of Objectives Affective Domain

- Characterization

  At this level of the affective domain, the individual has a value system that has controlled his behavior for a sufficiently long time for him to have developed the characteristic life style

- Demonstrates self-reliance in working independently

- Practice cooperation in group activities

- Demonstrates industry and self discipline

Type of Objectives Psychomotor Domain

- Perception

  The first level is concerned with the use of the sense organs to obtain cues that guide motor activity

- Recognize malfunction by sound of machine

- Relates taste of food to need for seasoning

- Relates music to a particular dance step

Type of Objectives Psychomotor Domain

- Set

  Set refers to readiness to take a particular type of action

- Knows sequence of steps in varnishing wood/historical events

- Demonstrate proper bodily stance for batting a ball

- Show desire to type efficiently

Type of Objectives Psychomotor Domain

- Guided Response

  Guided response is concerned with early stage in learning a complex skill. It includes imitation and trial and error

- Performs a golf swing as demonstrated

- Applies first aid bandage as demonstrated

- Determines best sequence for preparing a meal

Type of Objectives Psychomotor Domain

- Mechanism

  Mechanism is concerned with performance acts where the learned response have become habitual and the movements can be performed with some confidence and proficiency

- Writes smoothly and legibly

- Set up laboratory equipment

- Operates a slide projector

- Demonstrates a simple dance step/protocol

Type of Objectives Psychomotor Domain

- Complex Overt Response

  Concerned with the skillful performance of motor acts that involve complex movement patterns

- Operates a power saw/machinery/apparatus skillfully

- Demonstrates correct form in swimming/ marketing

- Performs skillfully on the violin

- Repair electronics equiptment quikly and accurately

Type of Objectives Psychomotor Domain

- Adaptation

  Concern with skills that are so well developed that the individual can modify movement patterns to fit special requirements or to meet a problem situation

- Adjust tennis play strategy

- Modify swimming strokes/plan to fit the roughness of the water

- Adapts, alters, changers, rearrange,reorganizes

Type of Objectives Psychomotor Domain

- Origination

  Refers to the creating of new movement patterns to fit a particular situation or specific problem

- Creates a dance steps

- Creates a musical composition

- Design a new program/projects/dress style

- Arrange, combines, composes, construct, creates...