**Other Psychomotor Domain Taxonomies**

As mentioned earlier, the committee did not produce a compilation for the psychomotor domain model, but others have. The one discussed above is by Simpson (1972). There are two other popular versions:

**Dave's (1975):**

* **Imitation** — Observing and patterning behavior after someone else. Performance may be of low quality. Example: Copying a work of art.
* **Manipulation** — Being able to perform certain actions by following instructions and practicing. Example: Creating work on one's own, after taking lessons, or reading about it.
* **Precision** — Refining, becoming more exact. Few errors are apparent. Example: Working and reworking something, so it will be “just right.”
* **Articulation** — Coordinating a series of actions, achieving harmony and internal consistency. Example: Producing a video that involves music, drama, color, sound, etc.
* **Naturalization** — Having high level performance become natural, without needing to think much about it. Examples: Michael Jordan playing basketball, Nancy Lopez hitting a golf ball, etc.

**Harrow's (1972):**

* **Reflex movements** — Reactions that are not learned.
* **Fundamental movements** — Basic movements such as walking, or grasping.
* **Perception** — Response to stimuli such as visual, auditory, kinesthetic, or tactile discrimination.
* **Physical abilities** — Stamina that must be developed for further development such as strength and agility.
* **Skilled movements** — Advanced learned movements as one would find in sports or acting.
* **No discursive communication** — Effective body language, such as gestures and facial expressions.

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