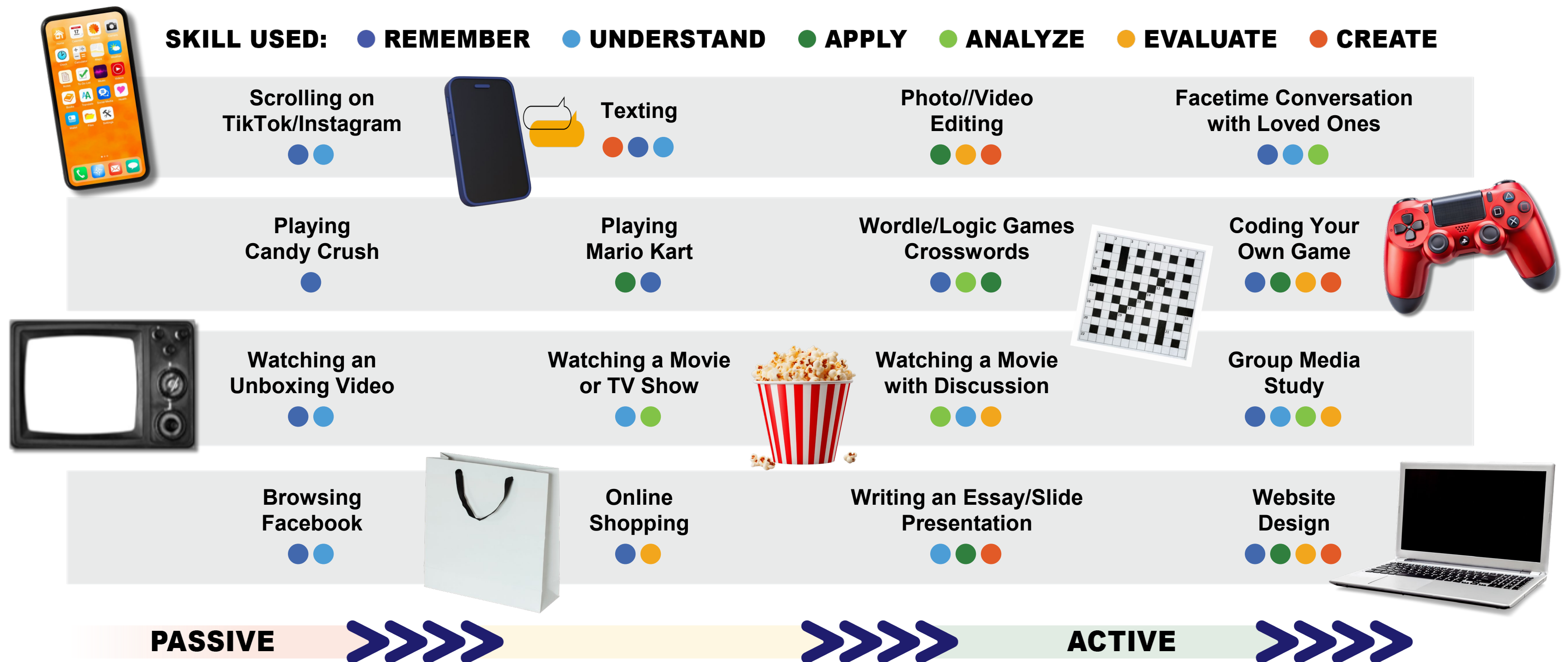


The Screen Time Continuum

This infographic demonstrates the educational variance of digital activities. It draws directly from the *Bloom's Taxonomy* framework, which is well-known to educators. On the *Screen Time Continuum* a series of digital activities are placed on a scale from *Passive* to *Active* and color-coded according to its use of a *Bloom's* domain. The more active the activity, the more educational value it offers. For more information on *Bloom's Taxonomy*, go to the next page.



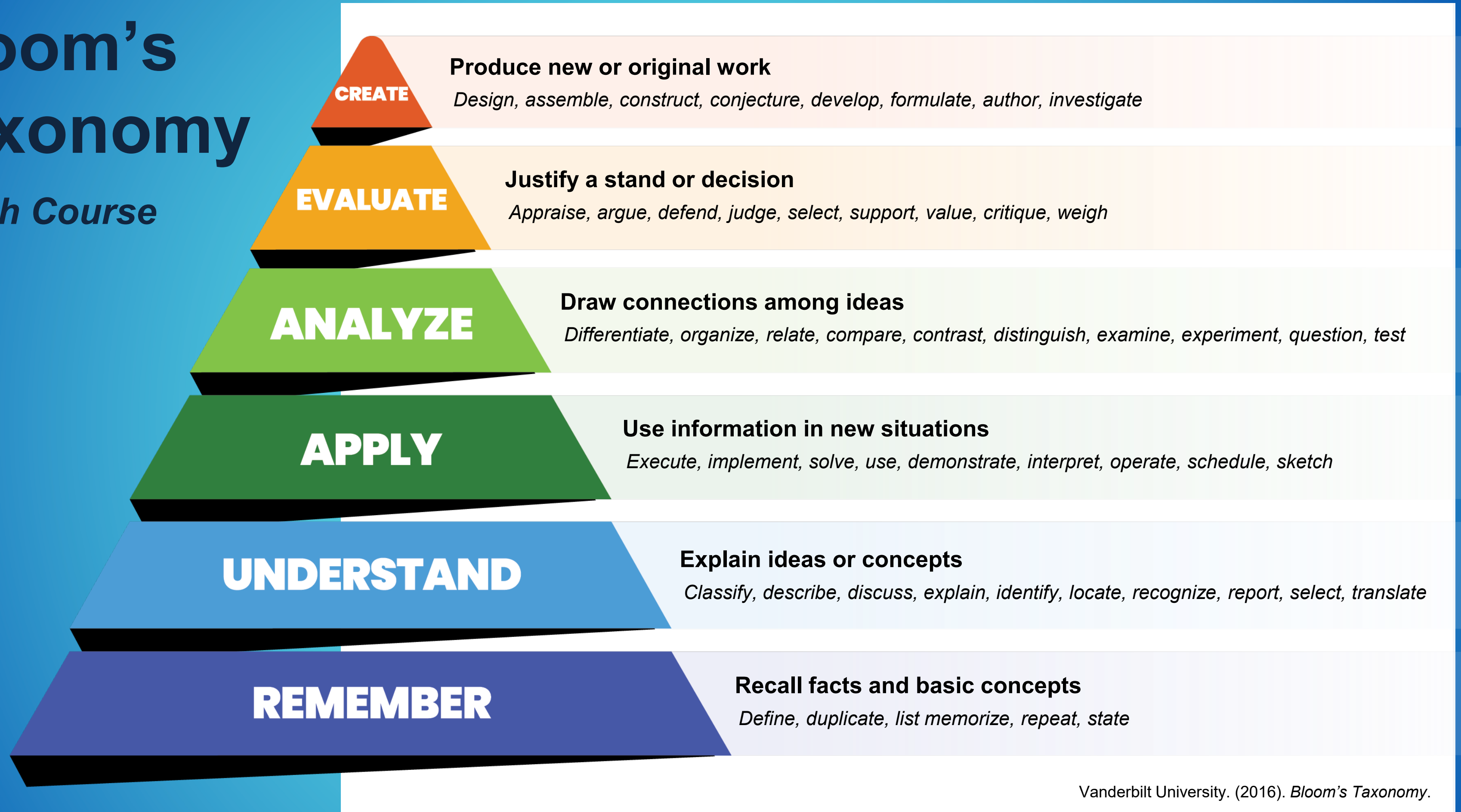
The Screen Time Continuum

Directions: Use the colors below to label the educational goals for each activity on the Screen Time Continuum. The goals are lifted directly from *Bloom's Taxonomy*, an educational framework that many teachers learn about in their preparation programs. More info on *Bloom's Taxonomy* can be found on the next page.



Bloom's Taxonomy

Crash Course



Bloom's Taxonomy

Crash Course



What is it?

Bloom's Taxonomy of Educational Objectives is a system for classifying educational goals. It is widely studied and used by teachers at all levels.

How does it work?

The framework outlines six distinct educational goals. These goals are ordered by complexity. It aims to demonstrate how cognition evolves in humans.

Who made it?

It was created by Benjamin Bloom, a children's psychologist. He and other researchers outlined the framework in *Taxonomy of Educational Objectives* (1956).

How is it used by teachers?

Teachers can use this as a framework for understanding their students' cognitive abilities to better differentiate activities.

Harvard University. (n.d.). *Taxonomies of Learning*. The Derek Bok Center for Teaching and Learning. <https://bokcenter.harvard.edu/taxonomies-learning>

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