## Depth of Knowledge (DOK) Levels

<table>
<thead>
<tr>
<th>Level One Activities</th>
<th>Level Two Activities</th>
<th>Level Three Activities</th>
<th>Level Four Activities</th>
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<tbody>
<tr>
<td>Recall elements and details of story structure, such as sequence of events, character, plot and setting.</td>
<td>Identify and summarize the major events in a narrative.</td>
<td>Support ideas with details and examples.</td>
<td>Conduct a project that requires specifying a problem, designing and conducting an experiment, analyzing its data, and reporting results/solutions.</td>
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<tr>
<td>Conduct basic mathematical calculations.</td>
<td>Use context cues to identify the meaning of unfamiliar words.</td>
<td>Use voice appropriate to the purpose and audience.</td>
<td>Apply mathematical model to illuminate a problem or situation.</td>
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<td>Label locations on a map.</td>
<td>Solve routine multiple-step problems.</td>
<td>Identify research questions and design investigations for a scientific problem.</td>
<td>Analyze and synthesize information from multiple sources.</td>
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<td>Represent in words or diagrams a scientific concept or relationship.</td>
<td>Describe the cause/effect of a particular event.</td>
<td>Develop a scientific model for a complex situation.</td>
<td>Describe and illustrate how common themes are found across texts from different cultures.</td>
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<td>Perform routine procedures like measuring length or using punctuation marks correctly.</td>
<td>Identify patterns in events or behavior.</td>
<td>Determine the author’s purpose and describe how it affects the interpretation of a reading selection.</td>
<td>Design a mathematical model to inform and solve a practical or abstract situation.</td>
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<tr>
<td>Describe the features of a place or people.</td>
<td>Formulate a routine problem given data and conditions.</td>
<td>Apply a concept in other contexts.</td>
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### Examples of Technology Integration/ Instructional Strategies (DOK) for Levels

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<td>• Use appropriate technology resources for <strong>drill &amp; practice</strong>, text highlighting, <strong>concept sorts</strong>, measurement, and practice test questions.</td>
<td>• Use appropriate technology resources for <strong>question/answer</strong>, graphic organizers, <strong>brainstorming</strong>, graphing, highlighting/color coding as part of <strong>guided reading practice</strong>, organizing ideas, summarizing, compare/contrast, making.</td>
<td>• Use appropriate technology (document camera/LCD projector/Interactive whiteboard) in class discussions for contrasting/comparing; draw conclusions; differentiation; revision; assessment; teaching/demonstrating problem-solving strategies, evidence citation, etc.</td>
<td>Use appropriate technology to support activities in which students plan, reason, and explain their thought processes.</td>
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<td>• Use appropriate technology resources in teaching <strong>Marzano’s High Yield Strategy</strong>: <strong>Cues, Questions and</strong></td>
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**Advanced Organizers**
- Use appropriate technology to support activities in which students practice recall, simple calculations, etc. including: CAI – Computer Assisted Instruction
- Assign Homework/Practice (Marzano’s High Yield Strategy: Homework & Practice) that leverage to digital tools in online textbooks.

**Student Directed:**
- Use CAI – computer assisted instruction
- Use digital games for practice (computer-based or internet-based) Examples: Academic Skill Builders, Spelling City, Math Playground, Science Games
- Use digital study tools (electronic flash cards, practice test questions, etc.)
- Use online manipulatives and calculators for simple calculations. Examples: What’s My Angle, Measure It, Virtual Manipulatives

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| Use CAI – computer assisted instruction | Use appropriate technology resources in teaching Marzano’s High Yield Strategy:  
  - Identifying Similarities and Differences  
  - Summarizing and Note Taking  
  - Nonlinguistic Representation  
  - Cues, Questions and Advanced Organizers  
  - Generating and Testing Hypotheses | Use appropriate technology resources in teaching Marzano’s High Yield Strategy:  
  - Identifying Similarities and Differences  
  - Summarizing and Note Taking  
  - Nonlinguistic Representation  
  - Cues, Questions and Advanced Organizers  
  - Generating and Testing Hypotheses |
| Use digital games for practice (computer-based or internet-based) Examples: Academic Skill Builders, Spelling City, Math Playground, Science Games | Use appropriate technology to support activities in which students plan, reason, and explain their thought processes including  
  - Cooperative Learning  
  - Debate  
  - Role Playing  
  - Guided Inquiry & Modeled Inquiry  
  - Concept Attainment  
  - Research Projects  
  - Journaling  
  - Structured Controversy | Use appropriate technology to support activities in which students plan, reason, and explain their thought processes including  
  - Cooperative Learning  
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  - Guided Inquiry & Modeled Inquiry  
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  - Structured Controversy |
| Use digital study tools (electronic flash cards, practice test questions, etc.) | Use appropriate technology to support activities in which students plan, reason, and explain their thought processes including  
  - Case Studies  
  - Modeled and Free Inquiry  
  - Research Projects  
  - Problem-based Learning  
  - Problem-based Learning Network  
  - Project-based Learning Online  
  - Buck Institute for Education (Project-based learning)  
  - Find the Right Web 2.0 Tool | Use appropriate technology to support activities in which students plan, reason, and explain their thought processes including  
  - Case Studies  
  - Modeled and Free Inquiry  
  - Research Projects  
  - Problem-based Learning  
  - Problem-based Learning Network  
  - Project-based Learning Online  
  - Buck Institute for Education (Project-based learning)  
  - Find the Right Web 2.0 Tool |
<p>| Use online manipulatives and calculators for simple calculations. Examples: What’s My Angle, Measure It, Virtual Manipulatives | Assign Homework/Practice (Marzano’s High Yield Strategy: Homework &amp; Practice) that leverage to digital tools in online textbooks and Web 2.0 tools. | Assign Homework/Practice (Marzano’s High Yield Strategy: Homework &amp; Practice) that leverage to digital tools in online textbooks and Web 2.0 tools. |</p>
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<th>Scenarios</th>
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|           | - Debate  
|           | - Role Playing  
|           | - Guided Inquiry & Modeled Inquiry  
|           | - Concept Attainment  
|           | - Research Projects  
|           | - Journaling  
|           | - Structured Controversy |