DOK Question Stems for Physical Education

DOK 1
1) Can you remember the cues for (skill / task)?
2) How can you recognize (skill / task)?
3) What is (skill / task / concept)?
4) What would you include on a list about (skill / task / concept)?
5) How would you describe (skill / task / concept)?
6) How would you perform (skill / task)?
7) What does (vocabulary) mean?

DOK 2
1) How did (concept) affect (performance)?
2) How would you apply (skill / concept) in (task / environment)?
3) How would you compare and/or contrast (skill / task / concept / environment) with (another skill / task / concept / environment)?
4) What do you know about (skill / task / concept / environment)?
5) What did you notice about (environment / performance)?
6) How can you apply what you learned to develop (skill / understanding)?
7) How would you summarize (skill / task / concept / performance / environment)?

DOK 3
1) How is (skill / concept / task) related to (performance / skill / concept / task)?
2) How would you adapt (task / environment) to create a different (task / environment)?
3) Can you predict the outcome of (a task / performance) if (concept / task / environment)?
4) How would you describe the sequence of (performance / task)?
5) Can you formulate a theory for (concept)? How would you test your theory?
6) What facts would you select to support (concept)? Can you elaborate on why you chose those facts?
7) What is your interpretation of this (performance / task)? Can you support your interpretation with specific examples?

DOK 4
1) Develop a comprehensive physical activity and wellness plan.
2) Develop a practice plan to improve your skill.
3) Create a performance utilizing skills and concepts previously learned. Include an interpretation of how the performance is a personal expression of both challenge and enjoyment.
4) Identify areas of weakness and design a plan for personal improvement.
5) Using information from (skill / fitness) assessment, analyze the positive and negative consequences of past (performance / habits / routines).
6) What information can you gather to support your ideas about (concept / activity / performance)?
7) Design and conduct an experiment / assessment. Then, gather information to development alternative explanation for the results.

*Adapted by Aaron Hart for US Games from the resource: Descriptors, Examples and Question Stems for Increasing Depth of Knowledge in the Classroom Developed by Dr. Norman Webb and Flip Chart developed by Myra Collins*