

CHAPTER 2: FILL-IN-THE-BLANK

1. The sphere in which certain outcomes are targeted for attainment through specific educational experiences is referred to as a(n) ____.

{learning domain}

2. The ____ domain is characterized by those aspects of fitness that affect an individual's functional health and physical well-being.

{health-related physical fitness}

3. The ____ domain includes traits specific to general motor ability tests and other fundamental motor skills.

{psychomotor}

4. The ____ domain includes processes of acquiring and using knowledge such as understanding, recognizing, and recalling information; development of good sportsmanship; cooperation; and positive attitudes towards physical activity.

{cognitive}

5. The ____ can serve as an initial pretest to obtain baseline data on which future progress can be monitored.

{needs assessment}

6. A curriculum that is logically sequenced in grades K-12 is considered to display ____ continuity.

{program}

7. ____ goals evolve from basic philosophical aims.

{Program}

8. To display a positive attitude toward activity and to establish and maintain health-related physical fitness are examples of ____ goals.

{program}

9. The most common way to measure student comprehension is by administering ____ tests.

{written}

10. "The student will be able to make 4 out of 8 putts from a distance of 10 feet" is an example of a(n) ____ objective.

{performance-based}

11. Information regarding diversity and balance of program offerings as preferred by participants can be obtained by administering a(n) ____.

{activity interest survey}

12. ____ outcomes are developed to serve as targets for students and teachers during individual activity.

{Unit}

13. Performance-based objectives are synonymous with ____ objectives.

{behavioral}

14. Fundamental movement patterns such as skipping, hopping, galloping, and leaping are skills usually associated with the ____ domain.

{psychomotor}

15. Strategies, techniques, safety procedures, and a general understanding of the rules of the game are most often associated with the ____ domain.

{cognitive}

16. The statement “the student will learn the fundamentals of performing a cartwheel” is an example of a(n) ____ outcome.

{unit}