Que:1 What is Blueprint? Make a blueprint on any subject at high school level & make a question paper on the basis of bloom taxonomy?

Ans:- **Blueprint :-**

Blueprint is also called a measuring unit which includes planning, preparation, selection, executing and evaluation.
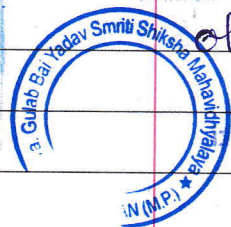
Blueprint is a map and a specification for an assessment program which ensures that all aspects of the curriculum and educational domains are covered by assessment programs over a specified period of time.

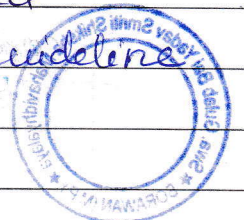The term "blueprint" is derived from the domain of architecture which means "detailed plan of action"

A blueprint is a guide for making something - it's a design or pattern that can be followed.

Preparation of Blueprint :-

Blueprint serves as a frame of reference for preparing the test items. This blueprint shows the distribution of Test items content and objective of the test. It acts as a guideline

for the Test construction table of specialization or blueprint is a 3-D chart which are -

- Determining weightage to different instructional objectives.

- Determining weightage to the different content area.

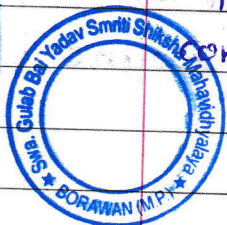- Determining the item Type to be included

Construction of Blueprint :-

The most important step in planning a test is to identify the instructional objectives. Each subject has a different set of instructional objectives.

S.No.	Subject	Mark	Weightage
1	Knowledge	8	32%
2	Understanding	8	32%
3	Skills	5	20%
4	Application	4	16%

The most important activity in the construction of an achievement test is

to specify in the outline of the content area. It indicates the area in which the students are expected to show the performance. It helps to obtain a representative sample of the whole content area.

Blueprint Format:-

S.No.	Forms of Questions	Mark.	No. of Questions.
1	Essay type.	5	1
2	Short type Answer	3	2
3	Very short Answer type	2	2
4	Objective Type.	1	10

Uses of Blueprint in Education:-

1) For the assessment of test specification i.e, in examination

2.) Evaluating time management & strategy to acheive the desired outcome.

3) Education administrators for curriculum development.

4) Curriculum developers to design learning comprehensive, sequenced career development & learning opportunities.

5) Research & educat. evaluators to design learning plans.

6) Parents/guardians for helping young people to develop their career from early age.

Guidelines / Steps to prepare Blue Print

1) Content analysis
2) Determination of learning objectives
3) Determination of no. of items for each topic based on learning objectives
4) Determining the types of questions.

Following is the blueprint of class 10th Mathematics

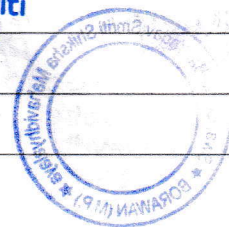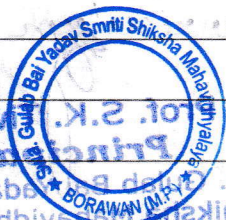Class - 10th   Maximum Marks :- 75
Subject = Mathematics   Time :- 3:00 hours

S.No.	Unit & Subject Matter	Marks allotted to unit	Objectives

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Class - 10th
Subject - Mathematics

Max. Marks : - 75
Time : 3:00 hours.

S.NO	Unit & Subject - Matter	Unitwise Alloted Marks	No. of Questions (Markwise)				Total Marks
			objetive ques. 1 Mark	VSA 2 marks	3 marks	4 marks	
1.	Real Number	6	2	2	—	—	2
2.	Polynomials	5	1	2	—	—	2
3.	Linear eqn. in two variables	7	1	1	0	1	2
4.	Quadratic equations	5	3	1	—	—	1
5.)	Arithmetic Progression	5	3	1	—	—	1
6	Triangles	5	3	1	—	—	1
7	Coordinate Geometry	5	3	1	—	—	1
8	Introduction to Trignometry	5	3	1	—	—	1
9.	Some Applications of Trignometry	5	2	0	1	—	1
10.	Circles	5	2	0	1	—	1
11.	Areas Related to Circles	5	2	0	1	—	1
12.)	Surface Areas & Volume	6	2	—	—	1	1
13.)	Statistics	5	1	—	—	1	1
14.)	Probability	6	2	2	—	—	2
	Total Marks	75	30	24	09	12	18+5= 23

Instructions:

➤ There will be 40% objective Questions, 40% Subjective Questions, 20% Analytical Questions

1. 1 to 5 will have 30 objective Questions which include choose the correct, The

Blanks, Match the coloumn, One world, true/False. Each Que. is of 06 marks.

2.) There will be preovision of internal choice in all questions except objective questions. The answer limit for these questions will be as follows:
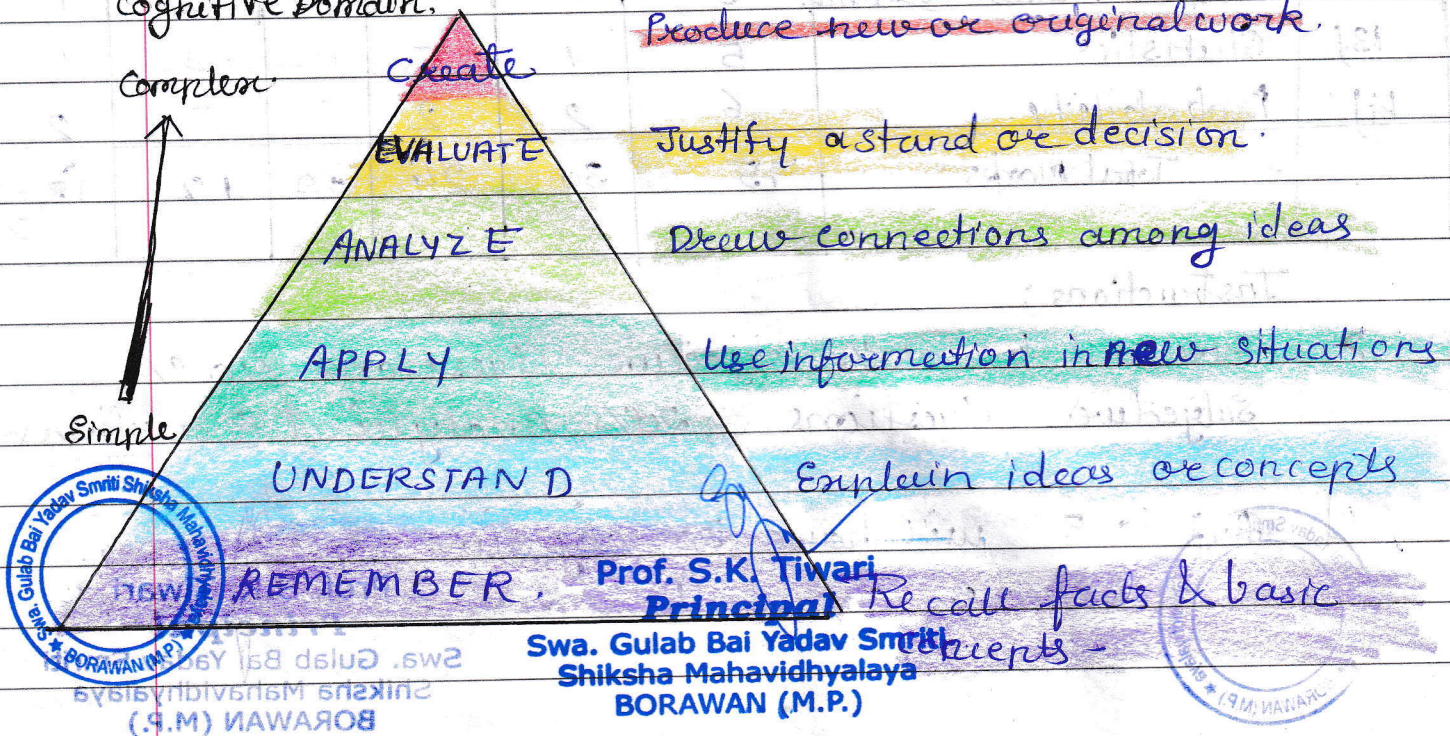
Very short Answer Type Que. 02 Marks 30 words approx
Short Answer   03 Marks 75 words approx
Analytical Questions   04 marks approx
                                                                 120 words

3.) Difficulty level- 40% Easy Questions, 45% Normal questions, 15% difficult questions.

Bloom Taxonomy

Bloom's Taxonomy is a classification system used to define and distinguish different levels of human cognition - i.e., thinking, learning and understanding.

Cognitive Domain:

Complex

Simple

Level	Description
Create	Produce new or original work
EVALUATE	Justify a stand or decision
ANALYZE	Draw connections among ideas
APPLY	Use information in new situations
UNDERSTAND	Explain ideas or concepts
REMEMBER	Recall facts & basic concepts

- **Remembering :-**
  → Define
  → Name
  → Identify
  → List.

- **Understang :-**
  → Classify
  → Describe
  → Explain
  → Summarize
  → Distinguish.

- **Applying :-**
  → Change
  → Discover
  → Modify
  → Predict
  → Solve.

- **Analysing**
  → Compare
  → Contrast
  → Criticize
  → Examine
  → Correlate

- **Evaluating**
  → Appraise
  → Argue
  → Assess
  → Relate
  → Value.

- **Creating**
  → Arrange
  → Categorise
  → Compose
  → Design
  → Develop -

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