LESSON PLAN IDEAS

*Learning through a variety of unique experiences
allows children to better understand themselves as lifelong learners,
and to see how others acquire knowledge and apply their skills.*

Logical/Mathematical	**Visual/Spatial**	**Body/Kinesthetic**
Musical/Rhythmic	**Naturalist**	**Interpersonal**
Intrapersonal	**Verbal/Linguistic**	

*We must modify our teaching styles
to better meet the needs of all of our students.*

School Benefits	**Student Learning**	**Incorporating**
Implementation	**Lesson Plan Guide**	

Logical/Mathematical

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Find examples where "history repeated itself"	Find unknown quantities/entities in a problem	Predict what will happen next in a story or play	Use the symbols of the Periodic Table of Elements in a story	"Follow the Legend" map-reading games & exercises	Follow a recipe to make bread from scratch	Learn patterns of ten different dance steps
Compare & contrast different periods of history	Teach how to use a calculator for problem solving	Create an outline with 4 main points x 4 sub points x four sub- sub points	Find five different ways to classify a collection of leaves	Play "Guess the Culture" based on artifacts in an imaginary time capsule	Find the relation of keyboard actions & computer performance	Compose a piece of music from a matrix
Ask factual, process, & higher-order questions about key historical decisions (a la Bloom's taxonomy)	Create number sequences & have a partner find the pattern	Learn to read, write, & decipher "code language"	Create a goal-setting chart for a study of AIDS (what I know, want to know, & what I learn)	Rank-order key socio-economic factors that shaped a culture's development	Design a physical exercise routine using a matrix	Use a Venn diagram to analyze characters in a play
Create time sequence charts with titles for major eras of history	Mind-map proofs for geometric theorems	Analyze similarities & differences of various pieces of literature	Learn the pattern of successful & reliable scientific experiments	Predict what will happen in several current-event stories	Create problem solving scenarios for machines used in industrial technology	Create a "paint-by-numbers" picture for another to paint
Predict what the next decade will be like based on patterns of the past	Design classification charts for math formulas, processes, & operations	Use a "story grid" for creative writing activities	Practice webbing attributes of various systems of the body	Learn cause & effect relations of geography & geological events	Make a classification matrix on meaning's) of computers symbols	Analyze plays using the classical dramatic structure model

"Math Smart" kids, may enjoy:

- Listing or organizing facts
- Using deductive reasoning skills
- Using abstract symbols and formulas
- Solving logic and/or story problems
- Doing brainteasers

- Analyzing data
- Using graphic organizers
- Working with number sequences
- Computing or Calculating
- Deciphering codes
- Forcing relationships/Syllogisms
- Creating or finding patterns
- Hypothesizing/Conducting an experiment

Project Ideas:

- Categorize Information and facts about your topic
- Compare and/or contrast a topic using Graphs
- Create a Venn Diagram Create a Pamphlet of info
- Create and conduct an Experiment
- Create Word Puzzles for your classmates
- Create a Timeline
- Develop a Fact file
- Develop a Game about your topic
- Develop a Memory System based on numbers/patterns
- Interpret data from your topic area
- Keep a Journal on your topic
- Produce a Document in Excel
- Translate data from a variety of sources
- Make a Calendar related to your topic
- Develop and Present a Database
- Use your deductive reasoning skills
- Write a computer program or modify an existing one
- Write a Guided Visual Imagery
- Write a Poem or an Essay
- Write an Editorial Essay

Visual/Spatial

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Have imaginary talks/ interviews with people from the past	Do a survey of student's likes/dislikes then graph the results	Play vocabulary words "Pictionary"	Draw pictures of things seen under a microscope	Draw maps of the world from your visual memory	Draw pictures of how to perform certain physical feats	Watch dancers on video & imagine yourself in their shoes
Make visual diagrams & flow charts of historical facts	Estimate measurements by sight & by touch	Teach "mind mapping" as a note taking process	Create posters/flyers showing healthy eating practices	Study a culture through its visual art--painting & sculpture	Create visual diagrams of how to use machines in industrial technology	Pretend you can enter a painting--imagine what it's like
Imagine going back in time--see what it was like "back then"	Add, subtract, multiply, & divide using various	Draw picture of the different stages of a story you're reading	Create montages/collages on science topics	Make maps out of clay & show geographical	Practice drawing objects from different angles (e.g.	Listen to music with eyes closed & create a sculpture from

	manipulatives		(e.g. mammals)	features	drafting)	clay
Paint a mural about a period of history	Imagine using a math process successfully, then really do it	Learn to read, write, & decipher code language	Draw visual patterns that appear in the natural world, including the microscopic	Make decor for the classroom on a culture you are studying	Learn a series of "spatial games" (e.g. horseshoes, ring toss)	Draw the sets for the various scenes of a play you are reading
Imagine & draw what you think the future will be like	Learn metric measurements through visual equivalents	Use highlight markers to "colorize" parts of a story or poem	Pretend you are microscopic & can travel in the bloodstream	Use a map to get around an unfamiliar place or location	Imagine your computer is human--draw how it works	Draw the visual and color pattern of a dance

"Art Smart" kids may enjoy:

- Creating charts, posters, graphs, or diagrams
- Creating a Web page or PowerPoint project
- Making a videotape or film
- Creating pie charts, bar graphs, etc.
- Making a photo album
- Creating a collage
- Making a mobile or sculpture
- Designing a mindmap
- Making a map
- Using color and shape
- Developing or using Guided Imagery
- Understanding Color Schemes
- Pretending to be someone else, or something else

Project Ideas:

- Build a sculpture
- Color Code a Process or Flowchart
- Comic Strip
- Create a bulletin board for your topic
- Create a colorful mural
- Create a Power Point presentation
- Create an Animated film
- Create a Photo Essay

- Create a Video Production

- Create Graphics for a Multi-Media Presentation

- Create Costumes for a production

- Draw illustrations

- Draw a Map or Chart

- Create a Comic Strip/Book

- Outline and build a Web page

- Make a Video or Visual Collage

- Make a Project Cube

- Use multi-media equipment to present info

- Use clay to create a sculpture

- Write a Guided Visual Imagery

- Write a Picture Book on your topic

- Write a Rebus Storybook

Body/Kinesthetic

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Perform and/or create dramas from a period of history	Use different parts of the body to as a "rule" to measure different things	Play "The Parts of a Sentence" charades	Role play the parts & dynamics of the life of a cell	Learn folk dances/dramas of a culture being studied	Learn & perfect various "multi-tracking" routines (e.g. rub stomach & pat head)	Create the dance equivalent for different inventions, machines, settings, etc.
Re-enact great scenes or moments from history for today	Add & subtract members to & from a group to learn about fractions	"Embody" (act out) the meaning of vocabulary words	Create the rotation of planets with the class as the solar system	Create gestures to represent the legend of a map	Invent something in manufacturing technology classes (e.g. a new house, a tool, etc.)	Create "human sculpture tableaux" to express an idea
Hold an historical period costume & food day	Invent something that requires applying math concepts	Act out a story or play that you are studying	Become & act out the different states of matter	Play "physical movement games" from another culture	Practice physical movements in your mind then with your body	Make up gestures, postures, or facial expressions to accompany a musical score
Play "Great Moments from the Past" charades	Create & act out a play in which the characters are	Learn the alphabet and/or spelling through body	Conduct a series of "hands-on" scientific/health	Simulate "going shopping" using currency from	Make up a new kind of snack food, prepare it, & eat it	Design a "living painting" of a classical work

	geometric shapes or other math concepts	movements & physical gestures	experiments	another country		
Learn dances from previous periods of history (e.g. the minuet, waltz, etc.)	Make up a playground game that uses math concepts/operations	Make up a "Parts of Speech" folk dance	Study & try various "biofeedback" techniques/methods	Study "body language" from different cultural situations	Create & perform a drama on how a computer operates	Practice doing impromptu dramatic mime activities

"Body Smart" kids may enjoy:

- Creating a dance or movement sequence
- Role Playing
- Using physical gestures to communicate an idea
- Performing a skit or play
- Making manipulatives
- Building a model
- Performing Martial Arts
- Making a board or floor game
- Putting together a puzzle
- Creating and/or participating in a scavenger hunt
- Performing a pantomime
- Demonstrating sports games

Project Ideas:

- Build or Construct a Model
- Choreograph a dance to explain something
- Conduct a class demonstration
- Conduct an Experiment
- Create a Board game
- Develop a Memory System based on Movements
- Devise a scavenger hunt on your topic of study
- Develop a television program
- Explain something using only movement
- Invent a floor game for your class
- Perform a SkitPresent your info using sign language
- Role Play an interpretation of your topic

Musical/Rhythmic

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Analyze different historical periods through their music	Learn mathematical operations through songs, jingles, &	Learn Morse Code & practice communicating with	Learn to use music, rhythm, sound, & vibrations to reduce	Listen to & analyze different kinds of music from	Perform physical exercise routines in sync with music	Play "Guess the Rhythm/Instrument" when listening to

	rhythmic beats	it	stress	different cultures		various musical pieces
Create a series of key dates in history "raps"	Learn addition, subtraction, multiplication, & division through drum beats	Use different kinds of music for different kinds of writing	Listen to the sound & rhythmic patterns of the environment (humanly-created & nature)	Play musical & percussion instruments from around the world	Record & recognize the varying sounds of a computer operating (and what they mean!)	Turn a nonmusical play into a musical or into an "old time radio show"
Teach/learn songs/music that were popular in previous eras (e.g. Gregorian chant, WWII songs)	Break a set of tones and/or rhythmic patterns into various groups to learn division tables	Create song/raps to teach grammar, syntax, phonetics semantics, & other language concepts	Try various humming patterns to see how they can alter your mood & awareness	Learn the key characteristics of music & rhythmic patterns from different cultures	Experiment with the effects of different kinds of music on how you eat	Practice impromptu music composition using the "stuff" in your surroundings
Make musical instruments from the past & compose a piece using them	Play the "Rhythm Game" to learn times tables (slap thighs, clap hands, snap fingers)	Learn & practice "phonetic punctuation" (a la Victor Borge)	Experiment with the effects of vibration on sand in a metal plate	Create a sound/tonal-based legend for a map	Learn to recognize various machines in industrial technology via their sounds	Draw, paint, or sculpt a piece of music as it plays
Watch films about the past & focus on the sounds of history	Make up sounds for different math operations & processes	Illustrate a story/poem with appropriate sounds, music, rhythms, & vibrations	Assign sounds to systems you are studying such as the nervous system, circulatory systems, etc.	Learn & sing songs from nations/countries being studied	Use music to help improve keyboarding skills & speed	Make up a creative/interpretive dance to a piece of music

- **Mathematics**
  - Find unknown quantities/entities in a problem
  - each how to use a calculator for problem solving
  - Create number sequences & have a partner find the pattern
  - Mind-map proofs for geometric theorems
  - Design classification charts for math formulas, processes, & operations

- **Language Arts**

  - Predict what will happen next in a story or play
  - Create an outline with 4 main points x 4 sub points x four sub- sub points
  - Learn to read, write, & decipher "code language"
  - Analyze similarities & differences of various pieces of literature
  - Use a "story grid" for creative writing activities

"Music Smart" kids may enjoy:

- Writing or singing a curriculum song in the content area
- Developing and/or using rhythmic patterns as learning aids
- Composing a melody
- Changing the words to a song
- Finding song titles that help explain content
- Creating a musical game or collage
- Identifying music that helps students study
- Using musical vocabulary as metaphors
- Creating, designing, and building a musical instrument
- Incorporating environmental sounds into a project or presentation
- Using percussion vibrations
- Showing or explaining tonal patterns

Project Ideas:

- Change words to an existing song so that it teaches something about your topic
- Create a Musical Game
- Create a Music Collage
- Create a Radio Program
- Find a new use for Music Technology
- Lead a Choral Reading
- Make an Audio Tape
- Sing or Rap a song that explains your topic
- Write a short musical about your topic
- Write song lyrics for your content area

Naturalist

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Recognize & interpret historical trends (e.g. Toynbee)	Work story problems with patterns in nature	Nature scene re-creation/simulations for literature & poetry	Classify different foods for healthy diet planning	Environmental representations for different cultures	Grow vegetables, fruits, herbs & use them in cooking	Compose using sound from nature & the environment
Understand how "natural events" have influenced history	Use of "nature manipulatives" in math problem-solving	Poetic/descriptive essay writing based on nature experiences	Experience past scientific experiments "first hand" (do them!)	Grow, taste, & learn to recognize food from different cultures	Learn about uses of nature for building in construction & manufacturing technology	Recognize & recreate visual images of natural patterns (paint or sculpt them!)
Create analogies between historical events & events in nature	Graph positive & negative influences on the environment	Learn & practice using the vocabulary, idiom, jargon, & vernacular of the nature & the naturalist	Keep a diary of the natural processes of your own body	Study the influence of climate/geography on cultural development	Understand pluses/minuses of different fabrics based on their natural content	Create dances which embody/demonstrate patterns, objects, & animals in nature
Study how animals have effected history & historical trends	Understand the mathematical patterns of the natural world & environment	Understand influences of climate/environment on various authors	Use of various "naturalist taxonomies" on nature field trips	Recreate multi-media experiences of the natural environments of different parts of the world	Understand how climate & geography influence transportation technology	Design "full-blown" dramatic enactments of natural process
Study the lives of famous naturalists & their impact on history	Create & work calculation problems based on nature/natural processes	Creative story-writing using animal characters & their characteristics	Use cognitive organizers to explore & understand natural scientific processes	Study animals & insects from different parts of the world	Learn how to use nature responsibly & appropriately in industrial technology	Make montages/collages incorporating "stuff" from nature

"Nature Smart" kids may enjoy:

- Categorizing species of plants and animals
- Developing an outdoor classroom
- Collecting objects from nature
- Making celestial observations
- Using scientific equipment for observing nature
- Initiating projects on the Food chain, Water Cycle, or environmental issues

- Predicting problems in nature related to human habitation
- Joining an environmental/wildlife protection group
- Finding/Reporting/Researching local/global environmental concerns
- Building and labeling collections of natural objects from a variety of sources

Project Ideas:

- Create a display/visual with objects from Nature
- Find problems in nature related to you subject
- Find examples of things in Nature related to your topic
- Observe and/or categorize a species of
- Observe and/or categorize the behaviors of
- Plan an Outdoor Classroom
- Teach your classmates about a scientific tool
- Find Global Concerns related to your topic

Interpersonal

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Do an historical period "jigsaw" (each one learns part & teaches others)	Solve complex story problems in a group	Experiment with joint story-writing-- one starts then pass it on	Discuss "Saying No to Drugs" & create Say NO" strategies	Assume the perspective of another culture & discuss a current news item	Teach & play a series of non-competitive games	Learn a new dance & teach it to others
Role-play a conversation with an historical figure	Conduct an "interviewing others" research project & calculate results as percentages	Analyze the message or moral of a story with a group--reach a consensus	Assign group research projects-- groups design and implement their research plans	Find the relation of geography/climate to customs/values	Assign teams to prepare and serve meals from foreign countries	Create a team cooperative sculpture from clay
Imagine "passing over" into other times/lives-- describe their feelings, thoughts, beliefs, values	"Each one teach one" new math processes/ operations	Use a "human graph" to see where a group stands on an issue	Use lab teams for science experiments & exercises	Create scenarios of "culture shock" & analyze for its causes	Use peer coaching teams for projects in industrial technology	Sketch your partner with different expressions
Make a case for different perspectives on the Revolutionary War	Describe *everything* you do to solve a problem to a partner	Read poetry from different perspectives & in different moods	Discuss controversial health topics & write team positions papers	Brainstorm & prioritize ways to overcome "ugly Americanism"	Have students work in pairs to learn & improve sports skills	Practice "Stop the Action & Improvise" while dramatizing a play
Discuss the impact of key historical decisions on today's world	Have teams construct problems linking many math operations, then solve them	Conduct language drill exercises with a partner (make it into a game)	Describe the "before & after" of key scientific paradigm shifts	Learn to read different kinds of maps, then teach another how to understand them	Create cooperative computing teams to learn computer skills	Learn to sing rounds & counter-melody songs

"People Smart" kids may enjoy:

- **Giving feedback to the teacher or to classmates**

- **Intuiting other's feelings**

- **Empathy practices**

- **Establishing a Division of Labor**

- **Person-to-person communication**

- **Cooperative learning strategies**

- **Collaborative skills**

- **Receiving feedback**

- **Sensing other's motives**

- **Group projects**

- **Teaching someone else something new**

- **Learning from someone outside of school**

- **Other points of view**

- **Creating group rules**

- **Acting in a play or simulation**

- **Conducting an interview**

- **Creating "phone buddies" for homework**

Project Ideas:

- **Contact group members via email/snail mailConduct a Press Conference**

- **Create Classroom Learning Centers**

- **Create a Culture gram**

- **Develop and Implement Group Rules**

- **Lead a Press Conference**

- **Run a Debate**

- **Set up an email listserv**

- **Solve a problem with a partner**

- **Use Conflict Management skills**

- **Use email to contact**

Intrapersonal

Lesson starters to jump start your creative thinking

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.E.	FINE ARTS
Keep a journal: "Questions from life history might be able to answer"	Track different thinking patterns for different kinds of math problems	Write an autobiographical essay entitled: "My Life to Date"	Design, implement, and evaluate a one-month "Be Healthy" project	Try using "awareness" or "consciousness raising" techniques from other cultures	Perform & discuss how different physical exercises make you feel	Draw yourself from different angles while looking in a mirror
Do a "pluses, minuses, & interesting" analysis of famous historical decisions	Bridge math concepts beyond school into "real life" (what? so what? now what?	Write an autobiographical essay entitled: "My Life in the Future"	Reflect on pictures of the solar system & your own life on earth	List criteria of your "ideal geography/climate"--find it on a map	List how things learned in industrial technology classes can help in your future life	Dance the different stages of your life's journey including the anticipated future
Reflect on: "If I could be any historical figure, who would I be & why	Use guided imagery to see & solve complex story problems	Analyze literature for "connections to our lives today"	Write about "If I could be any animal what would I be & why"	Discuss: "How I'd be different if I'd grown up in another culture"	Write down & analyze "conversations with your computer"	Create a series of sculptures to express your moods
Write an essay on: "Mistakes from the past I won't repeat"	Evaluate your strengths/weaknesses in understanding math--plan new strategies for success	Write a new poem each day for a week on "Who am I?" & "Where Am I Going?"	Lead a series of "I Become What I Behold" exercises (imagine you ARE an object, animal, etc.)	Learn "focusing techniques" from different cultures (methods for concentration)	Watch yourself preparing a meal & note *everything* that goes on (thoughts, feelings, physical responses, etc.)	Imagine yourself as *each* character in a play (note different feelings, values, beliefs, etc.)
Imagine people from the past giving you advice for living today	Watch your mood shifts/changes as you do math problems--note causes	Imagine being a character in a story/novel--what would you do differently or the same	Practice techniques for achieving relaxation & reducing stress (e.g. deep breathing)	Keep a "feelings diary" as you read about current events	Imagine a skill & then try to do it *exactly* as you imagined	Carefully observe the effects of different kinds of music on you

"Self Smart" kids may enjoy:

- **Keeping a journal or diary**

- **Setting short/long-term goals**

- **Learning why and how the content under study is important in real life**

- **Describing his/her feelings about a subject**

- **Evaluating his/her own work**

- **Describing his/her personal strengths**

- **Carrying out an independent project**

- **Writing or drawing a personal history of his/her work**

- **Creating his/her own schedule and environment for completing class work**

- **Having silent reflection time**

- **Being allowed to emotionally process information**

- **Using metacognition techniques**

- **Using Focusing and/or Concentration skills**

- **Using higher-order reasoning skills**

- **Complex guided imagery**

- **"Centering" practices**
- **Thinking strategies**

Project Ideas:

- **Create a Bulletin Board**
- **Create a collection**
- **Create a Comic Strip**
- **Create a personal analogy for...**
- **Create a timeline**
- **Describe qualities you have that would help you...**
- **Explain why you want to study...**
- **Evaluate your own work on...**
- **Explore Career Opportunities in the field of...**
- **Pretend you are...**
- **Set a Goal for yourself about**
- **Use Self Directed learning to help yourself...**
- **Work on a problem by yourself**
- **Write a Journal about ..**.

Verbal/Linguistic

Lesson starters to jump start your creative thinking
on how to incorporate into daily lessons.

HISTORY	MATHEMATICS	LANGUAGE ARTS	SCIENCE & HEALTH	GLOBAL STUDIES & GEOGRAPHY	PRACTICAL ARTS & P.A.	FINE ARTS
Play "What's My Line?" with figures from history	Write a series of story problems for others to solve	Teach "concept mapping" to help remember content	Write a humorous story using science vocabulary/formulas	Read & learn stories, myths, & poetry from other cultures	Give verbal explanation of gymnastic routines	Listen to a piece of music & make up a story about it
Debate important issues & decisions from the past	Explain how to work a problem to others while they follow along doing it	Write a sequel/next episode to a story or play	Create a diary on "The Life of a Red Blood Cell" (from the cell's perspective!)	Hold a "Countries of the World" spelling & pronunciation bee	Write instructions for the use & care of machines in industrial technology	Verbally describe an object while a partner draws it
Create limericks about key historical events	Make up puns using math vocabulary, terms, concepts, & operations	Create crossword puzzles/word jumbles for vocabulary words	Write steps used in an experiment so someone else can do it	Keep an "Insights from other Cultures for Us" log	Tell another how to run a word processing program--then do it	Tell a partner the steps to a dance while they perform it
Study poetry from different periods of history	Solve problems with a partner--one solves & one	Play "New Word for the Day"--learn a new word & use	Make up an imaginary conversation between	Study a road map & give verbal instructions to get	Pretend you're a radio sportscaster-- describe a game in	Turn a Greek/Shakespearean tragedy into a situation

explains the process	it frequently during the day	different parts of the body	someplace	process	comedy
Compile a note book of history jokes	Create poems telling when to use different math operations	Practice impromptu speaking & writing	Give a speech on "Ten steps for healthful living"	Learn basic conversation in several foreign languages	Play "Recipe Jeopardy"--make questions for answers given	Describe an emotion/mood & play music it suggests

"Word Smart" kids may enjoy:

- Writing letters, poems, stories, descriptions

- Leading an oral discussion or debate

- Creating audio tapes

- Giving an oral presentation

- Writing or giving a news report

- Developing questions for, and conducting an interview

- Presenting a radio drama

- Creating a slogan

- Writing their own story problems

- Keeping a journal or diary

- Writing a verbal defense

- Creating a word game to go along with your present topic

- Doing Storytelling or writing all types of Humor/Jokes

Project Ideas:

- Compare/Discuss a Story

- Conduct an Interview

- Create a Booklet

- Create a Slogan

- Develop a Dictionary of new terms

- Develop a Petition

- Lead a Class Discussion

- Lead a Press Conference

- Participate in a Debate

- Write and/or Tell a Story

- Write a creative Advertisement

- Write a Poem

- Write a Script to a TV Production

- Write Text for a Power Point Presentation

- Write Text for a Web page

What are some benefits of using the multiple intelligences approach in my school?

- You may come to regard intellectual ability more broadly. Drawing a picture, composing, or listening to music, watching a performance -- these activities can be a vital door to learning -- as important as writing and mathematics. Studies show that many students who perform poorly on traditional tests are turned on to learning when classroom experiences incorporate artistic, athletic, and musical activities.
- You will provide opportunities for authentic learning based on your students' needs, interests and talents. The multiple intelligence classroom acts like the "real" world: the author and the illustrator of a book are equally valuable creators. Students become more active, involved learners.
- Parent and community involvement in your school may increase. This happens as students demonstrate work before panels and audiences. Activities involving apprenticeship learning bring members of the community into the learning process.
- Students will be able to demonstrate and share their strengths. Building strengths gives a student the motivation to be a "specialist." This can in turn lead to increased self-esteem.
- When you "teach for understanding," your students accumulate positive educational experiences and the capability for creating solutions to problems in life.

How can applying M.I. theory help students learn better?

- Students begin to understand how they are intelligent. In Gardner's view, learning is both a social and psychological process. When students understand the balance of their own multiple intelligences they begin

    - To manage their own learning
    - To value their individual strengths
- Teachers understand how students are intelligent as well as how intelligent they are. Knowing which students have the potential for strong interpersonal intelligence, for example, will help you create opportunities where the strength can be fostered in others. However, multiple intelligence theory is not intended to provide teachers with new IQ-like labels for their students.
- Students approach understanding from different angles. The problem, "What is sand?" has scientific, poetic, artistic, musical, and geographic points of entry.
- Students that exhibit comprehension through rubrics, portfolios, or demonstrations come to have an authentic understanding of achievement. The accomplishment of the lawyer is in winning her case through research and persuasive argument, more than in having passed the bar exam.
- Students become balanced individuals who can function as members of their culture. Classroom activities that teach to the intelligences foster deep understanding about the essential questions of life, such as: Where do we come from? What's the world made of? What have humans achieved? What can we achieve? How does one lead a good life?

- Classroom activities frequently activate and utilize more than one of the multiple intelligences. Now consider how you would add to and interpret the items on the following list:

    - **Group discussion** - Verbal-Linguistic; Interpersonal
    - **Journal writing** - Intrapersonal; Verbal/Linguistic
    - **Choreography** - Musical-Rhythmic; Verbal-Linguistic; Interpersonal
    - **Constructing timelines** - Logical-Mathematical; Visual-Spatial

- **Putting on a play** - Musical-Rhythmic; Verbal/Linguistic; Interpersonal; Visual-Spatial
- **Making a video** - Logical-Mathematical, Musical-Rhythmic; Verbal/Linguistic; Interpersonal; Visual-Spatial
- **Writing a report or essay** - Verbal-Linguistic
- **Making graphs** - Logical-Mathematical; Visual-Spatial
- **Designing posters** - Verbal-Linguistic, Visual-Spatial
- **Communicating with peers or experts online** - Verbal-Linguistic; Interpersonal
- **Hands-on experimentation** - Kinesthetic; Logical/Mathematical
- **Composing a song** - Musical/Rhythmic; Verbal-Linguistic
- **Building a model or 3-D displays** - Kinesthetic; Logical-Mathematical

Multiple Intelligence Type	Incorporated into Subject Matter	Way of Demonstrating Understanding
Verbal-Linguistic	Books, stories, poetry, speeches, author visits	Writing stories, scripts, poems, storytelling
Mathematical-Logical	Exercises, drills, problem solving	Counting, calculating, theorizing, demonstrating, programming computers
Musical	Tapes, CD's, concert going	Performing, singing, playing, composing
Visual-Spatial	Posters, art work, slides, charts, graphs, video tapes, laser disks, CD-ROMs and DVDs, museum visits	Drawing, painting, illustrating, graphic design, collage making, poster making, photography
Bodily-Kinesthetic	Movies, animations, exercises, physicalizing concepts, rhythm exercises	Dance recital, athletic performance or competition
Interpersonal	Teams, group work, specialist roles	Plays, debates, panels, group work
Intrapersonal	Reflection time, meditation exercises	Journals, memoirs, diaries, changing behaviors, habits, personal growth
Naturalist	Terrariums, aquariums, class pets, farm, botanical garden and zoo visits, nature walks, museum visits	Collecting, classifying, caring for animals at nature centers

Three Types of Implementation Exercises

The following three types of classroom teaching strategies have their own complex structures and variations, yet they are all conducive to tapping into the multiple intelligences of your students. Learning Centers offer the teacher and student a variety pack of projects and ideas. Simulations are powerful models of teaching because they teach students how to master concepts and learn to be effective in pursuing goals. And finally, with presentations, the student must not only understand what is being presented, but to whom it's being presented, and apply different presentation strategies.

Learning Centers

Learning Centers, also called "Learning Stations", are situations around the classroom that a teacher sets up for students to work in either small group or individual activities. Each of these centers has supplies and materials that work well together and give students the tools to complete activities and mini-projects -- either in groups of two to three students or individually.
How can you nurture student understanding of the topic by setting up learning centers? What types of learning centers are appropriate? Classroom size, students' interests, and grade level will help you determine your decision.
NOTE: **Although learning centers are typically found more often in elementary and middle school classrooms, this technique has been found to be effective with high school students as well.**

Some great learning centers you may want to consider:

- **READING/WRITING CENTER**
  (for encouraging students' Verbal/Linguistic; Visual/Spatial; Intrapersonal and Interpersonal Intelligences)
    - Fiction and non-fiction books on a variety of topics, in many genres
    - Illustrated books
    - Books on tape with related book in hard copy
    - Books, articles, and papers written by students
    - Cushions for quiet reading or for group discussion
    - Word games (Boggle, Wheel of Fortune, Scrabble, Password)
    - Creative writing tools (variety of pens, paper, etc.); tape recorder; magazines that can be cut up for images; story starter books and cards
    - Yellow pages; other address resource books
    - List of addresses and phone numbers of relevant organizations
    - Computer with color printer: concept mapping software, word processor, e-mail and Internet connection
    - Multimedia presentation tools (e.g. HyperStudio, PowerPoint etc.)
- **ILLUSTRATION/VISUAL EXPRESSION CENTER**
  (for encouraging students' Visual/Spatial; Intrapersonal Intelligences)
    - Canvas or drop cloth
    - Painting (acrylics, watercolors, poster paints, finger paints) and drawing materials (pens, pencils, colored chalk)
    - Easel, bulletin board, chalk board, drawing boards or tables
    - Flat file storage
    - Props for still lifes
    - Variety of clip-on flood lights, flashlight, colored gels
    - Cameras (35mm, disposable, digital)
    - Computer with color printer and scanner: e-mail and Internet connection
- **SCIENCE/EXPERIMENT CENTER**
  (for encouraging students' Logical/Mathematical, Naturalist, Visual/Spatial Intelligences)
    - Field guides and science resource books
    - Popular science magazines
    - Biographies of scientists and inventors
    - Exploration and experimentation tools
    - Magnifying glass, microscope, telescope, or binoculars
    - Megaphones, cones and microphones
    - Measurement devices (rulers, graduated cylinders, etc.)
    - Bug jars and boxes, plastic containers for collecting specimens (botanical, entomological, geological, etc.)
    - Teacher-written index card challenges "What happens if you..." (students make predictions, then conduct experiments)
    - Computer with color printer: probe-ware, robotics, spreadsheets, and time-liners. Science-based software such as The Voyage of the Mimi (Sunburst), The Great Space Rescue (Tom Snyder Software) and reference CD-ROMs
- **MUSIC CENTER**
  (for encouraging students' Musical, Bodily-Kinesthetic, Interpersonal Intelligences)
    - Mat on the floor
    - Cassette or CD player with headphones (optional: jack so that two students can listen to same music at the same time)
    - instruments from a variety of multicultural backgrounds
    - Books about famous composers and musicians
    - Books of poems and stories that students can set to music
    - Books of collected lyrics
    - Computer with microphone, speakers, and earphones plus MIDI connector and keyboard: music composition software, CD-ROMs designed for music study, CDs for incorporating sound into multimedia presentations
- **MATH CENTER**
  (for encouraging students' Logical/Mathematical, Bodily-Kinesthetic, Interpersonal, Intrapersonal Intelligences)
    - Puzzles and games that involve logical thinking (looking for patterns, sequences, process of elimination, inference, etc.)
    - Arithmetic and graphing calculators with instructions on how to solve common types of problems (e.g. percentages, averages, etc.)
    - Maps, charts, timelines, Web sites -- vivid examples of how math and logical thinking can relate to social

studies, science and language arts
- "Math manipulatives," such as Unifix cubes, pattern blocks, Cuisenaire rods, and geo-boards
- Computer with color printer and links to download data from graphing calculators, spreadsheet, graphing, and 2 and 3D geometry programs

- **BUILD-IT, PAINT IT CENTER**
  (for encouraging students' Visual/Spatial, Bodily-Kinesthetic, Interpersonal, Logical/Mathematical Intelligences)
  - Materials for attaching things to other things (glue, staplers, sewing materials, nails and screws, pins, clips, etc.)
  - Wood, metal, Styrofoam, recycled containers, bottles, cardboard, and tools to work with them
  - Various types and colors of paper and cardboard (for creating a homemade board game, etc.)
  - Variety of writing implements (markers, crayons)
  - Variety of fabric scraps
  - Modeling clay
  - Large rolls of mural paper for scenery backdrops for performances
  - Computer with color printer: developmental level design software (younger students use Car Builder; middle school might use Roller Coaster Builder; older students need CAD-CAM (computer assisted design-computer assisted manufacturing) software and Internet connection

- **PERFORMANCE CENTER**
  (for encouraging students' Visual/Spatial, Bodily-Kinesthetic, Interpersonal)
  - Wigs, costumes, shoes
  - Washable makeup
  - Masks
  - Props
  - Cassette or CD-player for background music
  - Stage area

Simulations

Simulation Activities help develop students' intelligences by allowing them to experiment with real-world activities. Such activities obviously have practical value. Before boarding an airplane, for example, wouldn't you feel more comfortable knowing that the pilot had successfully completed many "simulation exercises" on the ground?

In the younger grades, the line between play and work is often blurred. In order to master a new concept or behavior, a child will often "play" with it. In the older grades, too often teachers forget how effective play can be as an educative tool. Rather than hearing about how to do a behavior, students will learn how to do it with greater understanding if that behavior is learned via experience. Simulation activities can give students a "safety net" while they are learning.

To supplement classroom work, consider using some of these simulation activities:

- **Role-Playing** - To understand the various sides of an event (whether presented in literature, or in a history class), it is often useful to let students research the issue from a particular viewpoint, then be put in an imaginary situation where they must speak from that point-of-view. Another form of role-playing is allowing a student the opportunity to "become" a person from history and present a short lecture to other students, then answer any questions they have.
- **Debating** - Debates and panel discussions encourage students to think of topics in complex ways. Encourage students to create visual aids to support their arguments (lists, charts, illustrations, etc.). In mock-trials students play out an imaginary case and decide if a fictional defendant is innocent or guilty.
- **Simulation Software** - Popular CD-ROM programs such as SimCity present complex, open-ended problem-solving situations that students frequently have to use many of their intelligences to solve. GenScope provides an interactive environment where chromosomes, genes, and observable traits can be manipulated and viewed in a variety of ways. Virtus WalkThrough and similar programs present environments for people to experience.

Presentations

Presentations are most commonly thought of as speaking in public with the hope that the audience will come out of the presentation room having learned something new. But the benefit to the audience is only part of the picture.

To perform a successful presentation the student must understand the subject matter, the psychology of the planned audience, different presentation strategies, and how to organize the information in the most efficient and effective manner. Presentation formats range from simply talking in front of the class to designing complex interactive computer-based information systems to be delivered through the Internet.

Always consider what is developmentally appropriate for your students. While a report might be a good way for presenting information, report writing is generally mastered in middle school. High schools might more appropriately prepare a legal brief or a piece of journalistic reporting.

The following list of methods of assessing student understanding is a start.
For Presentations, students can:

- **WRITE:**
    - poems
    - short plays
    - screenplays
    - legal briefs
    - song lyrics
    - journals
    - diaries
    - memoirs
    - travelogue
    - interviews
    - newspaper or newsletter
    - letters (or email) to experts
    - an original advertisement
    - new ending for story or song
    - "what if..." thought experiment
- **MAKE/INVENT/DESIGN/DRAW:**
    - posters
    - cartoons
    - timelines
    - models
    - chart
    - map
    - graphs
    - paintings (with explanations similar to museum exhibits)
    - board game
    - concept maps
    - multimedia presentations
- **FIGURE OUT/ANALYZE**
    - solutions to problems in your school or community
    - math formulas to explain a problem, or pose a solution
    - categorization method for some plants or animals in your area based on careful observation (perhaps a small collection, or homemade "museum")
    - a plan for a scavenger hunt
    - a treasure hunt (in which clues involve vocabulary from the topic)
    - collect objects in nature
    - the night sky, food chain, water cycle, or other science topic
    - local, national, or international environmental concern
    - create simulations
- **PERFORM/PRESENT**
    - a play
    - a concert
    - role-play lecture (such as a well-known person from history)
    - a dance based on literature or historical event
    - collected songs about a topic or from an era

TOP OF PAGE

Step-by-step M.I. Lesson Plan Guide

- **The Topic**

- What is the subject matter you are teaching?
    - Do your students have any previous experience with this topic?
    - How motivated are your students to learn about this topic?
    - What connections can you make to the students' lives to help motivate them about the topic?
- **Your Goals and Objectives**
    - What do students want to learn about the topic?
    - What do students need to learn based on state or national curriculum goals?
- **Available Time**
    - The amount of time you have to devote to this subject affects how much you will need to focus the topic. Since the goal of M.I. theory is to help cultivate students' understanding, it is worth thinking about how to make your lessons meaningful experiences that connect to other things students have learned, and will learn.
    - Longer blocks of time (i.e., double periods) are instrumental to more in-depth work.
- **Assessment**
    - How will you know if students have an understanding of the subject matter?
    - To supplement traditional testing methods (paper tests), what other options can you give students to "show what they know?"
    - What are some ways in which students can present their knowledge to others?
    - Will you prepare rubrics for students to help them set reasonable goals and take the initiative in editing and producing their own work? Rubrics may assist students in a public speaking course to assure they have all of the components of a comprehensive report.
- **Supplies/Materials**
    - You might want to complete this section after you have figured out the scope of your lessons.
- **Topic Introduction**
    - How will you introduce the subject matter to students? Some examples are group discussion, watch video, read a story, brainstorm relevant questions, etc.

REFERENCES and RESOURCES