

## Learning Opportunities for the Eight Intelligences

### Verbal/Linguistic Learners:

Learns best by activities that involve reading, writing, and speaking.

- authoring books
- mock trials
- teaching others
- storytelling
- interviews
- journals, diaries
- creative writing
- humor, jokes
- making dictionaries
- classroom discussions
- vocabulary games
- debating
- poetry
- chorale reading
- newspaper publishing
- rap and rhyming

### Logical/Mathematical Learners:

Learns through looking for patterns, step-by-step procedures, working with numbers, experimenting, and asking questions.

- computation games
- statistics
- graphing information
- codes
- math in nature
- classifying, categorizing
- making calendars
- conducting surveys
- sequencing events
- probability
- flow charts
- computers, calculators
- creating games
- science in daily life
- brain teasers
- puzzles, kits
- creating recipes
- research projects
- geometrical building
- creating programs
- outlining

### Visual/Spatial Learners:

Learns with images, pictures, diagrams, and a wide range of visual media.

- illustrating concepts
- murals, time lines
- observations
- using manipulatives
- making cartoons
- visualization
- creating models
- making a film, video
- designing posters
- creating costumes
- designing 3D structures
- note taking with symbols
- guided imagery
- reading blueprints
- map making
- graphs, flow charts
- color coded work
- mazes, chess
- sculpting, painting
- clustering, mapping
- inventing visual words

### Bodily/Kinesthetic Learners:

Learns best through activities that allow them to move, touch, do, and "become."

- role playing
- simulations
- action stories
- giving a demonstration
- puppet show or skit
- competitive sports
- scavenger hunts
- manipulatives
- relaxation activities
- making/playing games
- "gesturing" sounds, symbols
- miming, dancing
- art activities
- physical exercise
- sculpting
- conducting experiments
- computers
- designing a product

## Learning Opportunities for the Eight Intelligences

### Music Learners:

Learns through activities which involve music, rhythm, melody, and sounds.

- writing musical lyrics
- singing
- music in nature
- creating theme tapes
- music from different cultures
- musical games
- studying musicians
- reading musical lyrics
- making instruments
- creating a musical
- drawing or writing to music
- clapping sounds, facts
- communicating with codes
- adding verses to songs
- cinquains, haiku
- playing instruments
- rhythmic patterns
- learning facts from jingles
- analyzing music
- rapping

### Interpersonal Learners:

Learns by communicating and working cooperatively with others.

- interviewing
- role-playing, acting
- conflict resolution
- reenacting lives
- "human graph) for issues
- group research projects
- global problem solving
- group problem solving
- teaching others
- peer tutoring
- classroom discussions
- group story writing
- using different perspectives
- community service work
- jigsawing information
- fund raising activities
- create a celebration
- conducting a meeting
- character analysis
- cross-age work

### Intrapersonal Learners:

Learns by self-directed, thoughtful, and independent learning experiences.

- journals, diaries
- imagery, dreams
- self portraits
- independent contracts
- personal goal-setting
- identifying own traits, styles
- family trees
- self-assessments
- creative writing
- personal time lines
- writing autobiographies
- self-esteem activities
- "if I could be..." writing
- apprenticeships
- values
- studying philosophies
- coat of arms
- comparing self to others

### Naturalist Learners:

Learns best through field studies, collecting, observing, and learning experiences that relate to the natural world.

- growing things - gardens
- sensory explorations - touching, smelling, listening
- field studies/trips - outdoors
- grouping, classifying natural objects - leaves, trees
- recycling projects
- identifying sounds in nature
- building a nature trail
- collecting - feathers, leaves
- construct nature mobiles
- construct bird boxes - feeders
- predator/prey games
- scavenger hunts for nature items
- invent ideal habitats
- draw/sketch natural observation