**Handout 1 - Multiple Intelligence Quiz**

Directions:

On a scale of 0 – 3, please rate how you feel you most identify with the following statements by recording your numerical answers in the scoring chart at the end of the quiz.

0 = Never – “This is not me at all!”

1 = Seldom – “Only unless I have to!”

2 = Sometimes – “Well, sometimes!”

3 = Often – “This is me”

Do you...

1. Like to write
2. Figure out mental arithmetic problems quickly
3. Spend free time engaged in art activities
4. Play/or have a desire to play a musical instrument
5. Do well in competitive sports
6. Have a lot of friends
7. Value a sense of independence and strong will
8. Tell jokes and stories
9. Enjoy using computers
10. See clear visual images when thinking about something
11. Easily remember the melodies of songs
12. Move, twitch, tap or fidget while sitting in a chair
13. Socialize a great deal around my classrooms
14. React to strong opinions when controversial topics are being discussed
15. Have a good memory for names, places, dates or trivia
16. Ask questions like “Does the universe end?” or “What happens after death?”
17. Find it easy to read charts, maps or diagrams
18. Notice when a musical note has been played off key
19. Engage in and enjoy physical activities like swimming, biking, hiking, etc.
20. Keep up to date with the latest gossip
21. Tend to live in your own private, inner world
22. Enjoy reading books in your spare time
23. Enjoy playing and winning strategy games like for ex. chess, checkers, etc.
24. Tend to draw accurate representations of people or things
25. Like to play music while you study
26. Like to touch people when you talk to them
27. Enjoy being involved in several group activities
28. Enjoy being alone while pursuing some personal interest, hobby or project
29. Find it easy to spell words accurately
30. Reason things out logically and clearly
31. Enjoy movies, slides and photographs
32. Collect records, tapes and/or CDs
33. Enjoy scary roller coasters and other rides
34. Find yourself serving as the “family mediator” when disputes arise
35. Have a deep sense of self-confidence
36. Appreciate and enjoy nonsense rhymes and tongue twisters
37. Devise experiments to test out things not understood
38. Enjoy doing jigsaw puzzles or mazes
39. Sing songs to yourself
40. Do crafts like woodworking, sewing, carving, etc.
41. Enjoy playing games involving groups of people
42. Tend to go against the norm in dress, behavior and attitude
43. Enjoy doing crossword puzzles or playing word games
44. Enjoy working on logic puzzles such as the Rubik’s cube
45. Daydream a lot
46. Keep time rhythmically to music
47. Cleverly mimic other people’s gestures, mannerisms or behavior
48. Have a lot of empathy for the feelings of others
49. Tend to be self-motivated to do well on independent study projects

*Scoring Chart:*

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*Results:*

|  |  |  |  |
| --- | --- | --- | --- |
| **MOSTLY A’s** | **MOSTLY B’s** | **MOSTLY C’s** | **MOSTLY D’s** |
| *You are…*Linguistic Intelligence• “Life is words”• highly developed auditory skills• think in words• may love reading, writing or storytelling• learn best by verbalising/hearing/seeing words• motivated by talking, providing books, tapes and opportunities to write | *You are…*Logical-Mathematical Intelligence• “Life is patterns/relationship of ideas”• think conceptually; like abstract patterns and relationships• reason things out logically• enjoy using computers and doing math in their heads | *You are…*Spatial Intelligence• “Life is a picture”• think in images and pictures• like drawing, designing things, building, daydreaming• easily read charts, diagrams, maps• motivated through media and opportunities to create visual images | *You are…*Musical Intelligence• “Life is a song”• often sing, hum, whistle to themselves• may show talent or high appreciation of music• good sense of rhythm• learn through rhythm and melody |
| **MOSTLY E’s** | **MOSTLY F’s** | **MOSTLY G’s** |  |
| *You are…*Bodily-Kinaesthetic Intelligence• “Life is movement, touching”• need to move, engage in physical activity• may have skills to athletics, dance, mime or fine-motor co-ordination• communicate well through gestures, body language• learn by touching, manipulating, moving• motivated through role-play, dramatics, physical activity | *You are…*Interpersonal Intelligence• “Life is a party”• understand people (motives, feelings, etc.)• often leaders with abilities to organise, communicate or manipulate• enjoy many social activities• learn best by relating and co-operating, group projects | *You are…*Intrapersonal Intelligence• “Life is a special place”• seem to live in own, private, inner world• self-motivated, strong-willed, independent, self-confident• certain quality of inner wisdom, intuitive ability• learn best when left to themselves, need private space |  |

**Handout 2 – Presentation Ideas**

**Handout #3: Ways to Present Brainstorm**

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| **The Steps to Tie a Shoe** | **Could be Presented in the Following Ways...** |
| **1.****2.****3.****4.****5.** | **Possible Idea #1:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_****Description:** |
| **Possible Idea #2:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_****Description:** |
| **Possible Idea #3:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_****Description:** |
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**Handout 4: Designing a Presentation**

**Step 1:** **After doing some preliminary research on your given topic, decide on 3-4 “chunks” or categories of information that your audience should know.**

 *In the first part, you broke down how to tie a shoe into 4-5 steps. Write these steps below.*

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**Step 2:** **Now, choose the best format of delivery for this information, based on your brainstorm from part one. Using this format, plan out exactly how you will present the steps.**

*Write down as much as you can in the form of a plan.*

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**Step 3: Plan an introduction. The best introductions provide a HOOK for your audience – something that gets people interested in listening to your presentation. This can be a quote, a short video, a question, a fact…etc. Introductions also provide a brief overview of what will be covered, and what is expected of the audience in terms of participation.**

*Write the plan for your introduction below.*

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**Step 4: Plan a conclusion. The best conclusions summarize the information, rewards people for paying attention (through games/prizes), answers questions posed during the hook.**

*Write the plan for the conclusion below.*

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**Step 5:**

* **Plan the visuals, handouts or anything else to “wrap” your presentation. It can a Powerpoint, Prezzi, paper handout or anything else – be CREATIVE!**
* *Design the visuals*

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