# Designing Multi-Intelligent Technology-Enabled Instruction

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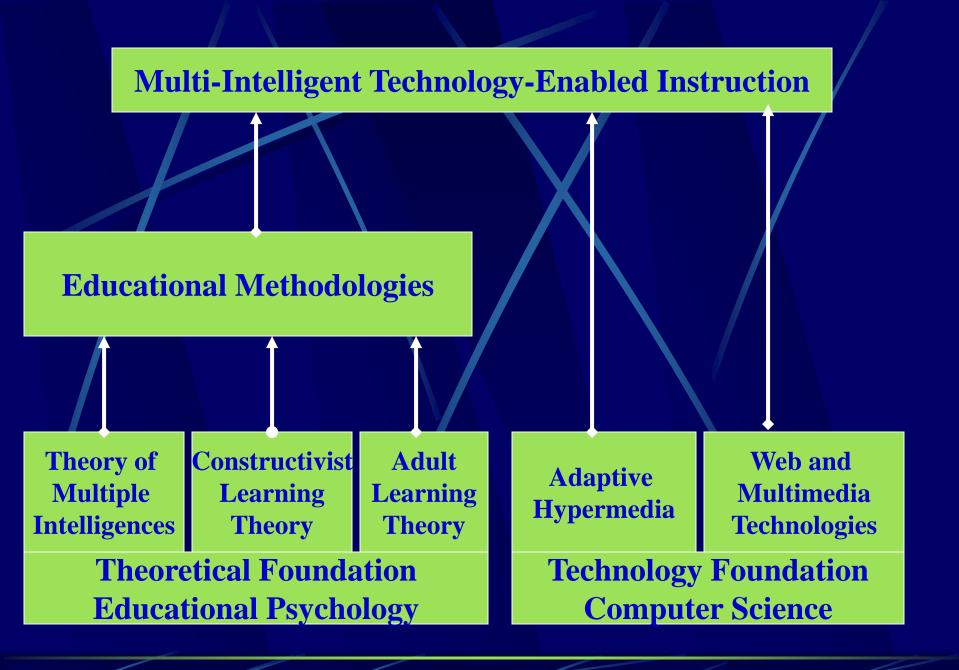
Learning
Theories

Effective Learning
Experience for Each
Individual Student

Tools &
Technologies

#### Agenda

- Theory of Multiple Intelligences
  - Inventories
  - Reflections and small group discussion
- Educational Methodologies
  - Teaching for Understanding Framework
  - Entry Point Framework
  - Multiple Representations
- Enabling Technologies
- Plan module using Curriculum Design Tool
  - Reflections
  - Small group discussion



# Theory of Multiple Intelligences

Linguistic



Musical



Logical-Mathematical



Interpersonal



Spatial



Intrapersonal



Bodily-Kinesthetic



Naturalist



#### **Teaching for Understanding**

**Throughlines** 

Generative Topics

Teaching for Understanding (TfU)
Framework

**Understanding Goals** 

Performances of Understanding

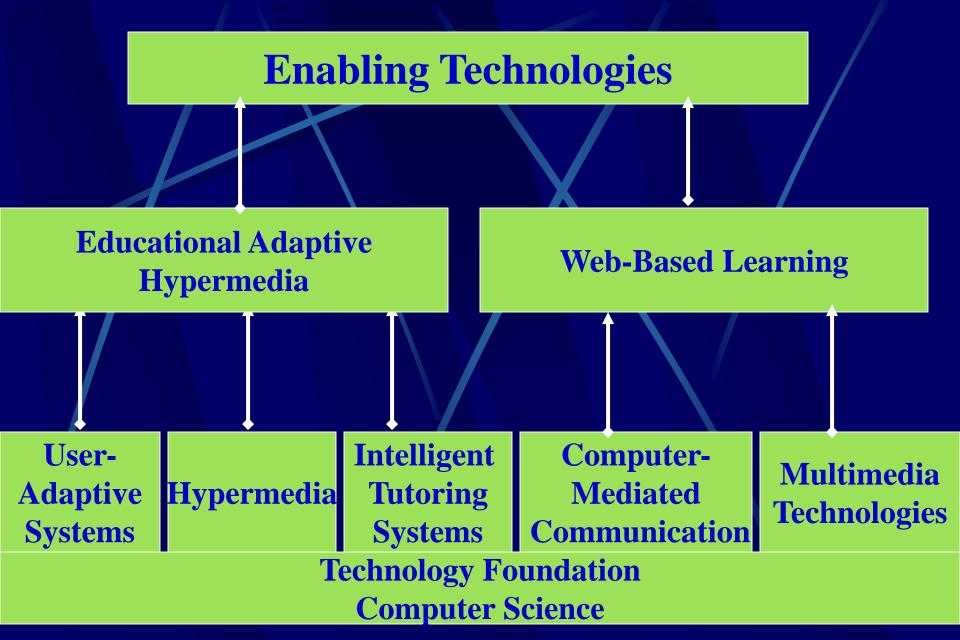
Ongoing Assessment

## Entry Point Framework

- Narrative introduce through story-telling
- Numerical engage through computation
- Logical deduction to learn new concepts
- Existential/Foundational ask questions
- Aesthetic engage senses through artworks
- Hands-On experiential, manipulation
- Interpersonal cooperative learning

### Multiple Representations

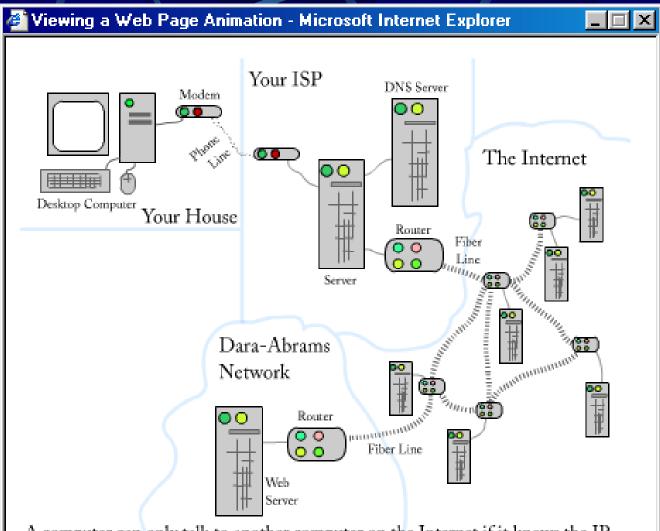
- Family of representations
- Activate different intelligences
- Present new concepts in multiple ways
- Content presentation activates more than one intelligence



#### **Explanation Variants**

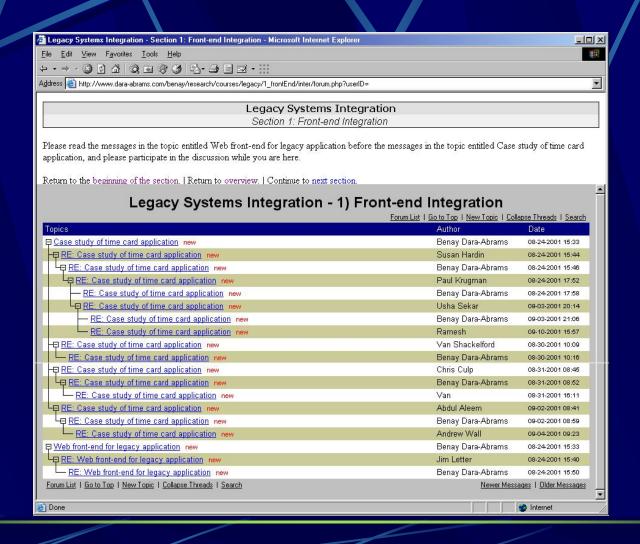
Intelligence	<b>Explanation Variant</b>	Technology
Linguistic	Prose, Textual Explanation	HTML, Word
Logic-Math	Bulleted List	HTML list
Spatial	Diagrams, Graphics, Movies	Flash, iMovie, PowerPoint
Musical	Sound Effects, Sound Track	Flash, Audio
Intrapersonal	Self-Guided Problem Analysis, Journals	HTML forms with script
Interpersonal	Discussions – problems, cases, questions	Threaded discussion
Naturalist	Categories and Metaphors	HTML lists, Flash
Bodily-	Hands-on Exercises	Scripts
Kinesthetic	Simulations	Virtual Environments

#### **Spatial and Musical**

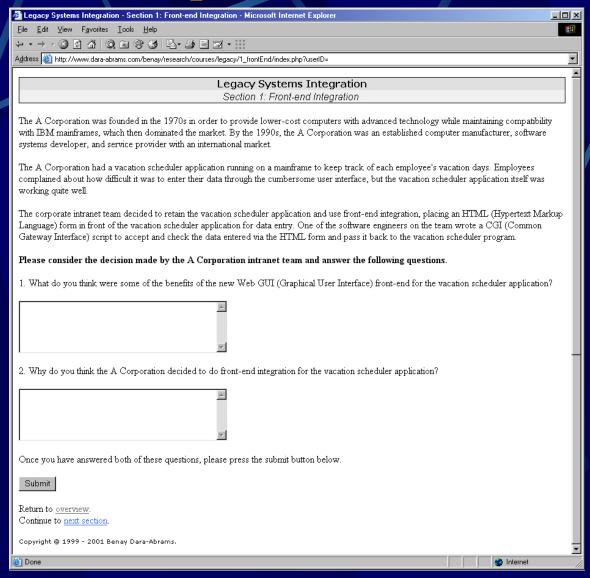


A computer can only talk to another computer on the Internet if it knows the IP (Internet Protocol) address of the other computer. An IP address looks like this 153.57.34.231. In order to get the page that you just requested, your computer must first turn the Web address you typed in into an IP address.

### Interpersonal



#### Intrapersonal



# **Effective Technology- Enabled Learning**

- Effective Learning Experience
- Each Individual Student
- Multiple Entry and Exit Points
- Multiple Representations
- Reach Anyone, Anyhow
- Integrate theory, educational methodologies, and enabling technologies

#### Thank You

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