

Multiple Intelligences and Instructional Technology



Walter McKenzie VSTE Conference April 14, 2005





















The Mysterious Mind



Do all minds think alike?

Do great minds think alike?

And should they?























I think.....

therefore.....

I am!

























I think.....

therefore.....

MI!

























"The ability to solve problems and create products that are of value in one's own culture."

-Howard Gardner

































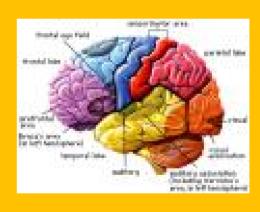








If the human mind has an operating system, Gardner's model is the manual that attempts to explain how it runs.





















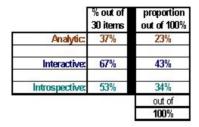




MI Survey Scoring Report

To graph your results, simply highlight the range B6:C22 and click on the Chart Wizard Button.

Verbal	6
Logical	5
Visual	4
Musical	2
Kinesthetic	7
Interpersonal	7
Intrapersonal	7
Naturalist	4
Existentialist	5



Strongest Domain: 67%





























The Power Of Design

Business Week
May 17, 2004

IDEO redefined good design by creating experiences, not just products. Now it's changing the way companies innovate

























Kaiser nurses, doctors, and facilities managers teamed up with IDEO's social scientists, designers, architects, and engineers and observed patients as they made their way through their medical facilities. At times, they played the role of patient themselves.

























Together they came up with some surprising insights. IDEO's architects revealed that patients and family often became annoyed well before seeing a doctor because checking in was a nightmare and waiting rooms were uncomfortable. They also showed that Kaiser's doctors and medical assistants sat too far apart.

























People, especially the young, the old, and immigrants, visit doctors with a parent or friend, but that second person is often not allowed to stay with the patient, leaving the afflicted alienated and anxious. Patients also hate examination rooms because they often wait alone for up to 20 minutes half-naked, with nothing to do.

























Kaiser realized its long-range growth plan didn't require building expensive new facilities. It realized that seeking medical care is is a social experience. So it needed to offer comfortable waiting rooms and a lobby with clear instructions on where to go; larger exam rooms with space for three or more people and curtains for privacy.

























How does IDEO do it? Techniques such as

- bodystorming
- behavioral mapping
- quick and dirty prototyping
- deep dives
- unfocus groups
- shadowing
- •be your customer

























IDEO sent AT&T Wireless managers in San Francisco to find a CD by a certain Latin singer, a Walgreen's that sold its own brand of ibuprofen, and a Pottery Barn catalog. It was too difficult to do with their mMode service; they used newspapers and phone books instead.

























"Even teenagers didn't get it," says Duane Bray, of IDEO. As a result AT&T Wireless came up with a new mMode platform organized like a Web browser's favorites. A consumer can make up an individualized selection of sites, such as **ESPN** or Sony Pictures and ring tones. Nothing is more than two clicks away.

























An mMode Guide on the page allows people to list five places - a restaurant, coffee shop, bank, bar, and retail store - that GPS location finders can identify in various cities around the U.S. Another feature spotlights the five nearest movie theaters that still have seats available within the next hour.

























Stanford University has just committed to raising \$35 million so that IDEO can create a "D-school," a new design school that may one day match Stanford's famed B-school. Stanford professors in business, engineering, social sciences, and art will teach there.

























What assumptions have we made about schools and technology?

What could we discover about our end-users and their experience?

























Do we make technology a natural extension of how children learn?

Do we make technology a seamless extension of how and what we teach?

























Do we get in the way of students & technology?

What happens if we let go and allow technology to empower students?

























It's time to rethink technology in terms of how we connect with our end users.























If the only tool you have is a hammer.....



.....everything around you looks like a nail.























Verbal

Word processing, desktop publishing, email

Logical

Spreadsheets, search tools, WebQuests

























Visual

Slide show, web site design, digital video





Musical

Multimedia, digital recording, scavenger hunt























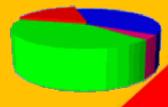


Kinesthetic

Video game, digital probe, assistive technology

Naturalist

Database, digital scrapbook, semantic mapping tool



























Online surveys, digital portfolios, real time projects

Interpersonal

Chat, collaborative projects, videoconferencing

























Existential

Simulations, virtual communities, blogs, wikis, virtual field trips























In our hands, technology is not just another classroom tool; it connects all the intelligences and becomes a path to authentic learning.























Planning Process

Learner Dobjective Intelligences Technology













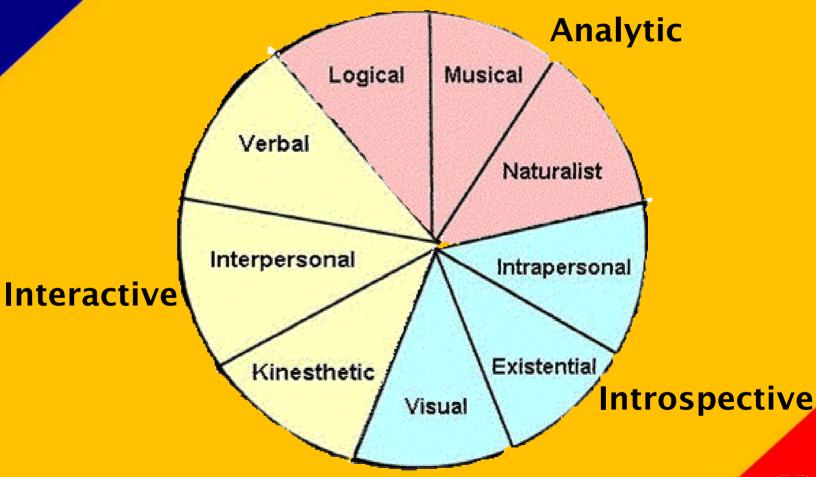








Domains

























Unit Model























2004 NATIONAL CYBERCONVENTION



























The

Art & Architecture Project























The

elditarod Project



























Karen Ellis Educational CyberPlayground Guavaberry Books

A personal passion of hers, Karen tries to get ed techs, classroom and music teachers to record childrens' songs and submit them to the online library project she created called the National Children's Folksong Repository [NCFR].























Dennis O'Connor

Online Instructor
Illinois Math and
Science Academy



Known as the <u>Wired Instructor</u>, Dennis hosts such vibrant student writing projects as KMSoul and Nevada: Writing About Place, through which students get their first taste of being published online. His online courses help teachers make connections through technology.

























Tami Brass

Technology Coordinator Oak-Land Junior High Lake Elmo, Minnesota

Tami has been central to instituting a 1:1 laptop initiative at her school. She has been responsible for designing the program, developing policies, training staff, training students to launch the first 1:1 public junior high in Minnesota.

























Will Richardson

Supervisor of Instructional Technology Hunterdon Central High School Flemington, New Jersey

Will has been one of the most influential people in getting web logs (blogs) used in K-12 schools across the US. His Web-logged is probably the most widely read blog among educators today.























Carol Anne McGuire

Teacher of the Visually Impaired Imperial Elementary School Anaheim, California



Rock Our World is an International project involving 9 classes in 8 countries on 6 continents. It incorporates the entire iLife Suite as Students from each country share their stories through words, still pictures and movies, composing songs together in a truly collaborative effort!

























Brenda Dyck

Middle School Teacher Masters Academy Calgary, Alberta

The Web-based projects Brenda Dyck develops for students are substantive, meaningful explorations of real-world issues which middle schoolers are ready to explore: The Eleanor Rigby Project, Stories from the Streets and Not Just Another Pretty Face.























New Technologies

Blogs

Wikis

GIS

Mobile Computing

Virtual Reality























Best Strategies

Collaboration

Critical Thinking

Information Literacy

Real World Applications

Authentic Assessments























The Story of Jamie

























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