



Technologies that meet the diverse learning styles of your students: A Hands-on Workshop

Regina Dixon-Reeves, Ph.D.

Michael Sukowski, M.Ed.

The Learning Style Quiz

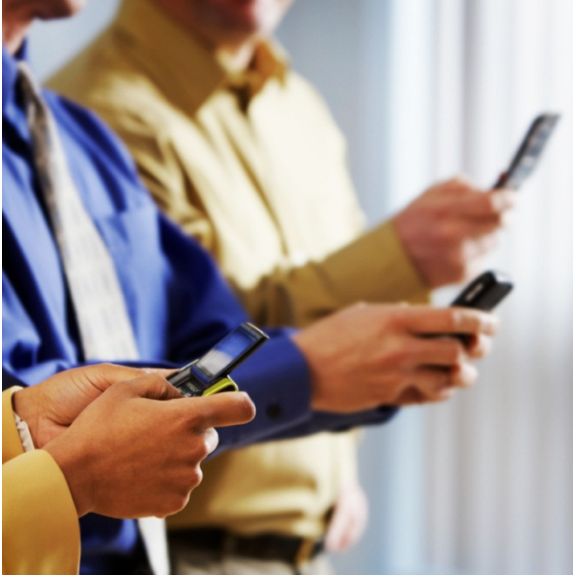
As you eat lunch, complete the Learning Style Quiz

- <http://people.usd.edu/~bwjames/tut/learning-style/stylest.html>

What is Your Learning Style?

1. Visual (spatial)
2. Aural (auditory-musical)
3. Verbal (linguistic)
4. Physical (kinesthetic)
5. Logical (mathematical)
6. Social (interpersonal)
7. Solitary (intrapersonal)

You may use either your cell phone or computer



OR



Choose the number that corresponds to your learning style

Visual (spatial) Learner

- Prefer using pictures, images, spatial understanding
 - Technologies to use:
 - Animoto <http://animoto.com/play/NyaOCHRgSpJ8w7S2cP7UTg>
 - YouTube <http://youtu.be/YaT7Qa12FYA>
 - Publisher, Pagemaker, and other desktop publishing programs
 - Scrapbooking and multimedia projects
 - 3D and morphing software
 - Video conferencing
 - Includes lots of charts, graphs, tables, timelines, etc.

Aural (auditory-musical) Learner

- Prefer using sound and music
 - Technologies to use:
 - iTunes
 - Audacity or GarageBand
 - Voicethread-- <http://VoiceThread.com>
 - Video and music recorders
 - Sound and music files
 - Interactive books with audio elements
 - Audio notation in word processors

Verbal (linguistic) Learner

- Prefer using words, both in speech and writing
 - Technologies to use:
 - Wordle <http://www.wordle.net/>
 - Jeopardy Game
 - Blogger—Google’s publishing tool—
<http://www.blogger.com>
 - Prezi— <http://www.prezi.com>



Physical (kinesthetic) Learner

- Prefer using your body, hands and sense of touch

– Technologies to use:

- TurningPoint (clickers)



TurningPoint 2008.Ink

- iPads

- Poll Everywhere

<http://www.polleverywhere.com/#video>

- Prezi

- Construction kit projects

- Animation and computer simulation

Logical (mathematical) Learner

- Prefer using logic, reasoning and systems
 - Technologies to use:
 - Microsoft Suite
 - Google Docs
 - Digital Camera/Digital images that allow students to measure and compare sides, shape and angles by using images as models
 - Open Source Research Programs
 - Cell Profiler, OpenEpi, Ploticus

Social (interpersonal) Learner

- Prefer to learn in groups, with others
 - Technologies to use:
 - Moodle Chat Tool, Elluminate, AdobeConnect, Wimba, Collaborate II, Skype
 - Wikis, Blogs

Solitary (intrapersonal) Learner

- Prefer to work alone and use self-study
 - Technologies to use:
 - Journals in Moodle, Private Blog
 - Screencasting—Jing <http://jingproject.com>
 - ScreenJelly— <http://screenjelly.com>
 - ScreenR— <http://screenr.com>
 - Podcasts
 - Lectures online
 - iTunesU – must download the player for lectures
 - » <http://www.apple.com/education/ipodtouch-iphone/>
 - Free Video Lectures—over 18,000 free lectures
 - » <http://freevideolectures.com>

Technology Demonstration



Group Work Assignment

- Break into small groups of no more than 3 (according to learning style)
- Select a learning style that is opposite of the group's (i.e. visual learners should select aural or kinesthetic and select a technology suited for that learning style)
- Create a short lesson about that learning style using one of the featured technologies

Group Presentations

