

Multiple Intelligences and Related Software

Intelligences Identified by Gardner*	Characteristics of Relevant Software	Software Containing Relevant Activities
<p>Spatial Intelligence:</p> <ul style="list-style-type: none"> • thinks in images and pictures • likes mazes and jigsaw puzzles • likes to draw and design things • likes to build models • likes films, slides, videos, diagrams, maps and charts 	<ul style="list-style-type: none"> • contains draw and paint activities • reading software that uses visual cues or color coding • contains mazes or puzzles • uses maps, charts, diagrams 	<ul style="list-style-type: none"> • <i>EA*Kids Art Center</i> • <i>ArtSpace</i> • <i>The Backyard</i> • <i>Kids on Site</i> • <i>Kid Pix Deluxe</i> • <i>Kid Works 2</i> • <i>Thinkin' Things</i> • <i>With Open Eyes</i>
<p>Logical/mathematical Intelligence:</p> <ul style="list-style-type: none"> • thinks conceptually • uses logical, clear reasoning • looks for abstract patterns and relationships • enjoys computing math problems in his/her head • likes brain teasers, logical puzzles, and strategy games • enjoys using the computer • likes experimenting and testing things • enjoys science kits • likes classifying and categorizing 	<ul style="list-style-type: none"> • contains problem-solving activities • reading software that uses word patterns • contains simulations allowing children to experiment and observe results • contains strategy games 	<ul style="list-style-type: none"> • <i>Blocks in Motion</i> • <i>Gryphon Bricks</i> • <i>Let's Explore the Farm</i> • <i>Logo</i> • <i>Millie's Math House</i> • <i>Mr. Potato Head</i> • <i>Sammy's Science House</i> • <i>The Smelly Mystery</i> • <i>Thinkin' Things</i>
<p>Bodily/kinesthetic Intelligence:</p> <ul style="list-style-type: none"> • processes knowledge through bodily sensations • communicates through gestures • moves or fidgets while sitting • learns by touching and manipulating • likes role playing, creative movement, and physical activity • demonstrates skills in crafts • enjoys fixing and building things 	<ul style="list-style-type: none"> • contains keyboarding/word processing features • features instructional games in arcade-style format • science and math software that has accompanying manipulatives and probes • allows objects to be moved around the screen • uses animated graphics 	<ul style="list-style-type: none"> • <i>Berenstain Bears Get in A Fight</i> • <i>Blocks in Motion</i> • <i>Digs & Rigs Playset</i> • <i>Dr. Seuss's ABC</i> • <i>Easy Bake Oven Playset</i> • <i>Just Grandma and Me</i> • <i>Kid Pix Deluxe</i> • <i>Sammy's Science House</i> • <i>Stanley's Sticker Stories</i>

*Gardner (1983, 1993).

Multiple Intelligences and Related Software (continued)

Intelligences Identified by Gardner	Characteristics of Relevant Software	Software Containing Relevant Activities
<p>Interpersonal Intelligence:</p> <ul style="list-style-type: none"> • understands and cares about people • has many friends • enjoys socializing • learns more easily from cooperative learning experiences • enjoys participating in group games • likes teaching other children • enjoys involvement in clubs and groups 	<ul style="list-style-type: none"> • addresses social needs • allows group participation or decision making • games that require two or more players • allows interaction with characters in a simulation or adventure format 	<ul style="list-style-type: none"> • <i>Green Eggs and Ham</i> • <i>Just Me and My Dad</i> • <i>The Rodeo</i> • <i>Switch Basics</i> • <i>Thinkin' Things</i>
<p>Intrapersonal Intelligence:</p> <ul style="list-style-type: none"> • enjoys working independently • likes to be alone • appears self-motivated • learns easily from independent study • enjoys self-paced learning and individualized projects and games • needs quiet space and time 	<ul style="list-style-type: none"> • is self-paced • instructional games where the opponent is the computer • encourages self-awareness or builds self-improvement skills 	<ul style="list-style-type: none"> • <i>Bailey's Book House</i> • <i>The Cat in the Hat</i> • <i>Millie's Math House</i> • <i>Just Grandma and Me</i> • <i>Kid Pix Deluxe</i>
<p>Linguistic Intelligence:</p> <ul style="list-style-type: none"> • thinks in words • learns by listening, reading, verbalizing • enjoys discussion • likes word games, books, records • remembers verses, lyrics, and trivia 	<ul style="list-style-type: none"> • contains word processing features <ul style="list-style-type: none"> • stories • labels • word puzzles • contains speech 	<ul style="list-style-type: none"> • <i>Arthur's Reading Race</i> • <i>Bailey's Book House</i> • <i>Kid Works 2</i> • <i>Stellaluna</i> • <i>Storybook Theatre</i>
<p>Musical Intelligence:</p> <ul style="list-style-type: none"> • thinks in tones • learns through rhythm and melody • enjoys playing musical instruments • remembers songs • notices nonverbal sounds in the environment 	<ul style="list-style-type: none"> • combines stories with songs • contains music • allows children to create their own songs 	<ul style="list-style-type: none"> • <i>Chicka Chicka Boom Boom</i> • <i>How Many Bugs in a Box</i> • <i>Morton Subotnick's Making Music</i> • <i>Sound Toys</i> • <i>Stradiwackius</i> • <i>Thinkin' Things</i>

Multiple Intelligences and Related Software (continued)

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<p>Naturalist Intelligence:</p> <ul style="list-style-type: none"> • learns through exploration of nature • likes to play outside • curious about objects in nature • observes the law in the natural world 	<ul style="list-style-type: none"> • provides opportunities for exploration • contains content related to nature and the environment • contains realistic graphics 	<ul style="list-style-type: none"> • <i>Animal Habitats</i> • <i>The Backyard</i> • <i>Let's Explore the Farm</i> • <i>Let's Explore the Jungle</i> • <i>More Bugs in a Box</i> • <i>Sammy's Science House</i> • <i>Trudy's Time & Place</i>