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PART I ICEBREAKERS

1 Pick Your Own Logo	3
Individual selection of one of nine logos promotes discussion about how people differ in traits with which they identify and lays the foundation for examining their personal intelligence preferences.	
2 Talent Bingo	6
Completing a bingo card depends on finding people with specific, but far from obvious, talents or skills and promotes thought about the need to recognise others' knowledge.	
3 Hidden Talents	10
A competition to match people with their special skills, which stimulates thought about the difficulties of identifying people's talents.	

PART II INTRODUCING MULTIPLE INTELLIGENCES

4 Exploring Preferences	17
The inventory of self-preferences graphically displays the intelligences that individuals prefer to use and allows a comparison with the preferences of others.	
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Participants apply a detailed explanation of each of the intelligences to their own learning preferences and the skills that are required in the workplace.	
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Sample job adverts are critiqued and rewritten using multiple intelligences to refine and expand the criteria.	
7 Your Multiple Intelligences at Work	71
Building on the previous activities, participants examine and rewrite their own job description to make it more inclusive.	

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	True/false tests in teams offer a non-threatening way of correcting misconceptions about multiple intelligences and refining people's understanding of the theory.	
PART III COMMUNICATING USING MULTIPLE INTELLIGENCES		
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	A truly 'hands-on' activity, using multiple intelligences criteria to improve verbal communication between those giving, receiving or describing a service.	
10	Chopsticks	103
	A task, using chopsticks, illustrates the need for clear directions and provides guidance for improving the quality of written directions through the application of the multiple intelligences guidelines provided.	
11	Listening with the Intelligences	118
	Using paired practice and the situations of client complaint, this activity demonstrates how to use multiple intelligences to improve listening skills to find out what people really want or need.	
12	Anniversary e-mails	123
	A set of e-mails between a husband and wife demonstrates the difficulties of communication at a distance and provides practice in using multiple intelligences to find out what went wrong.	
13	Chinese Whispers	131
	The childhood game of Chinese Whispers demonstrates how directions can become distorted in transfer and shows how to use multiple intelligences to improve the quality of directions and their transfer.	
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15	How Others Learn	150
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	The mechanical task of tying a knot in a piece of string helps trainers become more aware of how they give directions and how they can improve instructions by involving different intelligences.	

17 Teaching Technophobes	People’s insights into their own moments of fear provide not only empathy but structures for instructing technophobes.	168
18 You’re on Candid Camera	This activity provides a safe and positive structure for people to examine and improve their teaching techniques using video feedback.	176
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21 Knowledge Fair	This activity uses the model of a ‘fair’ to illustrate how to gather and display the diversity of knowledge using multiple intelligences as a structure for gathering and display.	201
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23 Trust and Knowledge	Preparing a musical production as the shared task demonstrates how to identify specialist knowledge and build sharing and trust.	221
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