















Reaching More Students through Visual, Auditory, & Kinesthetic Modalities







To Emphasize VISUAL Learning . . .

-  Write directions on the chalkboard, as well as giving them verbally. Give a copy of assignments in written form, weekly or daily.
-  Use flash cards printed in bold colors.
-  Supplement lectures with colorful transparencies shown on the overhead projector. Also use models, charts, graphs, and other visual aids.
-  Allow students to read assignments rather than depending on oral presentations.
-  Use and teach students to use graphic organizers.
-  Have students take notes on important words, concepts, or ideas.
-  Provide a written copy of board work if student has difficulty copying.

To Emphasize AUDITORY Learning . . .

-  Record assignment directions on tape or cassette so that the student can replay them as needed.
-  Give verbal as well as written directions.
-  Tape textbook materials for the student to listen to while reading. Tape only the most important information and simplify or explain the vocabulary.
-  Give an oral rather than written test or allow tests to be administered by the special education teacher in the resource room.
-  If practice is needed, student can use tape recorder to recite and then play back. A student can practice aloud with another student.
-  Substitute oral reports or other written projects for written assignments.
-  Have another student read important information to the student.

To Emphasize KINESTHETIC or TACTILE Learning . . .

-  Use frequent classroom demonstration and participatory modeling.
-  Allow student to build models, draw pictures, make a display or a video, do an experiment, or give a dramatization.
-  Use role-play and simulations.
-  Provide a lecture outline for the student and give note taking instructions.
-  Allow the student to move about, for example, to another seating area during class.
-  Use manipulative objects, especially when teaching abstract concepts, such as fractional parts, measurement, and geometry.