

Narrative and Multiple Intelligences to Improve Engagement and Learning

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Narrative is a versatile teaching strategy and can be designed to address a variety of learning outcomes. Since 1983, Howard Gardner's research has identified that there are at least eight ways of "... solving problems and fashioning products" and that these eight intelligences are simple, elegant and powerful tools to engage students' imaginations as well as understand and facilitate student motivation and learning.

This interactive session engaged participants in a reflective dialogue about ways of designing and using effective narrative embedded in Gardner's Multiple Intelligences to enhance learning. Some questions explored included: Why use narrative? When and how should narrative be used? Where should narrative be strategically placed in the learning experience? Eight narrative ways of engaging learner imaginations were used to aid participants in achieving their course outcomes.

1. Narrative & Multiple Intelligences: eight ways that narrative can engage learners

Verbal/Linguistic

- Creative Storytelling
- Learning by listening to, telling or talking about imaginative stories
- e.g., creative writing, speculative fiction, campfire stories, etc.
- Harry Potter - J.K. Rowling; Generation X - Douglas Copeland
- Participants also suggest:
 - Real world work stories
 - Vampires & group norms
 - Role playing, creative process, presentation
 - "Sailing in a sailboat" (e.g., when times get rough, throw people overboard)

Logical/Mathematical

- Stories about Logical/Mathematical Processes
- Learning from stories about a process or discovery
- e.g., Accounts as the story of a business, Forensic Accounting;
- how a person made a particular discovery "How Banting and Best discovered Insulin"
- Participants also suggest:

- "Imagine you're at the top of Grouse Mountain ... etc."
- Derive surface area from a story

Visual/Spatial

- Graphic Novels, Comics
- Learning by reading or drawing narratives that include complex plots and characters
- e.g., Using the graphic novel to facilitate an understanding of a particular concept
- Maus - WWII; Ghost World - coming of age
- Participants also suggest:
 - Physical examples from math
 - Board games
 - Videos
 - Impossible Art and optical Illusions
 - Use of visuals in Biology
 - "Second Life" (online, virtual environment)
 - Analyze visually

Body/Kinesthetic

- Dance
- Learning through the movement of dance in a variety of styles that tell a story
- e.g., Ballet, Bharat Natyam, Kathak, Adewu, Capoeira, Tai Chi, Dirvishes, etc.
- Participants also suggest:
 - Aboriginal dance
 - Fit the class into a designated space (e.g., Canoe)
 - Role play using movement
 - Stretch breaks (during exams too)
 - Mirroring

Musical/Rhythmic

- Setting Words to Music
- Learning by associating concepts with music or rhythms as a memory aid
- e.g., this can include songs, dub poetry, rap, etc.
- Accounting Rap - Sarbanes-Oxley Act of 2002:
http://www.accountancystudents.co.uk/resources/fun/fun_songs_1.htm
- Tom Lehrer's "The Elements": <http://www.privatehand.com/flash/elements.html>

- Participants also suggest:
 - Nursery rhymes (poetry)
 - Use Stravinsky to teach about Irish potato famine
 - Sing Christmas carols to teach Chemistry
 - Create a bank of links
 - Have students bring in music (often political)
 - Eminm (unemployment)
 - Play historical songs
 - Use 'tabla' to teach about cognitive diversity - different ways of knowing

Interpersonal

- Biography
- Learning by linking people through the details of personal life.
- e.g., biographies of historical figures, past and current cultural heroes, etc.
- Text - Diary of Anne Frank
- Film - Gandhi
- Epic Poem - Homer
- Participants also suggest:
 - Stories about small business
 - Exploit student skills to improve whole class!
 - Public archives (keep track of children)
 - Biography - "Learning lives UK"
 - Letters

Intrapersonal

- Journaling
- Learning by writing down your personal reflections and experience in a systematic way.
- e.g., paper or electronic journals, video recordings, blogs, podcasts, Twitter, etc.
- What do you do?
- Participants also suggest:
 - Our own stories

Naturalistic

- Fables

- Learning by using stories where animal or imaginary creatures tell or play out stories with a moral
- e.g., stories from indigenous traditions
- First Nations - Raven
- Aesop - Fox & Grapes
- Hindu - Hanuman, the monkey god
- Participants also suggest:
 - A Historical moment turned into a fable
 - "What's the moral to the story"
 - Neil Diamond's Sandman's Stories

This is not the end!

We invite you to invent and add your own favourite methods of engagement and learning with narrative.

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References

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A collaboration between Harvard Project Zero and World Education/National Center for the Study of Adult Literacy and Learning in which teachers are conducting action research projects to examine how MI theory can support and enhance learner-centered instruction and assessment in adult basic education, English for speakers of other languages, and adult secondary education programs.

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MIDAS (Multiple Intelligences Developmental Assessment Scales)
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Narrative Web Resources

The Society for the Study of Narrative Literature is an international nonprofit association of scholars dedicated to the investigation of narrative, its elements, techniques, and forms; its relations to other modes of discourse; its power and influence in cultures past and present. "Narrative" for us is a category that may include the novel, epic poetry, history, biography, autobiography, film, the graphic arts, music, performance, legal writing, medical case histories, and more.
<http://narrative.georgetown.edu/>

Image [&] Narrative - Online Magazine of the Visual Narrative - ISSN 1780-678X - is a peer-reviewed e-journal on visual narratology in the broadest sense of the term. Beside tackling theoretical issues, it is a platform for reviews of real life examples.
<http://www.imageandnarrative.be/>

THE IMAGE NARRATIVE - Richard Jackson
 This is a way of looking at your poems with an eye towards revision.
<http://www.utc.edu/Academic/English/pm/imgstry.htm>

The Visual Telling of Stories <http://www.fulltable.com/vts/index2.htm>. Narrative - E-ISSN: 1538-974X Print ISSN: 1063-3685. Publisher: The Ohio State University Press

Narrative is the official journal of The Society for the Study of Narrative Literature, the association for scholars interested in narrative. Narrative's broad range of scholarship includes the English, American, and European novel, nonfiction narrative, film, and narrative as used in performance art. Part of Project Muse
<http://muse.jhu.edu/journals/narrative/>

Narrative Magazine Online <http://narrativemagazine.com/>

Perceiving Time at SMITH & BYBEE LAKES (again) I don't have a lot to say this time. I guess maybe I'll have to trust that the images will contain the narrative for a change. <http://thenarrativeimage.blogspot.com/>

Narrative

From Wikipedia, the free encyclopedia

A narrative is a text, composed in any medium, which describes a sequence of real or unreal events. It derives from the Latin verb *narrare*, which means "to recount" and is related to the adjective *gnarus*, meaning "knowing" or "skilled". (derived from the Proto-Indo-European root *ghnu*, "to know".) The word "story" may be used as a synonym of "narrative", but can also be used to refer to the sequence of events described in a narrative.

Oxford English Dictionary Online, "narrate, v.". Oxford University Press, 2007

See also

- Applied Drama
- Literary technique
- Folklore
- Narrator
- Narratology
- Narrative structure
- Organizational storytelling
- Organization story

Other specific applications

- Narrative poetry is poetry that tells a story.
- Narrative film is film which uses filmed reality to tell a story, often as a feature film.
- Narrative history is a genre of factual historical writing that uses chronology as its framework (as opposed to a thematic treatment of a historical subject).
- Narrative environment is a contested term that has been used for techniques of architectural or exhibition design in which 'stories are told in space' and also for the virtual environments in which computer games are played and which are invented by the computer game authors.