













The Seven Learning Styles		Examples
Visual (spatial)	You prefer using pictures, images, and spatial understanding.	
Aural (auditory-musical)	You prefer using sound and music.	
Verbal (linguistic)	You prefer using words, both in speech and writing.	
Physical (kinesthetic)	You prefer using your body, hands and sense of touch; move about.	
Logical (mathematical)	You prefer using logic, reasoning and systems.	
Social (interpersonal)	You prefer to learn in groups or with other people.	
Solitary (intrapersonal)	You prefer to work alone and use self-study.	

## Creative thinking when considering a problem from 6 different perspectives

Six thinking hats		
Colour hat	Perspective	Example: Should mobile phones be allowed in school?
Red 	Feelings: how do you feel? Let your emotions guide you.	Yes, because I can call my friends/parents when I need to. I can check my emails/text messages whenever I like.
White 	What are the facts?	Too many students who use mobile phones are distracted from learning, are involved in a variety of online bullying tactics, can lead to loss of self confidence (statistically) and damage relations amongst friends.
Yellow 	What are the positives? The advantages? The strengths?	Good for emergencies; great for learning using the internet; can email a teacher from home for help; have world news at your fingertips; can use as an alarm clock and as a camera and recorder.
Black 	What are the negatives? The disadvantages? The weaknesses?	Game playing can become addictive, thus becoming a distraction; can search easily online for inappropriate images and information; can lead to sleepless nights by playing on them; reduces time spent with friends and family; online bullying can lead to confidence issues and anxiety problems.
Green 	Be creative. What are the alternatives? New ideas?	Use it as a heart rate monitor; record a lesson/lecture to listen to later; record a play or performance; scan bar codes; download books and maps for reading; improve learning;
Blue 	Think about your thinking so far: what have we done? What is next?	We have looked at how we feel when we have our mobiles with us, how many students are often distracted by the use of mobile phones which can lead to all sorts of problems such as...