MENTOR 2.0

Group Activities

Discovering and Managing Talents

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Activity Objectives

1. Exploring **Gardner's taxonomy** of intellectual capacities.
2. Reflecting on the educational experience and the **implications of theory in learning processes and everyday life**

Materials

- Activity Cards (Annex A)
- Sheets of paper
- Markers, pens, pencils

Procedure

Step one: Preparation

This first activity aims to introduce **Gardner's Multiple Intelligence** Theory.

- Divide your class in small groups;
- Hand each group a selection of the Activity Cards (Annex A);

Every question presented on the Activity Cards is inspired by Gardner's theory and, by following the instruction described on them, each member of the group is encouraged to make full use of their abilities. Instruct each group to prepare for performing the action described in their assigned Cards. You can allocate 15-20 minutes for this task.
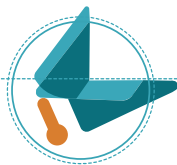
Step two: Theory & Performance

Once students finished the activity, it's time to revise the **theory of multiple intelligences**. Guide them through each of the nine intelligences theorized by Gardner. Then, invite each group to share with the rest of the class their Activity Card instructions and their results.

Step three: Debriefing

At the end of the activity, invite each student to reflect individually about their learning experience before opening a group discussion.
 Here are some possible questions for stimulating the reflection:
- Reflecting on the activity, which of Gardner's intelligences did you feel most engaged with?
- Were there any surprises for you in discovering which intelligence(s) you resonated with most during the activity?
- Did you find any connections between the intelligences you explored during the activity and your personal strengths or interests?
- Did you notice any overlap or interplay between different intelligences during the activity? How did this impact your experience?
- Can you think of any practical applications of Gardner's theory in fields outside of education, such as career development or team dynamics?

"Everyone is a genius! But if you judge a fish
by its ability to climb trees, it will spend its
whole life believing itself stupid"
-attributed to Albert Einstein

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Create an advertisement, a slogan, to sell a stone that makes people smarter.

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What would you title your autobiography?

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Paint an abstract painting representing the last place you've visited. What key elements would you include to capture the essence of the place?

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Mime your favourite film without using words

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Suppose you had to build a house in an irregular terrain using only geometric shapes. Which shapes would you choose to maximise space and efficiency?

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If you had to create a cooking recipe using only natural ingredients found in your garden, what delicious dishes would you invent?

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Play your country's anthem using only objects in the room as musical instruments.

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Convince a group of friends to go on a mountain hike BUT some of them are lazy and prefer to stay at home. How would you convince them to join the adventure?

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Create an artistic self-portrait, which colour or shape would best represent your true self