



Drawing



Building



Design



Mazes and
Puzzles



Looking at
Pictures



Imagining

VISUAL-SPATIAL WAYS OF KNOWING

Adapted by Leslie Wessman from the work of Howard Gardner, Thomas Armstrong, Linda Campbell, and David Lazaer.

DEFINITION

VS Intelligence can be seen in its purest form in the active imagination of children involved in such things as daydreaming, pretending to make themselves invisible, or imagining themselves to be on a great journey to magical times and places.

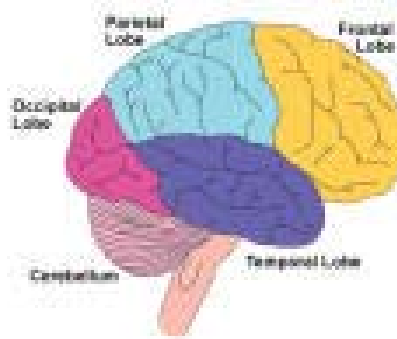
We use this intelligence when we draw pictures to express our thoughts and feelings, or when we decorate a room to create a certain mood.

We use it when we use a map successfully to get someplace we want to go.

VS Intelligence helps us win at chess, enables us to turn a blueprint on paper into a “real” object (a model or a dress), and allows us to visualize things we want in our lives, like a new outfit, car, or career.

BRAIN CONNECTION

Our VS capacities are mostly located in the right hemisphere in the brain in what is known as the parietal lobes; the sense of sight also involves the occipital lobe. There is a natural search for or love of balance and harmony.



LEARNING CAPACITIES

- Navigating self and objects effectively thru space
- Seeing and observing
- Perceiving and producing images in the mind
- Decoding graphs, maps, charts, and diagrams
- Enjoying doodling, drawing, painting, sculpting, etc.
- Enjoying constructing three-dimensional products
- Seeing things from new angles
- Perceiving both obvious and subtle patterns
- Creating a concrete or visual representation of information
- Creating original works of art

CLASSROOM TOOLS

- Color Coding or Cues
- Active Imagination
- Guided Imagery
- Patterns/Designs
- Mind Mapping
- Picture Metaphors
- Drawing, Painting
- Sculpture
- Film/Video
- Pretending
- Photography

ASSESSMENT INSTRUMENTS

All the tools above plus:

- Collages and Murals
- Graphic Representation and Visual Illustrating
- Imaginary Conversations
- Manipulative Demonstration

CAREER POSSIBILITIES

- Advertising
- Architecture
- Cartographer
- Graphic Designer
- Illustrator
- Interior Designer
- Draftsman
- Painter (artist)
- Sculptor



Visual-Spatial Capacities Developmental Journey

Basic Skill Level	Complex Skill Level	Coherence Level
<p><i>(involves learning the skills for engaging in sensorimotor curiosity about the world and for exploring manipulatively and spatially one's environment)</i></p> <ul style="list-style-type: none"> • Recognition of, enjoyment of, and response to a variety of colors • Recognition of, enjoyment of, and response to a variety of shapes • Creation of simple drawings, patterns, shapes, images, and designs • Physical manipulation of objects and assembly of things with the hands and fingers • Movement from one location to another (crawling, walking, and so on) 	<p><i>(involves learning more structured, formal, and disciplined approaches to the visual arts and the ability to understand spatial relationships and locality)</i></p> <ul style="list-style-type: none"> • Recognition of and ability to reproduce spatial depth and dimension • Reproduction of scenes and objects through drawing, sculpting, and painting • Understanding how to read maps, including legends, distance, and other symbols • Use of the active imagination, ability to form mental images, and pretending • Ability to see, recognize, and understand objects or scenes from different perspectives 	<p><i>(involves an integrated use of visual-spatial capacities to solve problems, deepen understanding, express oneself, and expand creative thinking)</i></p> <ul style="list-style-type: none"> • Understanding how to make something from a blueprint, pattern, or diagram • Accurate map-making to give directions and symbolize aspects of a location • Impressionistic and expressionistic creation of art forms • Understanding of abstract spatial images (for example, geometry) • Recognition and creation of complex visual-spatial relationships and patterns

FURTHER READING

Thomas Armstrong, *7 Kinds of Smart: Identifying and Developing Your Many Intelligences*, 1993.