

Multiple intelligence games



The multiple intelligence games is currently one of the most important event of the school year. The first games were held in spring 2003, the second year of the school.

Several teachers working at the school at that time had the idea and since then the event has spread out to number of schools in Iceland. The aim of the multiple intelligence games is to create a good spirit and that students of different age work together to tackle projects that test different types of intelligence.

All of the students are divided into teams, and they have to solve different kind of projects and puzzles at different stations. This is a two day event, the first day they are held inside of the schoolhouse and the second, at the gymnasium. Today, 2017, there are approximately 420 students at the school and they are divided into 40 teams, so that each group has at least one student from each grade. The event is considered as a good and nice change in the education program and a chance for the staff and students to meet and get to

know one another. The games are also a competition between groups in cooperation and partnership. There is always much joy in the school when the games are held.



Captains and staff

Students in the highest grades are captains of their group and are responsible for holding the group together, along with good discipline and moral. Faculty and staff have control over the stations, which they have made by themselves from their own ideas, or they take over stations which have been used before. They then evaluate the performance of each group and also the captains. One of the most important thing of the event is that the staff wear weird clothing. The



students really enjoy that and the staff seem to enjoy it themselves.

Stations: The stations should be suitable for students of all ages, or so that all age groups can be involved. Each group gets about eight minutes at each station and then it needs to be taken into account the time it takes each group to go between stations.



Example of stations:

Tasting

Chess

Multitasking

Fitness

Rope climbing

Cross sewing

And many more...

Results and prizes: The first and third place are awarded, the first place wins a trophy which is stored in a glass closet in the school along with a picture of the winning team. Awards are also granted to two captains (one boy and one

girl) for being an exemplary for the team, based on scores from the staff.

The idea: The purpose of the event, as said before, is to create an event where students and staff have a good time together. The game is based on Howard Gardner's theories about multiple intelligence. He believes that everyone is good at something, and that humans have different ways of processing information. He identified eight types of intelligence: logic-mathematical, musical, linguistic, spatial, interpersonal, intrapersonal, naturalistic and bodily/kinesthetic.





Kinesthetic: The ability to use body expression.

Musical: The ability to perceive sound and rhythm.

Naturalistic: The ability to be sensitive to the environment and nature.

Interpersonal: The ability to communicate and understand others.

Intrapersonal: The ability to associate with their own emotions and know oneself.

Linguistic: The ability to work with language and text.

Logic-mathematical: The ability to work with numbers and patterns.

Spatial: The ability to visual perception.

