PERCEPTUAL STYLES

PRACTICAL IDEAS TO ENGAGE THE SENSES IN AN ONLINE ENVIRONMENT

In the dynamic landscape of online education and training, discussions abound regarding the concept of "learning styles." While some research challenges the notion, it's essential not to discard the significance of our multisensory nature in online learning. As educators in the digital realm, our mission extends beyond mere dissemination of information; it encompasses recognizing and leveraging the diverse sensory pathways that individuals possess.

Research in neuro-linguistic programming (NLP) offers valuable insights, suggesting that individuals naturally gravitate towards lead sensory systems even in online settings. Understanding and tapping into these dominant channels can significantly enhance learning outcomes. Our approach emphasizes engaging all senses, transcending traditional teaching methods that may only resonate with a fraction of online learners.

By integrating multi-sensory activities into our online teaching practices, we not only deepen comprehension but also foster a more inclusive online learning environment. Each sense—from sight and sound to touch and even virtual interactions—plays a vital role in the online learning process. Therefore, this ebook advocates for embracing a multi-sensory approach to online education, one that celebrates individual learning preferences while promoting holistic engagement among online learners of all backgrounds and abilities.

V VISUAL
Just SHOW me!

A AUDITORY
Just EXPLAIN it to me!

K KINAESTHETIC
What does it mean in PRACTICE?
Give me an example - "Give me a go!"

T TACTILE
GIVE it to me – I need to touch it!

Laurie Kelly
Brain Friendly Training
www.brainfriendlytraining.com.au

VISUAL

Just SHOW me!

Warning: Refrain from going overboard with the visuals– don't forget the "Death by Power-point"

- Use vibrant colors throughout the content
- Utilize high-quality images, photographs, still pictures, and graphics
- Incorporate cartoons, clip art, and visually appealing illustrations
- Experiment with font styles, sizes, and formatting to enhance readability
- Embed links to relevant movies or video content
- Integrate plenty of graphics and visual aids to support learning
- Present information in well-organized and digestible chunks
- Offer self-assessment quizzes or tests to reinforce learning
- Utilize video streams or video conferencing for interactive sessions
- Create engaging presentations using PowerPoint or similar tools
- Develop interactive multimedia content to enhance engagement
- Incorporate films or documentaries related to the subject matter
- Utilize webcams for live demonstrations or presentations
- Include diagrams, flowcharts, and visual representations of concepts
- Allow learners to create avatars to personalize their learning experience
- Use bullet points instead of lengthy paragraphs for easier comprehension
- Design web quests to encourage independent exploration and learning
- Provide memo fields for learners to jot down notes or reflections
- Implement memory games and exercises to aid retention
- Utilize cloud tags to visually represent key concepts or terms
- Create slide shows to present information in a visually engaging format
- Incorporate Frapper maps or interactive maps for geographical learning
- Utilize hotspots or interactive elements to engage learners
- Create image maps for interactive exploration of complex topics
- Develop crossword puzzles or word search games to reinforce vocabulary
- Implement drag-and-drop activities to encourage active participation
- Use animated GIFs to illustrate processes or concepts dynamically
- Design find-a-word games or scavenger hunts for interactive learning
- Utilize tables, charts, and graphs to present data visually
- Incorporate educational games or simulations to make learning fun
- Provide rewritten or typed activity handouts for clarity and accessibility
- Create flowcharts to visually represent processes or workflows
- Develop mix-and-match quizzes with drag-and-drop functionality
- Explore reverse journey visuals to encourage critical thinking
- Incorporate signs, symbols, and icons to aid navigation and understanding
- Experiment with lighting and shading to draw attention to important elements
- Use frames to focus learners' attention on specific content or concepts
- Encourage learners to jumble and organize pictures or photographs
- Infographics: Create visually appealing infographics to convey complex information in a concise and engaging manner
- Virtual Tours: Offer virtual tours or 360-degree experiences to immerse learners in different environments or settings
- Concept Maps: Use concept maps to visually represent relationships between ideas, concepts, or topics
- Interactive Whiteboards: Utilize interactive whiteboard software to facilitate collaborative learning and visual demonstrations
- Augmented Reality (AR): Explore AR applications to overlay digital content onto the real world, enhancing learning experiences
- Virtual Reality (VR): Provide VR experiences to transport learners to virtual environments for immersive learning
- Digital Sketching Tools: Integrate digital sketching tools to allow learners to visually express their ideas or concepts
- Mind Mapping Software: Use mind mapping software to brainstorm ideas, organize thoughts, and visualize connections
- Graphic Organizers: Incorporate graphic organizers such as Venn diagrams, timelines, or concept grids to aid in comprehension and organization
- Visual Note-Taking: Encourage learners to take visual notes using sketchnotes or doodle-based techniques
- Interactive Quizzes: Develop interactive quizzes with visual elements such as images, diagrams, or multimedia to reinforce learning
- Visual Storytelling: Encourage learners to create visual narratives or stories using multimedia tools like comic creators or digital storytelling platforms
- Collaborative Drawing Platforms: Provide opportunities for learners to collaborate on visual projects using online drawing tools or collaborative whiteboards
- Gamification: Incorporate gamification elements such as badges, leaderboards, or progress bars to visually track and reward learner achievements
- Graphic Novels or Comics: Integrate graphic novels or comic books related to the subject matter to engage learners visually while conveying content
- Virtual Art Galleries: Curate virtual art galleries showcasing relevant artworks or illustrations related to the course material
- Interactive Diagrams: Use interactive diagrams or simulations to allow learners to manipulate variables and observe outcomes
- Visual Timelines: Create visual timelines or chronologies to illustrate historical events, milestones, or processes
- Interactive Polls and Surveys: Implement interactive polls or surveys with visual representations of data to encourage participation and feedback

AUDITORY

Just EXPLAIN it to me

Remember: Only 8% of people are Auditory so cater for them but don't go overboard, or you will bore the other 92% of your audience.

- Podcasts: Incorporate audio podcasts covering relevant topics to provide auditory stimulation and learning opportunities
- Background Sound: Play background music or ambient sounds during online sessions to create a conducive learning atmosphere
- Oral Instructions: Provide verbal instructions and explanations to cater to auditory learners' preference for spoken information
- YouTube Narrations: Utilize narrated videos on YouTube or similar platforms to present content in an auditory format
- Audiobooks: Offer audio versions of written material to allow auditory learners to listen to the content
- Repeat Aloud: Encourage learners to repeat information out loud to reinforce comprehension and retention
- Music Between Pages: Integrate music transitions between online pages to maintain engagement and provide auditory cues
- Video Photo Story with Narration: Create video photo stories with spoken narration to convey information visually and audibly
- Sound Clips: Use sound bites or audio clips to enhance learning materials and illustrate key concepts
- Word Association: Employ word association techniques or mnemonic devices that rely on auditory cues to aid memory
- Discussion Groups: Facilitate online discussion groups or forums where learners can engage in verbal exchanges and collaborative learning
- Video Conferencing: Conduct live video conferences or virtual meetings to allow for real-time verbal communication and interaction
- Talking PDFs: Utilize PDF documents with embedded audio elements to provide auditory explanations or instructions
- Webinars: Host webinars or online seminars featuring live presentations and verbal explanations
- understanding
- PowerPoint with Audio: Create PowerPoint presentations with audio narration to deliver content in an auditory format
- Variety of Tones and Volumes: Vary tones and volumes when delivering verbal instructions or explanations to maintain interest and engagement
- Enthusiastic Speaking: Infuse enthusiasm and energy into verbal communication to captivate auditory learners' attention
- Breathing Techniques: Teach breathing techniques to eliminate pauses such as "ums" and "ahhs" for clearer verbal communication
- Screen Recordings: Record screen movements with accompanying audio explanations to demonstrate processes or procedures
- Role-Playing: Engage learners in role-playing activities or simulations that involve verbal interaction and communication
- Storytelling: Use storytelling techniques to convey information through narratives, anecdotes, or case studies
- Podcast Assignments: Assign tasks that require learners to create their own podcasts or audio recordings to demonstrate understanding
- Virtual Speeches: Provide opportunities for learners to deliver virtual speeches or presentations to practice verbal communication skills
- Language Learning Apps: Integrate language learning apps or software that emphasize auditory skills such as pronunciation and listening comprehension
- Voice-based Assessments: Implement assessments that involve verbal responses or oral presentations to evaluate auditory learning outcomes
- Interactive Audio Quizzes: Create interactive quizzes or assessments with audio-based questions or prompts
- Podcast Interviews: Conduct interviews with experts or guest speakers and share them as podcasts to provide valuable auditory learning experiences
- Voice Memos: Allow learners to submit voice memos or recordings as assignments or contributions to discussions
- Virtual Open Mic Sessions: Organize virtual open mic sessions where learners can share poems, speeches, or other verbal expressions
- Audio Feedback: Provide feedback to learners through audio recordings to personalize the learning experience and reinforce verbal communication
- Group Oral Presentations: Assign group projects that require learners to collaboratively prepare and deliver oral presentations
- Virtual Voice Lessons: Offer virtual voice lessons or workshops where learners can develop their vocal skills and techniques
- Guided Meditations: Integrate guided meditation sessions or relaxation exercises with verbal instructions to promote mindfulness and stress reduction
- Virtual Language Cafés: Host virtual language cafés where learners can practice speaking and listening skills in a relaxed and informal setting
- Audio Storytelling Workshops: Conduct workshops on audio storytelling techniques and encourage learners to create their own audio narratives
- Music Composition Projects: Assign projects that involve creating original music compositions or soundscapes related to course themes or topics
- Debate Clubs: Establish online debate clubs or discussion forums where learners can engage in structured debates on various subjects
- Virtual Reading Groups: Form virtual reading groups where learners can listen to and discuss audiobooks or podcast episodes together
- Virtual Radio Shows: Organize virtual radio shows or broadcasts where learners can produce and share their own audio content

KINEASTHETIC

What does it mean in PRACTICE? Give me an example

Whilst they are referred to as the 'movers and shakers', they are the practical grounded people who need to be given practical examples of what you're talking about. They learn through movement and find it very hard to sit still and concentrate.

- Hands-On Activities: Provide instructions for hands-on tasks or projects that require learners to physically manipulate objects or materials
- Virtual Group Projects: Organize virtual group activities where learners collaborate on interactive tasks or assignments
- Rotating Group Assignments: Implement rotating group assignments to give learners opportunities to work with different peers and engage in diverse activities
- Interactive Workshops: Conduct interactive workshops or demonstrations via video conferencing to teach practical skills or techniques
- Physical Manipulatives: Integrate physical manipulatives such as toys, puzzles, or craft materials into online learning activities
- Movement Breaks: Schedule regular breaks during online sessions to allow learners to stretch, move around, or engage in brief physical exercises
- Virtual Case Studies: Present virtual case studies or real-world scenarios that require learners to apply their knowledge and problem-solving skills
- Online Role-Playing: Facilitate online role-playing activities or simulations where learners take on different roles and interact in virtual environments
- Serious Games: Incorporate serious games or simulations that require physical interaction or movement to achieve learning objectives
- Virtual Reality (VR): Provide virtual reality experiences that simulate real-world environments and allow learners to interact kinesthetically
- Interactive Software: Utilize interactive software or applications that require physical gestures or movements to navigate or manipulate objects
- Wii Sports or Fitness Games: Incorporate Wii Sports or other fitness games that encourage physical activity and engagement
- Physical Activity Challenges: Organize physical activity challenges or competitions where learners can compete individually or in teams
- Web Quests with Physical Components: Design web quests that incorporate physical elements or require learners to complete tasks outside of the computer
- Interactive Multimedia: Develop interactive multimedia presentations or modules with interactive elements that require physical interaction
- Crossword Puzzles and Games: Create crossword puzzles, word searches, or other interactive games that engage kinesthetic learners in problem-solving activities
- Collection Projects: Assign projects that involve collecting physical objects or specimens related to course topics or themes
- DIY Experiments: Provide instructions for DIY experiments or hands-on demonstrations that learners can conduct at home
- Outdoor Learning Activities: Encourage learners to engage in outdoor learning activities such as nature walks, scavenger hunts, or gardening projects
- Virtual Labs: Offer virtual lab experiences where learners can simulate experiments or conduct scientific investigations in a virtual environment
- Virtual Field Trips: Arrange virtual field trips to museums, historical sites, or other locations that offer interactive and immersive experiences
- Physical Modeling: Encourage learners to create physical models or prototypes to demonstrate understanding of concepts or processes
- DIY Craft Projects: Provide instructions for DIY craft projects or art activities that allow learners to express their creativity while engaging kinesthetically
- Hands-On Demonstrations: Conduct live hands-on demonstrations or experiments via video conferencing to enhance understanding of theoretical concepts
- Physical Games and Challenges: Organize physical games, challenges, or relay races that reinforce learning objectives and promote teamwork
- Sensory Experiences: Create sensory experiences by incorporating elements like scents, textures, or tactile materials into online learning activities
- Outdoor Exploration: Encourage learners to explore outdoor environments and engage in outdoor learning activities such as nature observations or outdoor experiments
- Dance and Movement: Integrate dance or movement-based activities that allow learners to express themselves physically while reinforcing learning concepts
- Kinesthetic Mnemonics: Teach mnemonic techniques that involve physical movements or gestures to help learners memorize and recall information
- Virtual Escape Rooms: Design virtual escape rooms or puzzle challenges that require physical interaction and problem-solving skills to escape or complete
- Virtual Team Building Activities: Facilitate virtual team building activities or icebreaker games that encourage collaboration, communication, and camaraderie among learners
- Sensory Integration Activities: Implement sensory integration activities that engage multiple senses simultaneously to enhance learning and retention
- Cooking and Nutrition Activities: Offer cooking or nutrition activities that involve preparing healthy meals or snacks while learning about food science and nutrition
- DIY Repair or Construction Projects: Assign DIY repair or construction projects that require learners to use tools and materials to fix or build something
- Outdoor Art or Photography Projects: Encourage learners to engage in outdoor art or photography projects that allow them to explore their surroundings and express themselves creatively
- Virtual Team Sports: Organize virtual team sports or physical fitness challenges where learners can compete or collaborate in a virtual environment

TACTILE

GIVE it to me – I need to get a handle on it

These people are different from the Kinesthetics though they do share some common needs. The Tactile Learner really has a huge need to keep their hands busy when they are learning.

- Drawing Tools: Provide online drawing tools or apps that allow learners to sketch diagrams or illustrations related to the content
- Hands-On Tasks: Design hands-on tasks or experiments that learners can carry out using household materials or virtual simulations
- Interactive Quizzes: Create interactive quizzes with tactile elements that require learners to click, drag, or manipulate objects on the screen
- Typing Exercises: Offer typing exercises or activities that help tactile learners improve their keyboarding skills while engaging with course material
- Diagram Manipulation: Develop interactive diagrams or visual representations that learners can manipulate to explore concepts or relationships
- Tactile Games: Integrate tactile games or puzzles that require learners to touch, move, or arrange objects to solve challenges
- Challenge Sessions: Host challenge sessions or problem-solving activities where learners must use tactile skills to complete tasks or overcome obstacles
- Mouse Click Activities: Design activities that involve precise mouse clicks or movements to interact with content or navigate virtual environments
- Printouts and Notes: Provide printable materials or note-taking opportunities for tactile learners to engage with offline resources
- SMS Discussions: Facilitate discussions or group interactions via SMS or text messaging platforms to accommodate tactile learners' preferences for tactile communication
- Facebook Groups: Create Facebook groups or online communities where tactile learners can engage in discussions, share resources, and collaborate with peers
- Interactive Whiteboard: Use interactive whiteboard software that allows tactile learners to write or draw directly on the screen for interactive engagement
- Screen Sharing: Encourage learners to share their desktops or screens during collaborative activities to demonstrate their tactile work or processes
- Button Pressing: Develop activities that involve pressing buttons or interacting with virtual interfaces to simulate real-world interactions
- Keystroke Exercises: Provide exercises or drills that focus on keystroke accuracy and efficiency to help tactile learners improve their typing skills
- Crossword Puzzles: Create tactile crossword puzzles that learners can solve online or print out and complete offline
- Online Submission Tasks: Assign tasks that require tactile learners to submit evidence of their work online, such as photos, audio recordings, or videos
- Practical Tasks: Design practical tasks or challenges that involve physical actions or movements, which learners can document using cameras or recording devices
- Click-and-Drag Activities: Develop click-and-drag activities that require learners to move objects or elements on the screen to achieve specific goals
- Tactile Learning Tools: Provide web-based tools or resources specifically designed for tactile learners, such as tactile learning apps or interactive simulations
- Virtual Manipulatives: Incorporate virtual manipulatives or interactive tools that allow tactile learners to manipulate digital objects or representations
- Touchscreen Interactions: Design activities or applications that are compatible with touchscreen devices, allowing tactile learners to engage directly with the screen
- Hands-On Simulations: Offer hands-on simulations or virtual labs where learners can explore concepts through interactive experimentation
- DIY Projects: Assign do-it-yourself (DIY) projects or craft activities that encourage tactile learners to create tangible objects related to course material
- Interactive Storybooks: Create interactive storybooks or digital narratives with tactile elements that learners can interact with as they read or listen
- Tangram Puzzles: Integrate tangram puzzles or other geometric manipulatives that require learners to arrange shapes to form specific patterns or designs
- Virtual Sculpting: Provide tools or applications that allow learners to sculpt or mold virtual clay, shapes, or objects using touch-based controls
- Digital Modeling: Encourage learners to create digital models or prototypes using 3D modeling software or virtual design tools
- Tactile Feedback Devices: Explore the use of tactile feedback devices or haptic technology that provides physical sensations in response to online interactions
- DIY Sensory Kits: Create DIY sensory kits or tactile learning materials that learners can assemble at home and use during online activities
- Physical Experiments: Design experiments or demonstrations that learners can replicate at home using everyday materials to engage tactile senses
- Virtual Building Blocks: Utilize virtual building block platforms or construction games that allow tactile learners to build and manipulate structures
- Touch-based Interfaces: Develop touch-based interfaces or applications that respond to gestures, swipes, or other tactile interactions
- Virtual Touch Tours: Arrange virtual touch tours or experiences that allow learners to explore tactile objects or artifacts through online platforms
- Textured Resources: Provide access to textured resources or materials such as braille documents, embossed diagrams, or tactile graphics
- Tactile Storytelling: Engage tactile learners in storytelling activities that involve creating tactile storyboards, props, or sensory elements to enhance narratives

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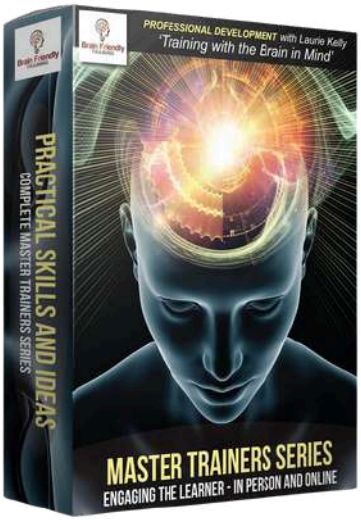

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