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EDU 6300: Program and Outcomes Assessment
Lesson Plan for Multiple Intelligences

Teaching a Chess Lesson with 5 Multiple Intelligence Students

Goal: Students will learn from five students about each piece used in a chess game, with students taking the active role to discuss and implement

1. Existential
 - a. Perform research on how chess was developed and became popular
 - b. Research and discuss the history of the game through the years

2. Linguistic
 - a. Explain each piece and tell in layman's terminology what it can do
 - b. Explain each piece and tell in layman's terminology what it cannot do

3. Bodily-Kinesthetic
Five individuals, working in conjunction with the linguistic,
 - a. will listen to instructions from the linguistic student
 - b. will demonstrate each chess piece's move
 - i. pawn and king – limited to one move (1 student)
 - ii. Knight – “L” shape
 - iii. Rook – moves in straight lines
 - iv. Bishop – moves in diagonal directions only
 - v. Queen – can do moves that are true of the rook and bishop

4. Intrapersonal
 - a. Develop thinking and working steps to winning a game
 - b. Explain how our lives relate to the game of chess in making important decisions

5. Interpersonal
 - a. During the lesson, each individual can visit other groups to see how their games are going and that each player understands what to do
 - b. After class session, seek to organize groups and develop campaign for a school chess club