

Teaching and Learning Methods according to MBTI Preferences

PREFERENCE	GUIDELINES	PRESENTATION	PRACTICE	PRODUCTION
Extroversion	<ul style="list-style-type: none"> - Give them plenty of social interaction - Listen to their opinion/questions - Give them ways to release their physical energy - Schedule regular "dates", time to do something fun - Never give them the silent treatment - Respect their need to think out loud 	<ul style="list-style-type: none"> - Let them interact with you while teaching - Have class discussions - Ask questions and demand answers 	<ul style="list-style-type: none"> - Have group discussions - Create group activities/games - Form group team contracts - Use cooperative learning strategies 	<ul style="list-style-type: none"> - Role play - Group projects - Give presentations - Interviewing others
Introversion	<ul style="list-style-type: none"> - Respect their privacy ; use notes to communicate with them - Leave them alone to play, think or dream - Speak quietly and softly when you are correcting their behavior - Talk one-on-one as much as possible - Listen carefully - Don't force them to socialize with others - Don't interrupt or force them through their talk 	<ul style="list-style-type: none"> - Do a more detailed presentation - Let them write down the questions to be asked later - Give them time to reflect on what they have learnt 	<ul style="list-style-type: none"> - Teach them self directed learning - Use 'response' notebooks - Individual work - Journal reflection - Pair work 	<ul style="list-style-type: none"> - Writing - Individual projects
Intuition	<ul style="list-style-type: none"> - Listen to their fantasies and visions when they offer to share them, but don't tease them about it - Ask for their opinions and listen to their theories - Help them figure out ways of making them real - Brainstorm with them 	<ul style="list-style-type: none"> - emphasize abstract concepts and umbrella ideas - explain the subject in depth - map out concepts 	<ul style="list-style-type: none"> - Encourage open-ended exploration of the subject - Ask many open-ended questions - Allow them to question the facts - Searching for in-depth meaning - Put together concepts and 	<ul style="list-style-type: none"> - Problem solving (global problems) - Generating and testing theories - Doing research - Creating experiments - Role play - Reading and writing - Advocating a

	<ul style="list-style-type: none"> - Refrain from offering feedback while listening - Don't tease them about their heads being in the clouds - Respect their individuality - Give them as many books as possible 		<ul style="list-style-type: none"> identify relationships - Predicting and analyzing info 	<ul style="list-style-type: none"> subject to the public - Let them brainstorm different possibilities and ideas - Creating mind maps - Creating art - Discovering new info - Inventing new things
Sensing	<ul style="list-style-type: none"> - Be clear, direct and specific in your instructions and directions - Provide plenty of sensory stimulants/experiences - Ask for info you want in very concise and clear ways - Use rewards of sensory experiences and treats - respect the fact they are very selective about certain stimuli - Explain the practical reasons for rules - Encourage them to question things - make swift and immediate actions while disciplining them 	<ul style="list-style-type: none"> - Demonstrate while explaining as much as you can - Be specific and literal in what you say and ask of them - Offer games and activities with clear parameters and guidelines - Use reality based, and hands on /sensory based learning - Use verbal and visual focuses - Relate info to what they already know 	<ul style="list-style-type: none"> - Memorization -Summarizing and note-taking - Repetitive practice - Provide question, then let them search for the answer by collecting , recording, linking , recalling and sharing the info - Use VAK learning styles - Presentations - ask how they will apply this concept/skill irl 	<ul style="list-style-type: none"> - Social work/service - Building and fixing stuff - hands-on projects - Giving presentations - Problem solving (community problems) - Creating games out of facts - Creating arts and crafts - VAK - Field trips - Carrying out experiments - Photography
Thinking	<ul style="list-style-type: none"> - Be fair and consistent in discipline - Explain the logical, rational reasons for decisions and rules - Encourage and allow them to do things for themselves - Create contracts of agreed standards - help them understand 	<ul style="list-style-type: none"> - Allow them to question the facts - Provide logical, accurate answers to their questions - Admit when you don't know the answer - Focus on steps, importance and time. (logical 	<ul style="list-style-type: none"> - Inquiry based learning - Brainstorm ideas/possibilities - Explaining the facts 	<ul style="list-style-type: none"> - Problem solving - Doing research - Writing factual essays - Challenge old rules/principles - Positive competitions, like debates - Socratic seminar (formulating

	<p>their feelings and other's</p> <ul style="list-style-type: none"> - Help them to improve communication skills 	<p>facts)</p>		<p>questions)</p> <ul style="list-style-type: none"> - Provide intellectual challenges
Feeling	<ul style="list-style-type: none"> - Give them physical affection - Support and validate their feelings - Speak to them softly and gently ; do not yell at them - Don't assume you how they feel ; ask and listen patiently - Never dismiss, shame or embarrass them for how they feel - Give recognition for their effort - Model honesty and speaking the truth 	<ul style="list-style-type: none"> - Focus on the importance of the facts on people - speak gently, treat them kindly - have a personal relationship with the student 	<ul style="list-style-type: none"> - Journalling , writing down personal thoughts and feelings (I) - Sharing opinions with classmates (E) 	<ul style="list-style-type: none"> - Provide a variety of creative materials - Encourage them to express their feelings - Problem solving (problems related to humanity) - Photography - writing poetry/stories
Judging	<ul style="list-style-type: none"> - Respect their need for structure - always maintain a familiar routine - respect their need to make their own decisions and plans - Be punctual - Reward them with increasing amounts of personal control and responsibility - Don't rush them from one activity to another - Offer info about what an event or experience may be like ahead of time - Let them make as many decisions as possible - Include them in decision making 	<ul style="list-style-type: none"> - Teach facts in a sequential and organized way - Always be punctual - Give them time to adapt to different topics - Give preview of info - State outline of lessons 	<ul style="list-style-type: none"> - Setting objectives and making sure they meet them by providing feedback - Let them choose their own assignments - Give them exercises with guidelines 	<ul style="list-style-type: none"> - Teach them to honor uncertainty - Be patient decision-making
Perceiving	<ul style="list-style-type: none"> - Ask for their input in setting and keeping limits, deadlines and rules - Change things around a 	<ul style="list-style-type: none"> - Do spontaneous presentations or activities - Don't make them follow the 	<ul style="list-style-type: none"> - Set loose/flexible rules and goals - Let them explore the subject freely 	<ul style="list-style-type: none"> - Teach them to practice self-discipline and control - Teach them time

	<p>lot to keep them stimulated</p> <ul style="list-style-type: none"> - Permit them to try out many hobbies or interests without having to make a commitment to any of them - help them to keep organized and on time - Help them to reach their goals - Help them in making decisions - let them explore within wide but safe boundaries - do things spontaneously - surprise them 	<p>syllabus/rules strictly</p> <ul style="list-style-type: none"> - Make sure not to repeat the same things again and again - Give them surprises - Make teaching and learning more fun - Let them explore the topic - Change the scenery once in a while 	<p>- Incidental learning</p>	<p>management skills</p>
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