



**VETreality**

**VR**

# Using VR with SEN Students



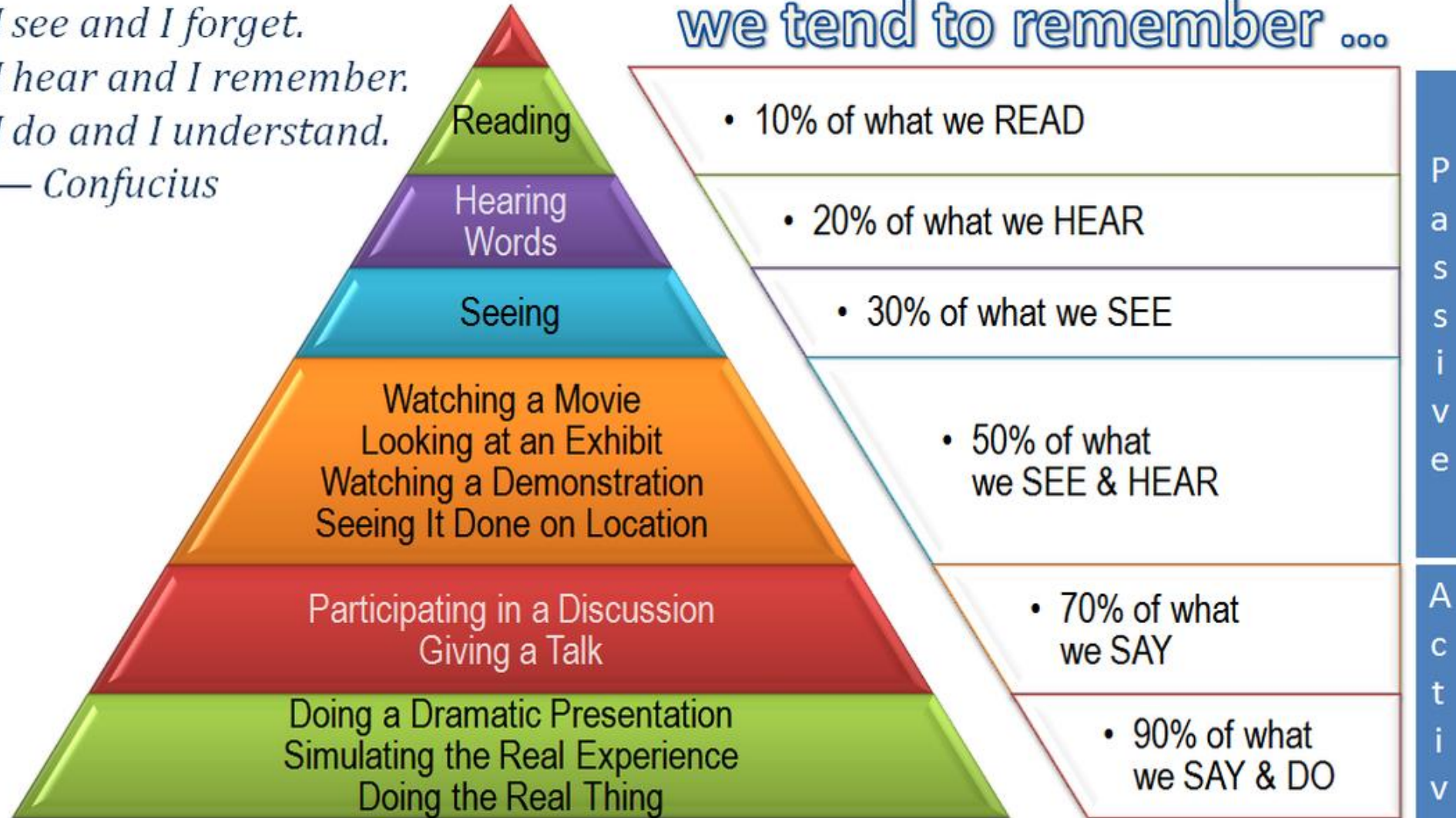


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- Ultimately, teachers will be able to use virtual and augmented reality to make a classroom environment that fits the needs of any student.

# The Cone of Learning

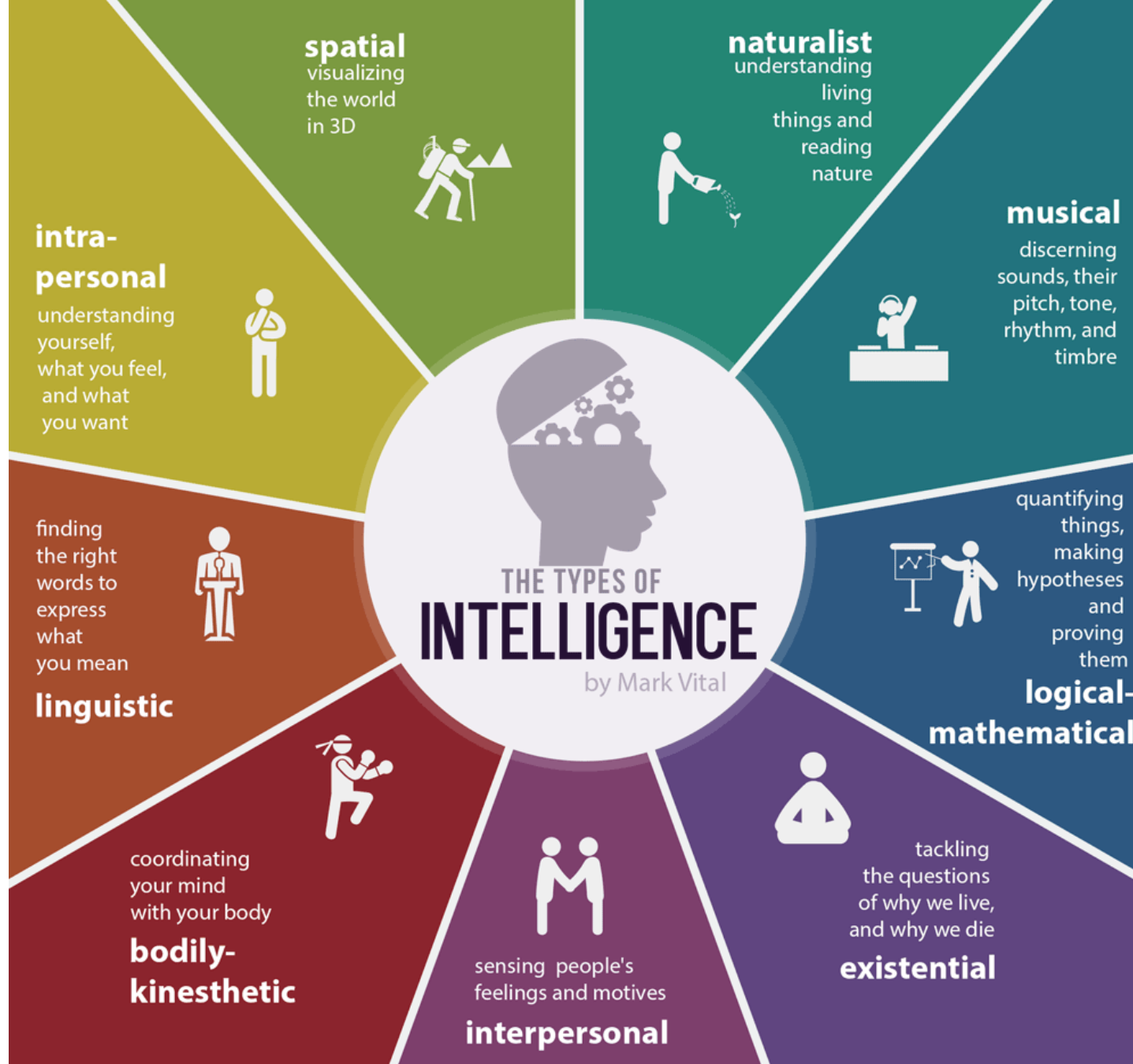
*I see and I forget.  
I hear and I remember.  
I do and I understand.*  
— Confucius



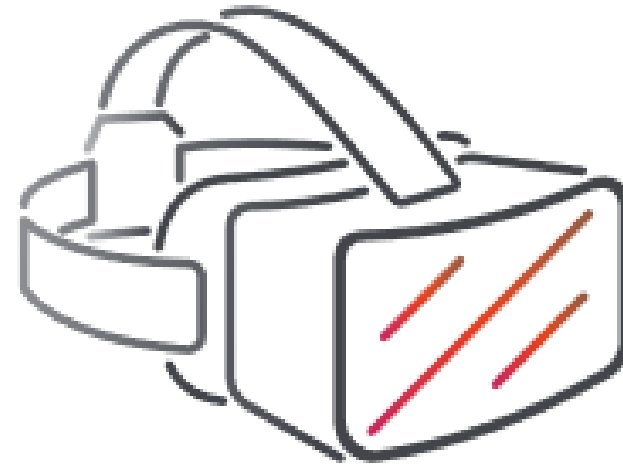
Source: Edgar Dale (1969)

# Howard Gardner Theory of Multiple Intelligence

- In order to capture the full range of abilities and talents that people possess, Gardner theorizes that people do not have just an intellectual capacity, but have many kinds of intelligence, including musical, interpersonal, spatial-visual, and linguistic intelligences.
- While a person might be particularly strong in a specific area, such as musical intelligence, he or she most likely possesses a range of abilities. For example, an individual might be strong in verbal, musical, and naturalistic intelligence.



- This list of intelligence is a work in progress, meant to be tweaked as human competencies and environments evolve. The latest aspect which might soon be added to this list is digital intelligence, for example, and Gardner has extended upon his work through the notion of a [synthesizing mind](#) that integrates intelligence across multiple dimensions. AI has disrupted the status quo for teachers as well as learners in profound, positive ways.



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- Modeling our teaching to use multiple intelligences will help educators to obtain a high level of trust with learners in terms of our acceptance of their varied MI capabilities.
- There must be a realisation and acceptance of everyone's limitations in certain intelligence facets while navigating virtual and augmented reality, whether we are learners or educators.

MI+VR helps democratise the learning and development process and fosters respect for neurodiversity



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