NONLINGUISTIC REPRESENTATION

1. **Knowledge stored in 2 forms**
   1. Linguistic (language)
   2. Non-linguistic (mental images and physical sensations
      1. The more individuals use both types of representation, the

better they are able to reflect on and recall knowledge

1. Generalizations
   1. A variety of activities produce nonlinguistic representation.
   2. The purpose of nonlinguistic representation is to elaborate on knowledge.
2. Recommendations for classroom use

Examples:

Physical sensations are a direct feedback of a positive response on a joystick or controller – IE WII, XBOX 360 Kinect

* Allows kinesthetic learners to fully apply strengths

1. Categories of technology that can help teachers provide and help students create mental pictures and pictographs.
   1. word processing applications
      1. IPAD apps
         1. Dictation Dragon
         2. Speak It! Text To Speech
         3. Web Reader
         4. Voice 4u
         5. eReader
         6. IThoughtsHD (Like Inspiration)
      2. allows students to augment their written text
         1. [www.clipart.com](http://www.clipart.com)
         2. [www.presentormedia.com](http://www.presentormedia.com)
         3. [www.clicker5.com](http://www.clicker5.com)
         4. <http://www.donjohnston.com/products/cowriter/index.html>
   2. spreadsheet applications
      1. enable users to easily create graphs and charts from data entered
         1. SmartArt
         2. Excel
   3. organizing and brainstorming software
      1. facilitate the classification, organization, storage, and recollection of information into and out of long-term memory
         1. Inspiration, Kidspiration
         2. Microsoft Visio,
         3. CmapTools,
         4. SmartTools
         5. Prezia
         6. Visual Calendars

* + - 1. IPAD Apps
         1. Awesome Note
         2. Bug Me
         3. NotifyMe2
         4. ReQall
         5. StickIt



* 1. data collection tools
     1. enable students to acquire information and images—some of which are types of nonlinguistic representation—for analysis, synthesis, and evaluation
        1. Digital Probes/Digital Microscope
        2. Ipad Apps
           1. Speech and Language
  2. multimedia applications
     1. Research indicates that multimedia has the most effect on student learning when the student is the creator
        1. Creating a Video
        2. Power point
        3. [www.animoto.com](http://www.animoto.com)
        4. [www.voicethread.com](http://www.voicethread.com)
        5. [www.prezia.com](http://www.prezia.com)
        6. [www.presentormedia.com](http://www.presentormedia.com)
        7. <http://webmonkey.com/webmonkey/kids>
        8. [www.animationfactory.com](http://www.animationfactory.com)
  3. web resources.
     1. National Library of Virtual Manipulatives (<http://nlvm.usu.edu/en/nav/vlibrary.html>)
     2. [www.iKnowthat.com](http://www.iKnowthat.com)