## L-STYLE

Name:			

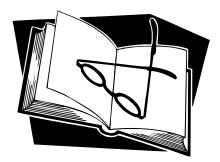
Date:



DIRECTIONS: For each question posed, select the answer that best explains "your preference." You may choose more than one answer if a single answer does not "match your perception." You may leave a question blank if it does not contain an applicable choice for you.

- 1. You are about to give directions to a friend who is staying in a hotel in town and wants to visit your house. Your friend has a rental car. Would you:
  - V. draw a map on paper?
  - R. write down the directions (without a map)?
  - A. tell your friend the directions by phone?
  - K. collect your friend from the hotel in your car?
- 2. You are staying in a hotel and have a rental car. You would like to visit a friend whose address/location you do not know. Would you like your friend to:
  - V. draw you a map on paper?
  - R. write down the directions (without a map)?
  - A. tell you the directions by phone?
  - K. collect you from the hotel in his/her car?
- 3. You have just received a copy of your itinerary for a world trip. This is of interest to a friend. Would you:
  - A. call your friend immediately to share your information?
  - R. send your friend a copy of the printed itinerary?
  - V. show your friend the plans using a map of the world?
- 4. You are going to cook a dessert as a special treat for your family. Do you:
  - K. cook something familiar without need for instructions?
  - V. thumb through the cookbook looking for ideas from the pictures?
  - R. refer to a specific cookbook where there is a good recipe?
  - A. ask for advice from others?
- 5. A group of tourists has been assigned to you to find out about national parks. Would you:
  - K. drive them to a national park?
  - V. show them slides and photographs of national parks?
  - R. give them a book on national parks?
  - A. give them a talk on national parks?

- A. A friend talking about it
- R. Reading the details about it
- K. Listening to it
- V. Its distinctive, upscale appearance
- 7. Recall a time in your life when you learned how to do something like playing a new board game. Try to avoid choosing a very physical skill, e.g., riding a bike. How did you learn best? By:
  - V. visual clues pictures, diagrams, charts.
  - A. listening to somebody explaining it.
  - R. written instructions.
  - K. doing it.
- 8. Which of these games do you prefer?
  - V. Pictionary
  - R. Scrabble
  - K. Charades
- 9. You are about to learn to use a new program on a computer. Would you:
  - K. ask a friend to show you?
  - R. read the manual which comes with the program?
  - A. telephone a friend and ask questions about it?
- 10. You are not sure whether a word should be spelled "dependent" or "dependant." Do you:
  - R. look it up in the dictionary?
  - A. sound it out (aloud or in your mind) to decide?
  - K. write both versions down to decide?
  - V. see the two spellings in your mind or on paper and choose the one that looks better to you?
- 11. Apart from price, what would most influence your decision to buy a particular textbook?
  - K. Using a friend's copy
  - A. A friend talking about it
  - R. Skimming parts of it
  - V. It looks okay



- A. Friends talked about it.
- R. You read a review about it.
- V. You saw a preview of it.
- 13. Do you prefer a lecturer/teacher who likes to use:
  - R. handouts and/or a textbook?
  - V. flow diagrams, charts, slides?
  - K. field trips, labs, practical sessions?
  - A. discussion, guest speakers?

## TOTAL YOUR RESPONSES





TRIDENT TECHNICAL COLLEGE

	In Class or Just after Class	When Studying	Preparing for and Taking Exams
V Visual	<ol> <li>underline</li> <li>use different colors</li> <li>use symbols, charts, arrangements on a page</li> </ol>	<ol> <li>use the "In Class" memories</li> <li>reconstruct images in different ways</li> <li>redraw pages from memory</li> <li>replace words with symbols and initials</li> </ol>	<ol> <li>recall the "pictures of the pages"</li> <li>draw, use diagrams where appropriate</li> <li>practice turning visuals back into words</li> <li>practice turning words into visuals</li> </ol>
A Aural	<ol> <li>attend lectures and tutorials</li> <li>discuss topics with other students</li> <li>use a tape recorder</li> <li>may take poor notes because you prefer to listen so will need to expand your notes right after class</li> <li>leave space in notes for later recall</li> </ol>	<ol> <li>describe overheads, pictures, and visuals to somebody who missed class</li> <li>explain new ideas to other people</li> <li>put summarized notes on tape and listen</li> <li>read summarized notes out loud</li> <li>explain notes to another person</li> </ol>	<ol> <li>listen to your voices and write them down</li> <li>speak your answers</li> <li>practice writing answers to old exam questions</li> </ol>
<b>R</b> Reading/Writing	<ol> <li>use lists, headings</li> <li>use dictionaries and definitions</li> <li>use handouts and textbooks</li> <li>read anything written in class</li> <li>use lecture notes</li> </ol>	<ol> <li>write out the words again and again</li> <li>reread notes silently</li> <li>rewrite ideas into other words</li> <li>organize diagrams into statements</li> </ol>	<ol> <li>write out lists</li> <li>write paragraphs describing how to solve problems of differing types</li> <li>write out problems and their solutions</li> </ol>
K Kinesthetic	<ol> <li>use all your senses</li> <li>go to lab, take field trips</li> <li>use trial-and-error methods</li> <li>listen to real-life examples</li> <li>use hands-on approach</li> </ol>	<ol> <li>use pictures and photos to illustrate</li> <li>talk about notes with another "K" person</li> <li>construct and use 3-D models to understand certain application problems (especially volume and area problems)</li> </ol>	<ol> <li>write practice answers</li> <li>role-play the exam situation in your room</li> <li>role-play the instructor grading your practice exam</li> </ol>

Adapted from Neil D. Fleming and Colleen Mills' "Not Another Inventory, Rather a Catalyst for Reflection" by Melissa J. Cordle for Amatyc Conference.