Table 7.1 From Prototypes to Atypical Examples (Most Typical to Least Typical)			
VEHICLES	FRUITS		
Car	Orange		
Bus	Apple		
Train	Peach		
Bicycle	Grape		
Airplane	Strawberry		
Boat	Grapefruit		
Wheelchair	Watermelon		
Sled	Date		
Skates	Tomato		
Elevator	Olive		
Source: Adapted from Rosch & Mervis (1975), p. 576.			

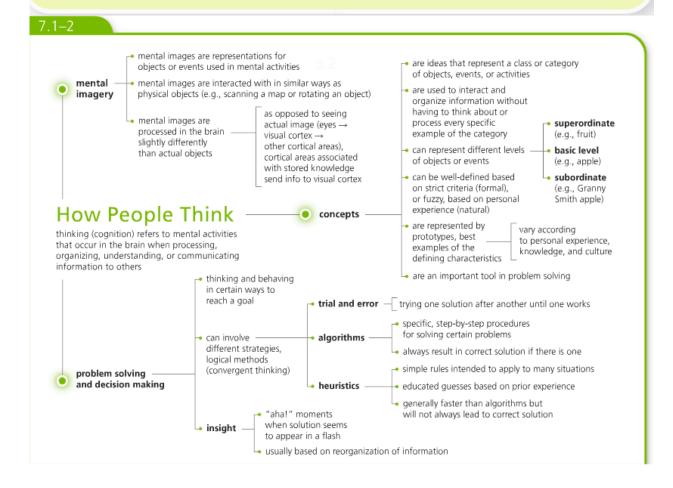


Table 7.2 Stimulating Dive	rgent Thinking
Brainstorming	Generate as many ideas as possible in a short period of time, without judging each idea's merits until all ideas are recorded.
Keeping a Journal	Carry a journal to write down ideas as they occur or a recorder to capture those same ideas and thoughts.
Freewriting	Write down or record everything that comes to mind about a topic without revising or proofreading until all of the information is written or recorded in some way. Organize it later.
Mind or Subject Mapping	Start with a central idea and draw a "map" with lines from the center to other related ideas, forming a mental image of the concepts and their connections.



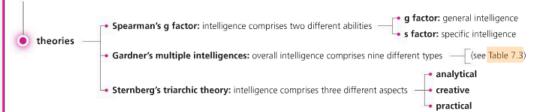
Table 7.3 Gardner's Nine Intelligences				
TYPE OF INTELLIGENCE	DESCRIPTION	SAMPLE OCCUPATION		
Verbal/linguistic	Ability to use language	Writers, speakers		
Musical	Ability to compose and/or perform music	Musicians, even those who do not read musical notes but can perform and compose		
Logical/mathematical	Ability to think logically and to solve mathematical problems	Scientists, engineers		
Visual/spatial	Ability to understand how objects are oriented in space	Pilots, astronauts, artists, navigators		
Movement	Ability to control one's body motions	Dancers, athletes		
Interpersonal	Sensitivity to others and understanding motivation of others	Psychologists, managers		
Intrapersonal	Understanding of one's emotions and how they guide actions	Various people-oriented careers		
Naturalist	Ability to recognize the patterns found in nature	Farmers, landscapers, biologists, botanists		
Existentialist	Ability to see the "big picture" of the human world by asking questions about life, death, and the ultimate reality of human existence	Various careers, philosophical thinkers		

AGE*	TYPE OF ITEM	DESCRIPTION OF ITEM
2	Board with three differently shaped holes	Child can place correct shape into matching hole on board.
4	Building block bridge	Child can build a simple bridge out of blocks after being shown a model.
7	Similarities	Child can answer such questions as "In what way are a ship and a car alike?"
9	Digit reversal	Child can repeat four digits backwards.
Average adult	Vocabulary	Child can define 20 words from a list.

VERBAL SCALE	
Information	What is steam made of? What is pepper? Who wrote Tom Sawyer?
Comprehension	Why is copper often used in electrical wire? What is the advantage of keeping money in a bank?
Arithmetic	Three women divided eighteen golf balls equally among themselves. How many golf balls did each person receive?
	If two buttons cost \$.15, what will be the cost of a dozen buttons?
Similarities	In what way are a circle and a triangle alike? In what way are a saw and a hammer alike?
Vocabulary	What is a hippopotamus? What does "resemble" mean?
PERFORMANCE SCALE	
Picture Arrangement	A story is told in three or more cartoon panels placed in the incorrect order; put them together to tell the story.
Picture Completion	Point out what's missing from each picture.
Block Design	After looking at a pattern or design, try to arrange small cubes in the same pattern.
Object Assembly	Given pieces with part of a picture on each, put them together to forr objects such as a hand or a profile.
Digit Symbol	Learn a different symbol for each number and then fill in the blank under the number with the correct symbol. (This test is timed.)

Intelligence

(the ability to learn from one's experiences, acquire knowledge, and use resources effectively)



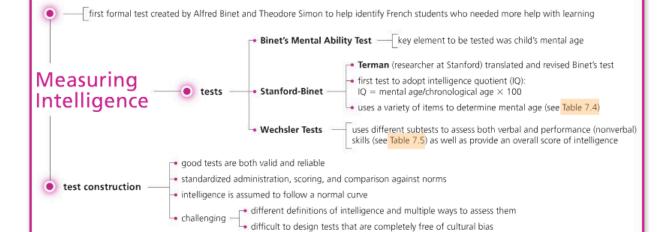


Table 7.7 Classifications of Developmental Delay

CLASSIFICATION	RANGE OF IQ SCORES	ADAPTIVE LIMITATIONS	PERCENTAGE OF DEVELOPMENTALLY DELAYED POPULATION
Mild	55–70	Can reach sixth-grade skill level. Capable with training of living independently and being self-supporting. (This category makes up the vast majority of those with developmental delays.)	90%
Moderate	40–55	Can reach second-grade skill level. Can work and live in sheltered environments with supervision.	6%
Severe	25–40	Can learn to talk and perform basic self-care but needs constant supervision.	3%
Profound	Below 25	Very limited ability to learn, may only be able to learn very simple tasks, poor language skills and limited self-care.	1%

