

PORTO

8Ways to Learn – Board Games & Multiple Intelligences

Course Duration: one week, from Monday to Saturday, 30 hours

Location: Porto | Portugal

Number of Participants: Min. 6 – Max. 20



COURSE DESCRIPTION

Dive into Howard Gardner's inspiring theory of Multiple Intelligences and see how it can transform your teaching. Discover how board games become powerful tools to stimulate different types of intelligence, engaging every kind of learner. Experience a variety of games specially adapted to boost logical-mathematical, linguistic, interpersonal, intrapersonal, spatial, bodily-kinesthetic, and naturalist skills.

You'll also learn how to design creative educational proposals that blend games, outdoor spaces, and emotional intelligence, making learning dynamic and meaningful. By the end, you'll have the confidence and tools to create playful, inclusive, and unforgettable lessons—while developing your own creativity and collaborative skills.

Bring more fun, connection, and impact into your classroom!

LEARNING OUTCOMES

Participants to the course will learn to:

- Recognize and apply the theory of multiple intelligences in lesson planning.
- Select or create board games aligned with specific pedagogical goals.
- Adapt games to students' cognitive profiles and classroom diversity.
- Plan activities based on active, play-centered methodologies.
- Create or adapt educational games that foster critical thinking, empathy, and motivation.

PORTO

8Ways to Learn – Board Games & Multiple Intelligences

Course Duration: one week, from Monday to Saturday, 30 hours

Location: Porto | Portugal

Number of Participants: Min. 6 – Max. 20



Day 1

Monday – Welcome & Why We Play

- Welcome session with icebreaker games at Jardim das Virtudes
- Introduction to the theory of Multiple Intelligences
- Play & Learn – Exploring Porto's history through a city-based board game experience
- Pedagogical talk at the viewpoint overlooking the Douro River

Day 2

Tuesday – Logical-Mathematical & Linguistic Intelligences

- Hands-on session with games that develop deductive reasoning, idea association, problem-solving, and creative language use
- Workshop: Stimulating Logical and Verbal Thinking Through Games
- Creation of mini-challenges for language and math teaching
- Debate: "Reasoning and Communicating – Balancing Logic and Language in Play"

Day 3

Wednesday – Spatial & Bodily-Kinesthetic Intelligences

- Outdoor activities in the Palácio de Cristal Gardens with games involving movement, building, and spatial reasoning
- Workshop: Designing Giant Games for School Yards
- Open afternoon with suggestions for local cultural and artistic experiences

Day 4

Thursday – Interpersonal & Intrapersonal Intelligences

- Group session with games focusing on empathy, decision-making, and self-awareness
- Workshop: Emotional Intelligence in the Curriculum – How to Assess It Through Games
- Role-play and collaborative storytelling using narrative-based games
- Discussion: "Playing to Know Others – and Yourself"
- Open afternoon with suggestions for local cultural and artistic experiences

Day 5

Friday – Naturalist & Sensory Intelligence

- Outdoor session in a natural setting (e.g., city park or botanical garden)
- Exploration of games that develop observation, classification, and connection with the natural world
- Activities that engage the senses through textures, sounds, colors, and patterns in nature
- Playing and adapting nature-based games (e.g., ecological memory games, plant & animal matching, environmental challenges)
- Creative lab: Design of sensory and nature-inspired educational games
- Workshop: How to use board games to foster environmental awareness and ecological thinking in the classroom
- Open afternoon with suggestions for local cultural and artistic experiences

Day 6

Saturday – Project Presentations & Closing

- Each group presents their educational game inspired by one or more intelligences
- Rabelo boat tour
- Certificate ceremony at Cais da Ribeira
- Final activity: symbolic cooperative game "Building Bridges" (near Dom Luís I Bridge)