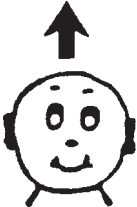


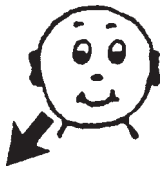


Behavioral Indicators of the Three Modalities

A person relies on his senses to perceive the world. Of the five senses, three are primarily used to perceive, store and retrieve reality; eyes, ears and touch. Each person has differing abilities in each mode. Based on the sense preferred, the person is labeled as **visual**, **auditory** or **kinesthetic**. A person communicates best with someone of the same modality (i.e., visual with visual). Therefore, the more one has strength in all three modalities, the greater the number of people with whom he/she can communicate. Below is a list of the characteristics of each mode. By learning where your preferences are and knowing others' preferences, you will understand the communication between yourself and others better.

	EYES	BODY MOVEMENT	VOICE & PROCESSING	CHANGES	PREDICATES	
VISUAL		Still	Fastest	Blinks, Squints Opening	See Look Focus Watch Clear	Foggy Picture Reveal Notice Appears
AUDITORY		Metronome		Sounds Movement Touches	Listen Said Hear Sounds like	Talk Speak Rhyme
KINESTHETIC		Lots of Movement	Slowest	Body Shifts	Grasp Feel Hold it, Action Words, I don't get it	Handle Grab

Behaviors of the three modes:

Visual	Auditory	Kinesthetic
<ul style="list-style-type: none"> Organized Neat and orderly Observant Quieter - appearance oriented More deliberate Good speller Memorizes by seeing picture Less distracted by noise Has trouble remembering verbal instruction Mind wanders with too much verbal Rather read than be read to 	<ul style="list-style-type: none"> Talks to self Easily distracted once engaged Moves lips/says words when reading Can repeat back Math and writing more difficult Spoken language easier Speaks in rhythmic pattern Likes music Can mimic tone, timbre and pitch Memorizes by steps, procedure sequence 	<ul style="list-style-type: none"> Responds to physical reward Touches people and stands close Physically oriented Moves a lot Larger physical reaction Early large muscle development Learns by doing Memorizes by walking through it Points when reading Responds physically