

*Anthem*  
Multiple Intelligences Test

Choose ONE of the following options to demonstrate your mastery of the novel *Anthem*. Be sure to select the option with which you feel you can do the best job and that is most appealing, rather than the one that seems “easiest”. All options are of equal weighting. Grades will be based on quality of finished product, attention to detail, and reflection of understanding. Feel free to use any constructive materials you need, such as colored pencils, graph paper, index cards, etc. This test is due by the end of this class period.

1. (LINGUISTIC)- Create a crossword puzzle of characters, themes, and ideas from *Anthem*. Clues should require knowledge of the novel to be successfully answered. Create at least 10 questions.
2. (LOGICAL)- Write and correctly answer 5 multiple choice and 5 short answer test questions for the novel. Be sure the questions challenge the individual being tested and go beyond trivial information.
3. (MUSICAL)- Compose lyrics to a familiar tune expressing important ideas from the novel. Create lyrics for at least two verses and the chorus. Be sure to note to which tune your song should be sung and pay attention to rhyme and rhythm.
4. (SPATIAL)- Draw a creative visual representation of at least five important themes, philosophies, concepts, or characters from the novel. Include (on the back) a short explanation of your drawing’s significance.
5. (KINESTHETIC)- Create a game to teach the most important ideas from the novel. Include specific details about the rules, necessary materials, and desired outcomes. Create any materials used possible.
6. (INTERPERSONAL)- Create an interview between Prometheus and his 18-year-old son. Include at least five relevant, thought-inspired questions of the son to his father with logical, detailed answers.
7. (INTRAPERSONAL)- You are Equality 7-2521. Construct at least 3 meaningful, insightful diary entries exploring your thoughts, feelings, motivations, and reactions. These can take place at any point in time during the book.

Rubric for  
*Anthem* Multiple Intelligences Test

	3	2	1	0
Quality of information	Located, gathered, analyzed and evaluated all appropriate information from novel	Located, gathered, analyzed, and evaluated most appropriate information from novel	Located, gathered, analyzed, and evaluated some appropriate information from novel	Did not attempt
Attention to relevant details	All of the details required in prompt met	Most of the details required in prompt met	Some of the details required in prompt met	Did not attempt
Reflection of understanding of the plot	Product reflects full understanding of the setting, major events, problems, conflicts, and resolutions	Product reflects major understanding of the setting, major events, problems, conflicts, and resolutions	Product reflects minor understanding of the setting, major events, problems, conflicts, and resolutions	Did not attempt

Goal 3 Standards Checklist  
Goals 1, 2, 4, and 6

Goal 1:

1. Student determines relevance of information for task. \_\_\_\_\_
2. Student records information gathered using forms, notes, outlines, and graphics. \_\_\_\_\_
3. Student paraphrases and logically organizes main ideas and supporting details. \_\_\_\_\_
4. Student analyzes information, concepts, or ideas to complete task. \_\_\_\_\_
5. Student displays information in different formats to accomplish task. \_\_\_\_\_
6. Student draws inferences and conclusions from data. \_\_\_\_\_

Goal 2:

1. Student selects suitable form of communication given a purpose, subject matter, and audience. \_\_\_\_\_
2. Student selects and adjusts content, format, and style based on purpose and audience. \_\_\_\_\_
3. Student demonstrates self-editing strategies. \_\_\_\_\_
4. Student supports ideas with facts. \_\_\_\_\_
5. Student produces communications in finished form. \_\_\_\_\_

Goal 4:

1. Student identifies resources and information needed to solve problem. \_\_\_\_\_
2. Student gathers and organizes information needed to solve problem. \_\_\_\_\_
3. Student creates products suitable for Level Four learner. \_\_\_\_\_
4. Student actively participates in creative activities suitable for Level Four learner. \_\_\_\_\_

Goal 6:

1. Student organizes task or activity into periods of time. \_\_\_\_\_
2. Student monitors and revises action plan as needed. \_\_\_\_\_
3. Student procures resources to complete task. \_\_\_\_\_