

# Dimensions of Total Talent Portfolio

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<b><i>Abilities</i></b>	<b><i>Interests</i></b>	<b><i>Style Preferences</i></b>			
<b><i>Maximum Performance Indicators</i></b>	<b><i>Interest Areas</i></b>	<b><i>Instructional Styles Preferences</i></b>	<b><i>Learning Environment Preferences</i></b>	<b><i>Thinking Styles Preferences</i></b>	<b><i>Expression Style Preferences</i></b>
<p><b>Tests</b></p> <ul style="list-style-type: none"> <li>•Standardized</li> <li>•Teacher-Made</li> </ul> <p>Course Grades Teacher Ratings</p> <p><b>Product Evaluation</b></p> <ul style="list-style-type: none"> <li>•Written</li> <li>•Oral</li> <li>•Visual</li> <li>•Musical</li> <li>•Constructed</li> </ul> <p>(Note differences between assigned and self-selected products)</p> <p>Level of Participation in Learning Activities</p> <p>Degree of Interaction With Others</p> <p>Ref: General Tests and Measurements Literature</p>	<p>Fine Arts</p> <p>Crafts</p> <p>Literary</p> <p>Historical</p> <p>Mathematical/Logical</p> <p>Physical Sciences</p> <p>Life Sciences</p> <p>Political/Judicial</p> <p>Athletic/Recreation</p> <p>Marketing/Business</p> <p>Drama/Dance</p> <p>Musical Performance</p> <p>Musical Composition</p> <p>Managerial/Business</p> <p>Photography</p> <p>Film/Video</p> <p>Computers</p> <p>Other (Specify)</p> <p>Ref: Renzulli, 1997</p>	<p>Recitation &amp; Drill</p> <p>Peer Tutoring</p> <p>Lecture</p> <p>Lecture/Discussion</p> <p>Discussion</p> <p>Guided Independent Study *</p> <p>Learning /Interest Center</p> <p>Simulation, Role Playing, Dramatization, Guided Fantasy</p> <p>Learning Games</p> <p>Replicative Reports or Projects*</p> <p>Investigative Reports or Projects*</p> <p>Unguided Independent Study*</p> <p>Internship*</p> <p>Apprenticeship*</p> <p>*With or without a mentor</p> <p>Ref: Renzulli &amp; Smith, 1978</p>	<p><b><i>Inter/Intra Personal</i></b></p> <ul style="list-style-type: none"> <li>•Self-Oriented</li> <li>•Peer-Oriented</li> <li>•Adult-Oriented</li> <li>•Combined</li> </ul> <p><b><i>Physical</i></b></p> <ul style="list-style-type: none"> <li>•Sound</li> <li>•Heat</li> <li>•Light</li> <li>•Design</li> <li>•Mobility</li> <li>•Time of Day</li> <li>•Food Intake</li> <li>•Seating</li> </ul> <p>Ref: Amabile, 1983; Dunn, Dunn, &amp; Price, 1977; Gardner, 1983</p>	<p>Analytic (School Smart)</p> <p>Synthetic/ Creative (Creative, Inventive)</p> <p>Practical/ Contextual (Street Smart)</p> <p>Legislative</p> <p>Executive</p> <p>Judicial</p> <p>Ref: Sternberg, 1984, 1988, 1990</p>	<p>Written</p> <p>Oral</p> <p>Manipulative</p> <p>Discussion</p> <p>Display</p> <p>Dramatization</p> <p>Artistic</p> <p>Graphic</p> <p>Commercial</p> <p>Service</p> <p>Ref: Kettle, Renzulli, &amp; Rizza, 1998; Renzulli &amp; Reis, 1985</p>