SUMMARY

The main purpose of this research is to demonstrate the effectiveness of the 8 Multiple Intelligences that is the model on the profile of children in whom the researchers want to build attitudes and skills to function as autonomous entities in the tasks of everyday life.

Teaching Constructivism posits that human learning is a construction of each student to change their mindset, a theory that opposes the receptive and passive learning, considering it rather as a complex activity of the child who achieves their learning from building new knowledge (PDZ) interactive cooperation with a facilitator who is the teacher and their peers, based on existing knowledge (potential development area).

The art and technique oriented game, like this active conception of education do so based learning in the development of basic functions with *the support of multiple intelligences becomes effective once that participatory techniques such as gambling are applied; basis of this research, the same as it develops from a select guide is based on theoretical work from experience and research made in our proposal.

Trough out this proposal, we suggest several didactic games that will help to develop the multiple intelligences in children. Each of these games contains its specific materials which will be needed, the development of the game itself, the skills that can be improved trough the game and the goals that each game pursuits.

Once that professional in the education field become aware of the importance of awakening the multiple intelligences in learners, it is crucial to have some teaching material or aids that could help in this rewarding process of teaching and learning. Our wish is to give a small support and incentive for those who care about education to continue researching on the passionate world of the intelligences and contributing to a better quality of education.