# Methods 101: Learning Styles Made Simple: Tools for Effective Teaching

A paper with lines and a heart

AI-generated content may be incorrect.Understanding how different people learn helps you become a more effective instructor. Below are the four basic learning styles, along with tips to engage each one during your Mah Jongg lessons or workshops.

A paper with lines and a heart

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**VISUAL LEARNERS** learn best through seeing.

Tendencies:

• Prefer diagrams, charts, and written instructions

• Remember what they see more than what they hear

Strategies:

• Use visuals like slides, handouts, and annotated tile images

• Color-code categories or suits

• Draw diagrams or flowcharts to show gameplay sequences

What visual tools do you currently use?

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What new visual aid could you try next session?

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**AUDITORY LEARNERS** learn best through hearing.

Tendencies:

• Retain spoken information well

• Like discussion, Q&A, or verbal repetition

Strategies:

• Explain rules and strategies out loud, clearly

• Use storytelling or analogies to explain complex concepts

• Allow time for students to repeat back or ask questions

How do you emphasize key points verbally?

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When could you add a story to make a lesson stick?

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**READING & WRITING LEARNERS** learn best through reading and writing tasks.

Tendencies:

• Prefer written explanations, notes, or lists

• Like to write things down to remember them

Strategies:

• Provide checklists, printed rules, or reference guides

• Encourage note-taking

• Assign written summaries or reflections on gameplay

What handouts do you offer?

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Could you add a “write your own rules summary” task?

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**KINESTHETIC LEARNERS** learn best by doing or moving.

Tendencies:

• Like hands-on experiences

• Learn by physically engaging with materials

Strategies:

• Use real tiles early and often

• Encourage students to physically build hands and practice moves

• Incorporate mini-games or activities like tile-sorting races or partner play

What tactile activities do you already use?

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Could you add more movement or hands-on elements?

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