



## The Three-Ring Definition of Gifted Behaviors

**Above-Average Ability:** The student is capable of performance or the potential for performance at higher levels than other children their age. Above Average Ability is defined as the demonstration of superior performance or an estimate of the potential for superior performance when compared to other students in an individual's age or grade level in school or performance areas that take place outside of school.

Above average ability can be demonstrated in one or more areas of academic achievement or any one or a combination of the following areas documented in Howard Gardner's work:

1. Verbal-linguistic skills
2. Logical-mathematical skills
3. Spatial-visual and artistic skills
4. Bodily-kinesthetic skills
5. Musical skills
6. Interpersonal skills (capacity to detect and respond appropriately to the moods, motivations and desires of others) Intrapersonal skills (capacity to be self-aware and in tune with inner feelings, values, beliefs and thinking processes)
7. Naturalist skills (ability to recognize and categorize plants, animals and other objects in nature)
8. Existential skills (sensitivity and capacity to tackle deep questions about human existence such as, What is the meaning of life? Why do we die? How did we get here?)

**Creativity:** The expression of ideas that are original and unique relative to others in a student's age, grade, or experiential group. Creativity is the tendency to generate or recognize ideas, demonstrate a playful imagination about alternatives or possibilities that may be useful in solving problems, and expressing one's self in ways that are different from typical ways of communicating thoughts, ideas, or actions.

**Task Commitment:** The display of perseverance, endurance, dedication, and extended time and effort to pursuing work in a student's self-selected area of interest. It differs from general motivation or "grit" in that it focuses on a particular project, topic, or problem that is of personal interest to the student.

**Gifted Behaviors** are the result of *interactions* that take place between and among these three clusters of traits. Creativity and Task commitment are not always present or absent, but occur as the result of stimulation provided by formal and informal learning experiences.