

Ebook Code RENZ3009





For ages 8-10 years

THINKING Creatively

A course in creative and applied hinking skills.



Written by David Stephenson. Illustrated by Rod Jefferson. Published by Ready-Ed Publications (1996). Revised 2007. 11/17 Foley St, Balcatta, Perth, Australia, 6021

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Introduction: Creative Thinking

This activity book has been designed to allow and encourage teachers to become totally involved with the teaching of creative thinking skills. The book was developed to complement our highly popular "Creative Challenges", a publication providing innovative applications of these skills.

While there is no one accepted way of teaching "thinking", we feel that in being provided with an organised and developmental outline of some of the sub-skills, teachers may more readily internalize these skills, allowing a smoother approach to teaching thinking within the classroom.

What is "creative thinking"?

While most experts can never agree on a definition, they do agree that "thinking" has a series of sub-skills. For the purpose of teaching them each of these skills can be treated in isolation.

However, it is the combination and application of several sub-skills simultaneously that leads to a higher plateau of thinking.

It is the continual practise of these skills that leads to a student being more productive and creative in his or her thinking.

Our definition of creative thinking can best be described as "applied problem solving". As students develop their thinking skills they begin to provide a multitude of answers and solutions to any given problem. As they progress through the course as set down in this book their answers should develop to a level where they become more divergent, complex and original.



| Skill Area > Fluency | Problem ① | |
|-----------------------|---------------------------------|--|
| ▶ List all the things | s you could go around. | 8 minut |
| | | |
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| | | The state of the s |
| | | |
| core one point for e | each different idea. Score: | |
| Skill Area > Fluency | Problem 2 | |
| List all the thing | s that could be found in holes. | 8 minut |
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| | | 1117 |
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Skill Area > Flexibility

Problem **①**

➤ Compare each member of your family to a fruit salad. List the fruits that match each person. 15 minutes

| Names | Fruit | Similarities | Differences |
|-------|-------|--------------|-------------|
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| Skill Area > Flexibility | Problem 2 | | |
|--------------------------|-----------|--|---------------|
| Why do we need | tschools? | | I2 minutes |
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| | | | |
| | | | 185 |
| | | They see | |
| | | | |
| | | —————————————————————————————————————— | \mathcal{A} |
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Skill Area Poriginality Problem
Create new uses for wire coathangers.

Draw and explain your best idea.

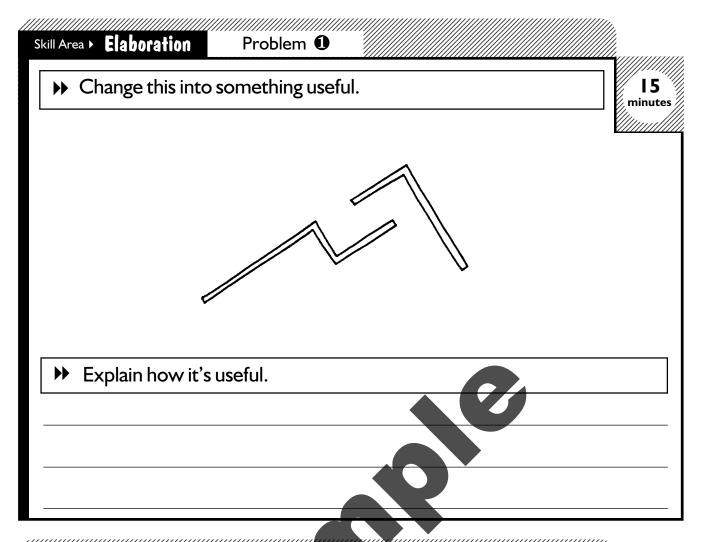
>> Plan, sketch and label a bedroom of the future.

Problem 4

Skill Area > Originality

15 ninutes





| Skill Area > Elaboration | Problem 2 |
|--------------------------|----------------|
| >> Redesign a safet | helmet to also |
| | |
| | |
| Draw it here. | |
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| | |

Space

>> List all the helpful and harmful things that could fall from the sky.

1

| Helpful | Harmful |
|---------------------------------------|---------------------------|
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| When could some of these helpf | ul things become harmful? |
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| List all the things they could fall o | out of. |
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