



For ages 10-12 years

# THINKING Creatively

A course in creative and applied thinking skills.



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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.

▶▶ List all the things that hunt or can be hunted.

**15**  
minutes

Hunters

Hunted

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▶▶ List everything that we are able to process and use that comes from trees.

**12**  
minutes



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▶▶ Find ten other uses for umbrellas.

**12**  
minutes

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▶▶ Say how each of your school subjects is similar to, or different from, the members of your family.

**15**  
minutes

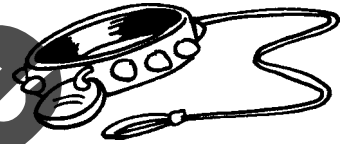
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▶▶ Redesign the family pet dog to be useful in an armed holdup.

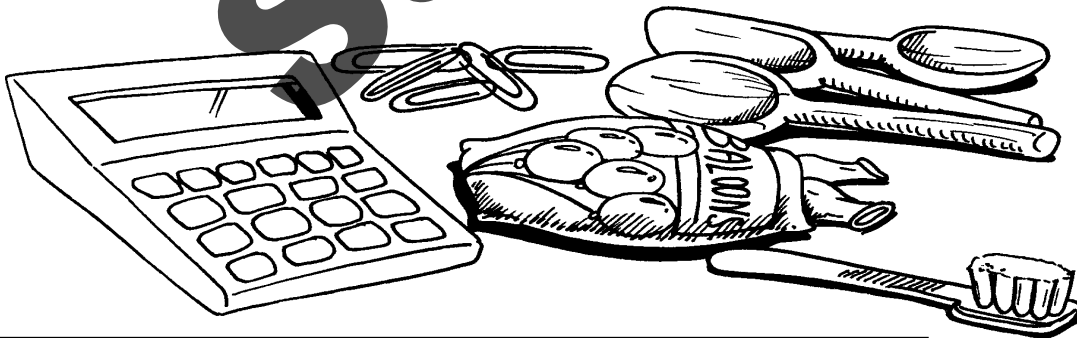
**12**  
minutes

▶▶ Draw and explain your best idea.



▶▶ Create a new game using some of these things:

**20**  
minutes



▶▶ Explain the rules and how to play, score and win.

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▶▶ Can you redesign shoes for other purposes?

**12**  
minutes

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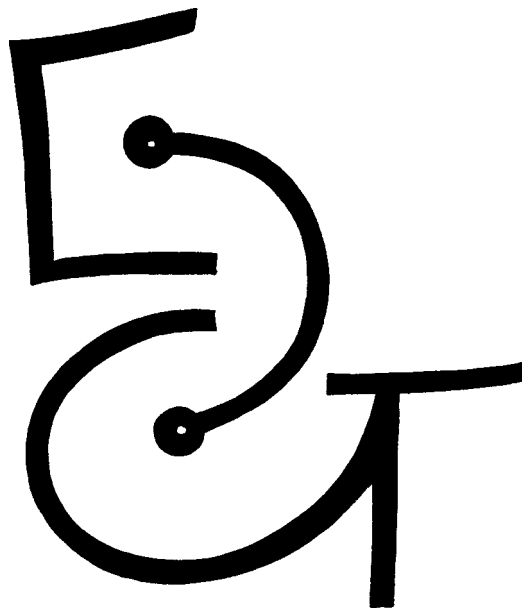
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▶▶ Change this into something highly entertaining.

**12**  
minutes



Our world is changing rapidly. Communication, transport, population growth and technology are all areas of rapid change. This unit will require you to analyse these areas as they may affect you in the future.

**People’s occupations will be very different in the future.**

▶▶ List all the current occupations that may not exist in the year 2100.

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▶▶ List any new occupations that may be created in the next 100 years.

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Sample