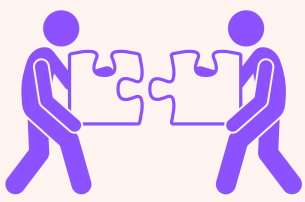
LO3: IDEAS FOR CREATIVE CLASSROOM ACTIVITIES TO ENCOURAGE INNOVATIVE THINKING

IDEA MASHUPS

What to do: Provide students with two words or concepts and ask them to come up with an idea (product, service, etc.) that combines them!



Example: Provide students with the words “fish” and “computer”. You could get answers ranging from fish-shaped computers, to fish-based computer games, a computer fish-decoration and beyond!

Benefits: Encourage creativity and reinforce the concept that there are no bad ideas!

Tip: Incorporate flash-thinking challenges to get the first idea that pops into your students’ minds!

REVERSE ENGINEERING

What to do: Provide students with an object and ask them to take it apart and see if they can understand what the different components do!



Example: Give students a clock. Let them dismantle it and see if they can tell which gears move each hand of the clock and indicate how they would put them back.

Benefits: Practice analytical thinking and identifying connections!

Tip: Crowdsource suggestions from the whole classroom on how to put the object back together, the same way or differently!

STORYBOARD SOLUTIONS

What to do: Provide students with a problem and ask them to indicate a solutions through a storyboard, a short series of comic-like drawings!



Example: Tell students about the waste management problem and let them create a storyboard suggesting possible solutions.

Benefits: Evolve creativity and different forms of communication besides talking and writing.

Tip: Encourage students to use no words in their storyboards, but to communicate as much as possible through their drawings.

“WHAT IF” SCENARIOS

What to do: Give students a fictional scenario and let them come up with creative responses, suggestions and solutions for the new situation.



Example: Ask your students “What if gravity stopped working?” and explore together solutions for doing every day tasks, like chores or coming to school!

Benefits: Develop creativity and problem solving by thinking through unlikely situations!

Tip: Divide students into groups and incorporate lifeboat exercises to help them decide on the best suggested solutions!

MYSTERY BOX

What to do: Give students boxes with few materials and ask them to come up with a product/invention!



Example: Provide students with some cardboard, tape and a stapler and see what they can come up with!

Benefits: Teach resource management, adaptability and develop creativity and innovation!

Tip: Shadow your students through the process to learn how they think and adjust the exercise for next time!

MORE ON CO-DESIGN LEARNING AND METHODS:
WEBSITE TRAINING PLATFORM

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