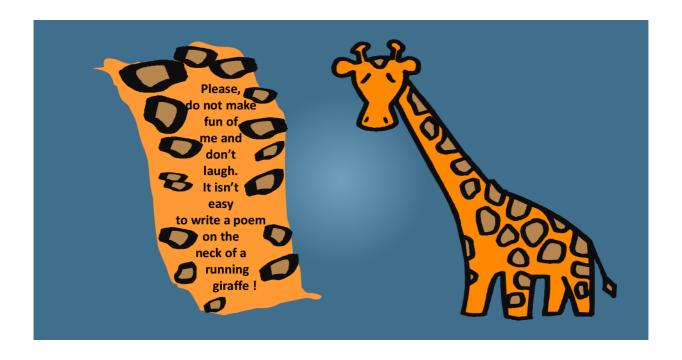
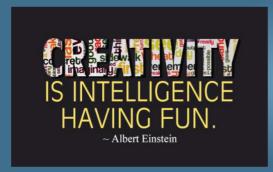




Licenciada Cecilia Sassone
Inst. de Enseñanza Sup. en Lenguas Vivas "Dr. Juan R. Fernández"
So you think you cannot be
creative? These activities will
show you how



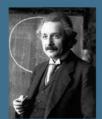




"Creativity is intelligence having fun," claims Einstein. Creativity, innovation and imagination play a central role in today's world, but are we born creative or is it developed and trained? The latest research suggests creativity arises when perseverant obsession intermingles with periods of focus, change and relaxation. This very notion seems to turn the development of learning tasks into unapproachable endeavours. Yet, unlike what many tend to believe, there actually are simple recipes to grease our creative engines. This workshop immerses the audience in a fun spree, getting it to play, adapt and design activities around key creativity metrics.

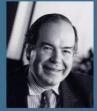


#### Is creative thinking an oxymoron?



Einstein





de Bono

"Thinking plays only a subordinate part in the creative act."

"Creativity should be producible on demand (through skills)"



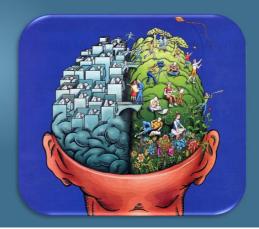
Our brain



#### **Our brain**

Your brain is a masterpiece divided into two parts: left and right. In the left nothing is right and in the right nothing is left.







#### Early research: left or right?





#### Early research: Left or Right?

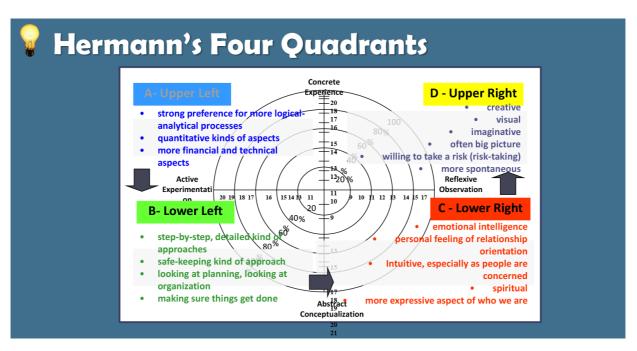
#### LEFT BRAIN FUNCTIONS

- uses logic
- detail oriented
- facts rule
- words and language
- present and past
- math and science
- order/pattern perception
- reality-based
- forms strategies
- practical
- safe

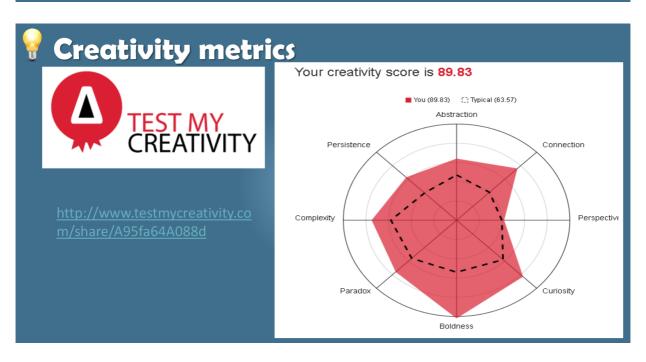


#### **RIGHT BRAIN FUNCTIONS**

- uses feeling
- "big picture" oriented
- imagination rules
- symbols and images
- present and future
- philosophy & religion
- spatial perception
- fantasy-based
- presents possibilities
- impulsive
- risk-taking









# **Creativity Metrics**

#### **Creativity metrics**

- 1 Abstraction
- Connection
- 3 Perspective
- 4 Curiosity
- Boldness
- 6 Paradox
- Complexity
- 8 Persistence

#### -

#### Blockages and barriers to creativity

#### **Emotional blocks**

- Impatience
- Fear of failure
- Lack of motivation
- Lack of ability to differentiate fantasy from reality
- Rejection to the use of certain senses
- Stereotyped perception





Blockages and barriers to creativity

**Rational blocks** 

Tendency to make snap judgements

- Not accepting ambiguity
- Excessive focus on the problem
- Difficulty in the multifaceted view of a problem





Play Time!





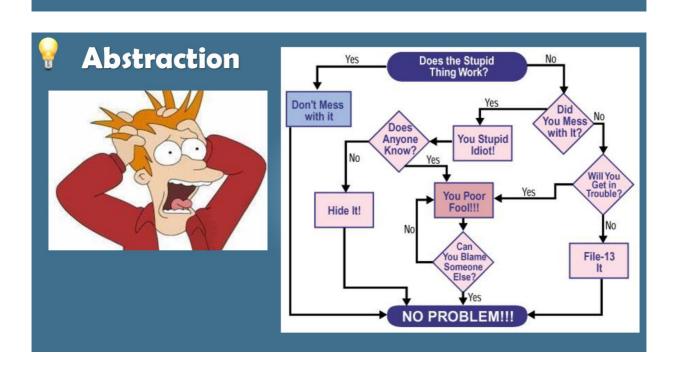
## **Abstraction**

The ability to abstract concepts from ideas



#### **Abstraction: Graphic Representations**

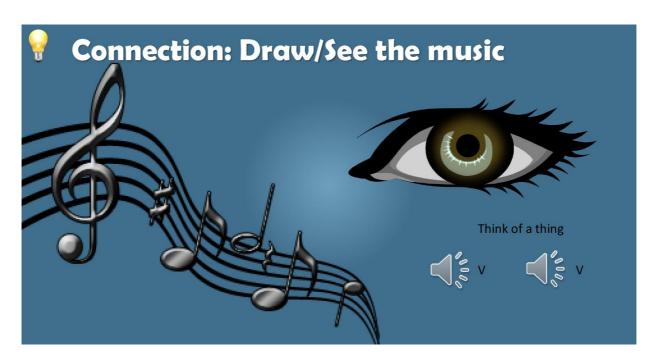
- Cyclical diagrams to show recurring processes
- Hierarchical diagrams to show structure and organization
- Tree diagrams to show hierarchy and category detail
- Flow diagrams to explain processes





## Connection

- The ability to make connections between things that don't initially have an apparent connection.
- Analogies
- Unexpected connections











#### Connection: Three-item stories











#### Connection: How is a door like a Window?



Part of a building Part of a car

Can be a window

Can be used to enter

Can be used to exit



Part of a building

Part of a car

Can be a door

Can be used to enter

Can be used to exit

Over to you



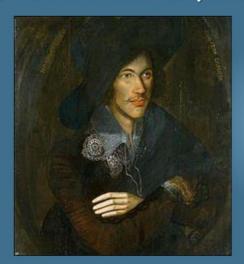
#### Connections John Donne – The Flea







#### Connections John Donne - The Flea



The Flea Mark but this flea, and mark in this, How little that which thou deniest me is; It sucked me first, and now sucks thee, And in this flea our two bloods mingled be;



#### **Connection: Meme creation**

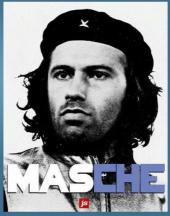


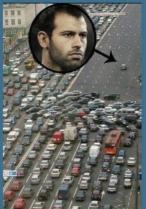


#### **Connection: Meme creation**











#### **P** Connection: Meme creation





#### **Connection: Meme creation**













#### **Meme creation**





### **Meme creation**



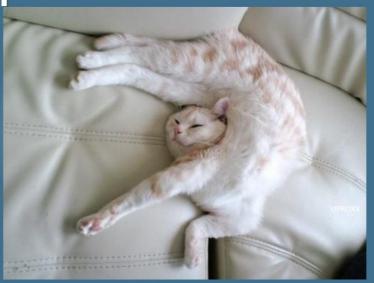


### Meme creation





#### **Meme creation**





#### **Meme creation**





## **Perspective**

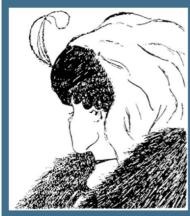
- The ability to shift one's point of view on a situation, in terms of space, time or other people.
- willingness to listen to others' opinions



#### **Perspective**



#### Perspective: Stereotyped perception





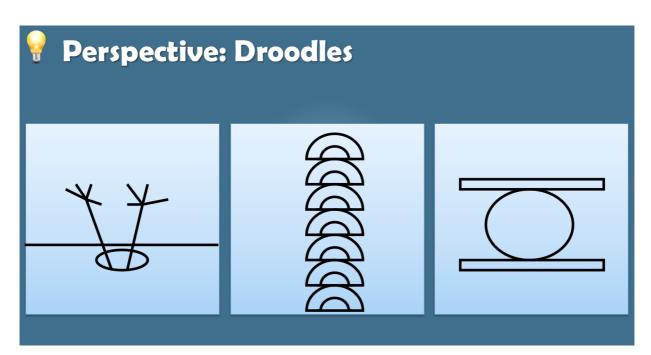


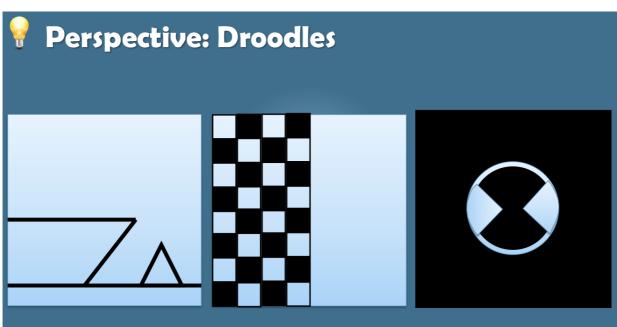
#### Perspective: What's in a blot?

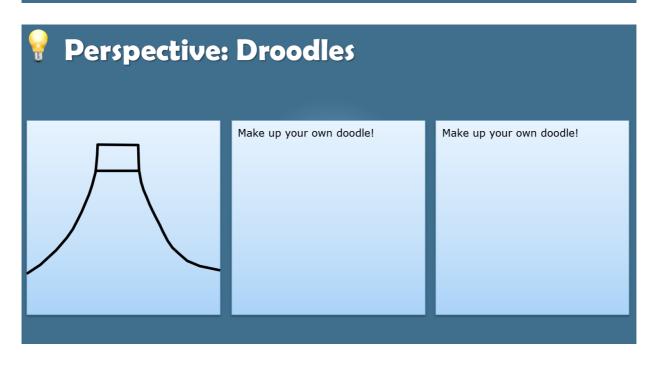
It's like...
It reminds me of...
It looks like...
I get the impression of...
It's kind of a...
That might be...
It could be...













#### **Perspective: Developing Visual Thinking**

# Viking Sagas: Odin creates the world

**BBC School Radio Adapted by Nigel Bryant** 



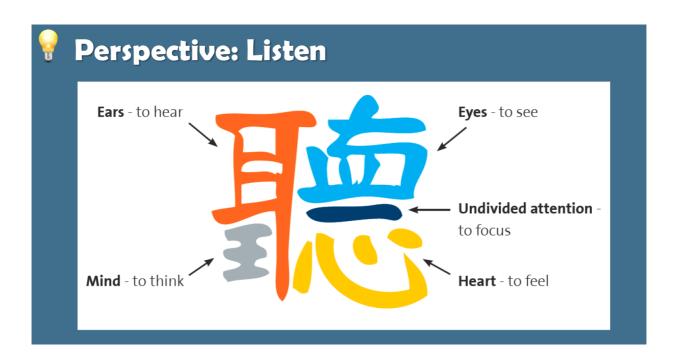




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#### Over to you:







#### Perspective: Jack be nimble





Jack
be nimble,
Jack
be quick,
Jack
jump over
the candlestick.



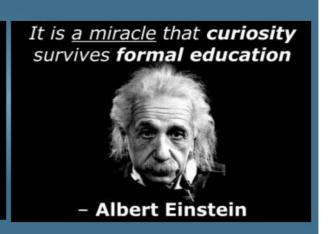
## Curiosity

- The desire to change or improve things that everyone else accepts as a norm.
- Motivation to change the world and trust in one's ability to do so.



I have no special talent: I am only passionately curious.

Albert Einstein





#### Curiosity: Alan Parsons — May be a price to pay

Something's wrong in this house today
While the master was riding the servants decided to play
Something's wrong in this house today
Something's been going on there may be a price to pay.



There's evil brewing, getting out of control And I'm helpless I can't put it right Something's unrighteous is possessing my soul And it's cold in the heat of the night

Something's wrong in this house today
While the sorcerer slept the apprentice decided to play
While the master was hiding the servants decided to play
While the master was hiding the servants decided to play
Might be too much sun or too much of something in the air
Whatever's happening nobody else is aware
There's evil brewing, getting out of control
And I'm helpless I can't put it right
Something's unrighteous is possessing my soul
And it's cold in the heat of the night
Something's wrong in this house today
Something's been going on there may be a price to pay





#### **Curiosity: Story Starters**



http://www.scholasti c.com/teachers/story -starters/



#### **Curiosity: Story Starters**

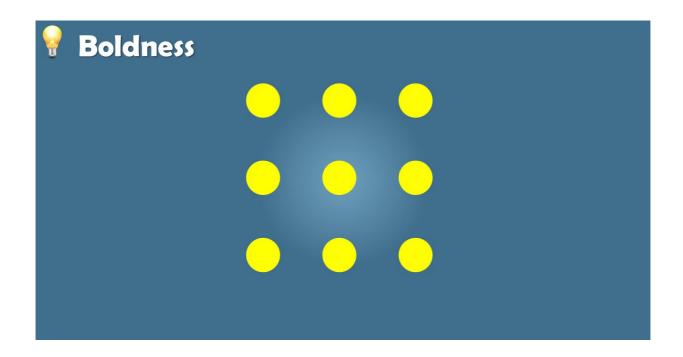
http://www.schola stic.com/teachers/ story-starters/

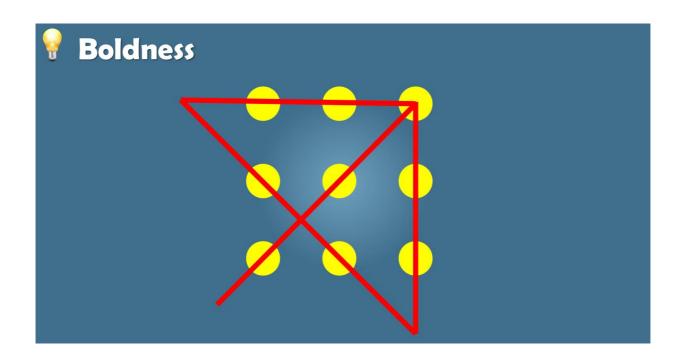




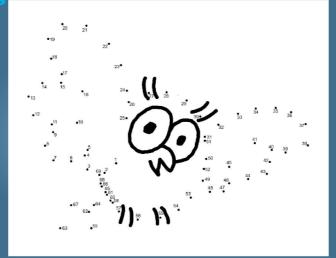
## **Boldness**

 The confidence to push boundaries beyond accepted conventions. Also the ability to eliminate fear of what others think of you.





#### **Looking for patterns**



62

#### **Looking for patterns**



#### **Looking for patterns**



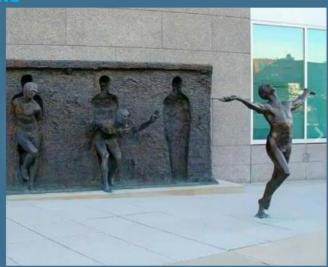
64

#### Looking for patterns



65

#### **Looking for patterns**



66

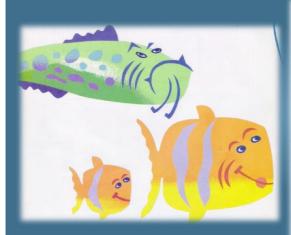
#### **Looking for patterns**



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#### 11

#### **Boldness: Tall tales**



#### The Story of Freddie Fisher

One day Freddie heard that the fish were really biting in Miller's Lake. Never having been to that lake, Freddie was anxious to get there. Early the next day he set out to walk the thirty miles to the lake.

Just thinking about the fish that could be caught got Freddie walking faster and taking really big steps. In fact, soon Freddie was covering a mile in just ten steps. He got to the lake in no time.

Immediately, two huge fish jumped out of the water and waved to Freddie. He baited his hook with about ten pounds of worms and cast his line.

"Eat up! Eat up!" Freddie yelled.

One fish chomped on the hook and was caught. It tried to swim away and pulled out a hundred miles of line. Then the other big fish chomped on the first fish and it swam out another hundred miles.

So Freddie jumped in the water and wrestled with the fish until it gave up. He dragged the fish to shore. That night Freddie made fish sticks for all his friends.

"Eat up! Eat up!" Freddie yelled. And four hundred people did.



## **Paradox**

 The ability to simultaneously accept and work with statements that are contradictory



#### Paradox: Dwelling proverbs

Two is company, three is crowd.

Eat or be eaten.



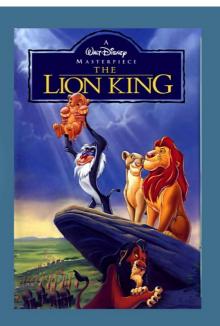
Birds of a feather flock together.

Live and let live.



#### **Paradox: The Lion King**





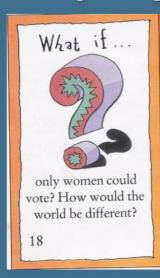


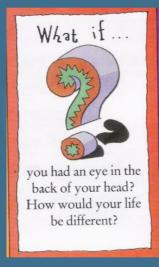
## Complexity

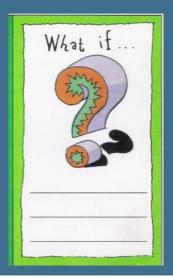
- The ability to carry large quantities of information and be able to manipulate and manage the relationships between such information.
- Organizing one's ideas to process and recollect one's thoughts.



#### **Complexity: What if?**









#### **Complexity: Deduction puzzles**

The shipwrecked
man

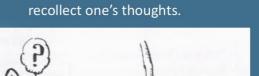
There are three men on an island. They all look the same but one of them is not a native of the island. The one who is not a native was shipwrecked on the island years before. One day a ship comes to look for the shipwrecked man. The people on the ship must decide which of the three men is the shipwrecked man. They can ask the three men only two questions. They know that the shipwrecked man always tells the truth and the natives always tell lies.

They ask the first man, 'Are you the shipwrecked man?' But his

anways sens the truth and the natives always tell lies.

They ask the first man, 'Are you the shipwrecked man?' But his answer blows away on the wind and they do not hear it. They ask the second man, 'Did the first man say yes?' He answers, 'Yes.'

From just this much information, they are able to find their man. How?



Organizing one's ideas to process and





## Persistence

- The ability to carry large quantities of information and be able to manipulate and manage the relationships between such information.
- Organizing one's ideas to process and recollect one's thoughts.



#### Persistence: Poka yoke

What is *poka yoke*? 'mistake proofing'.

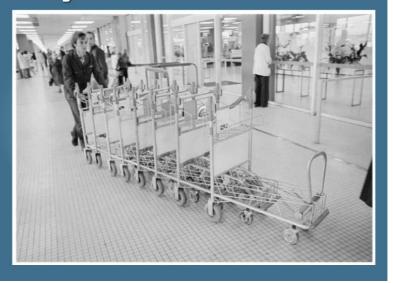


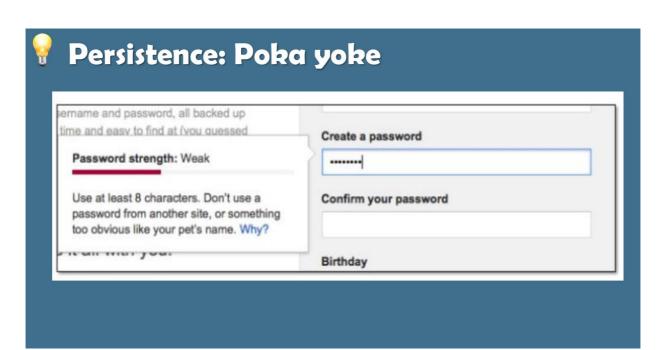
### Persistence: Poka yoke



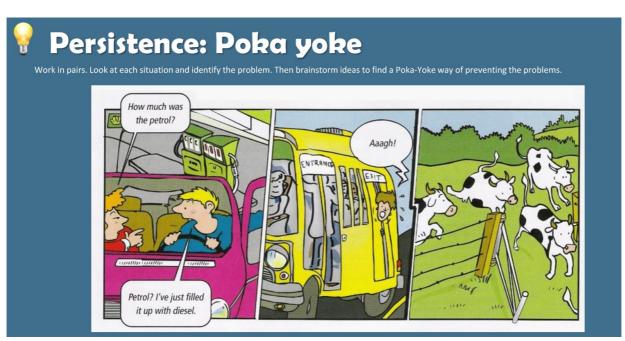


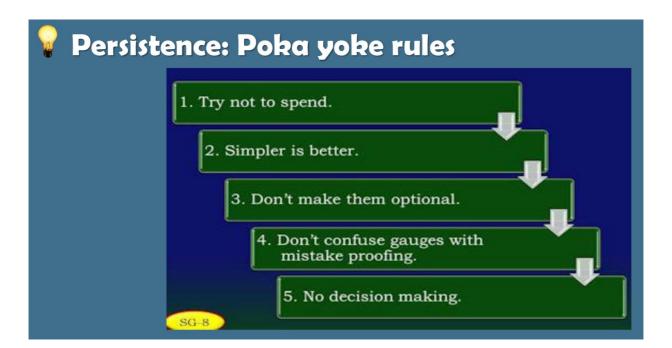
#### Persistence: Poka yoke

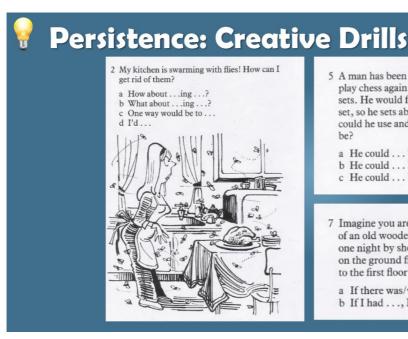












- 5 A man has been told by his doctor he must not play chess again. His wife has burnt his chess sets. He would feel guilty to go out and buy a set, so he sets about making one secretly. What could he use and what would the disadvantages
  - a He could . . . but then he'd have to . . .
  - b He could . . . but then they'd . .
  - c He could ... but then ... might (not) ...
- 7 Imagine you are living on the third floor of an old wooden house. You are woken one night by shouting. A fire has broken out on the ground floor and is rapidly spreading to the first floor. How would you escape?
  - a If there was/were . . . , I could . . .
  - b If I had ..., I would ...

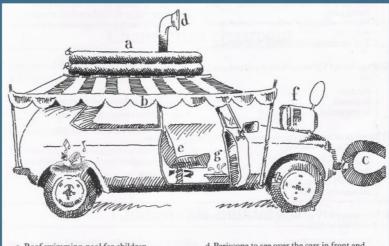
#### Persistence: The traffic-jam car







#### **Abstraction:**



- a Roof swimming-pool for children.
- b Awning to keep the sun off.
- c Magnet on front bumper to grip rear bumper of next car in queue.
- d Periscope to see over the cars in front and behind.
- e Reversible seat so you can change the view.
- f Video TV.
- g Cool foot-bath.



## Wrap-up

## CREATIVE PEOPLE

- Are easily bored.
   Willing to take risks.
   Don't Like Rules.
- 4) Ask "What If?"
- 5) Make lots of mistakes.
- 6) Collaborate.
- 7) Are generous.
- 8) Are independent. 9) Experiment.
- 10) Motivate themselves. 11) Work hard.

