**![MCj04397990000[1]]()**![MCj04397990000[1]]()**Creative Thinking Formats for Standards-Based Classrooms**

A presentation by

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**Creativity**, a combination of **divergent thinking** (generating many different and unique ideas) and **convergent thinking** (synthesizing these ideas to come up with a distinctive or best result) is a skill and a manner of thinking that can be developed. Today we will examine four creativity formats that can be used in any classroom to teach, encourage and enhance both Critical and Creative thinking. Each also focuses on Communication and Collaboration, thereby highlighting all of the 21st Century “4 Cs”.

1. **Encounter Lessons**

Encounter Lessons are open-ended lessons that encourage good listening skills, stimulate creativity and higher level thinking, and provide motivation. They are often used at the beginning of a unit of study. Encounter lessons help the teacher to personalize the topic for the students and open up discussion in a non-threatening way. An **Encounter Lesson** has each of the following:

Boundary Breaker, Standards/Objectives, Setting the Stage, Leading Questions, Differentiated Extenders

1. **Questivities**

Questivities™ got their name by combining the word ***Questioning*** and the word ***Activities***. The Questivities™ format consists of a standards-based **Project Activity** along with a series of **Thinking Questions** that stimulate creative and critical thinking and give practice in research skills. The questions are starter questions that should be done before students begin the project.

Questivities™ are written on a user-friendly one page form. The form has the following elements:

* Project Activity which provides the focus for the Questivities™
* Standards
* Assessment Mini-Rubric for the Project Activity
* Project Questions (Essential Questions answered through the Project Activity)
* Questivities™ Thinking Questions
* Active Question
1. **SCAMPER – How can you:**

**S** Substitute?

**C** Combine?

**A** Adapt?

**M** Modify? Magnify?

**P** Put to Other Use?

**E** Eliminate?

**R** Rearrange? Reverse?

***Scamper is a strategy developed by Bob Eberle. Using these words as a guide, you or your students can develop creative questions on any topic.***

***Scamper can provide teachers with the means for generating questions. It can also be used by students as a vehicle for creative thinking in their writing, discussions, projects and performances.***

1. **Six Thinking Hats**

This strategy was developed by Edward DeBono. It is a parallel thinking process that separates thinking into six clear functions and roles. Each type of thinking is identified with a colored symbolic "thinking hat."

White Hat = The Facts

Yellow Hat = Look for the positives

Black Hat = Judgment; look for difficulties

Red Hat = Emotions and feelings

Green Hat = Creativity and new ideas

Blue Hat = Summarizing and planning