

## SAS Creativity Break-Out Session:

### The Alphabet Thinker's Key

This is a strategy for brainstorming (generating) ideas. Write all the letters of the alphabet on the left margin of the paper. Then, brainstorm ideas for each letter. You can have more than one idea per letter, you don't need to work in alphabetical order, and you can skip letters. Do not judge your thinking – write down every idea you have. Get inspired by one idea to help come up with the next. Aim for the wild and the unusual-don't settle for the obvious.

**Topics from which you can choose for today's activity. Pick one...**

- Brainstorm a list of animals.
- Brainstorm a list of places (locations, cities, landmarks...).

***QUESTION TO CONSIDER: In your classroom, what would benefit from and be enhanced by this kind of Thinker's Key? Explain your thinking to your jigsaw group.***

## SAS Creativity Break-Out Session:

### The Forced Relationship Thinker's Key

This is a strategy that forces you to look for similarities and connections between things. You will need to consider a variety of perspectives, uses, and ideas as you look for how very different things can actually be connected. Do not judge your thinking – write down every idea you have. Get inspired by one idea to help come up with the next. Aim for the wild and the unusual!

**Topics from which you can choose for today's activity. Pick one...**

How is war like a playground?

How are marriage and cars alike?

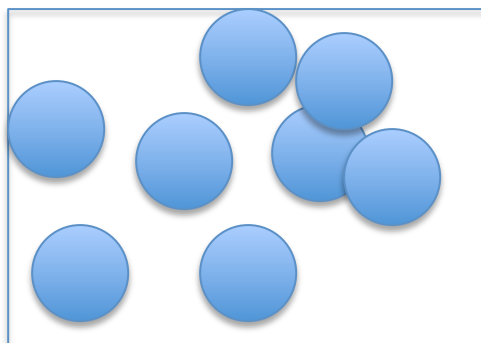
***QUESTION TO CONSIDER: In your classroom, what would benefit from and be enhanced by this kind of Thinker's Key? Explain your thinking to your jigsaw group.***

## SAS Creativity Break-Out Session:

### The Picture Thinker's Key

This is a strategy to encourage divergent thinking, encouraging flexible and original thinking. Allow yourself to imagine the image from different perspectives and angles, change the size/shape/color as needed. Your ideas can be items or abstract ideas. There is no wrong answer, as long as you can elaborate and support your thinking as needed. Do not judge your thinking – write down every idea you have. Get inspired by one idea to help come up with the next. Aim for the wild and the unusual.

***What could this be a picture of?***



***QUESTION TO CONSIDER: In your classroom, what would benefit from and be enhanced by this kind of Thinker's Key? Explain your thinking to your jigsaw group.***

## SAS Creativity Break-Out Session:

# The Combination Thinker's Key

This is a strategy for creative thinking employs both convergent and divergent thinking. It uses what you know about 2 objects (or ideas) and then encourages flexible and original thought. Begin by listing the attributes (parts, qualities) of each object. Then, pick one or two attributes from each and combine them as you create something new. Give your invention a name, draw a picture of it and label it, and consider who would use it.

***STEP ONE: Here is a list of objects. Pick 2 items and then get combining...***

*Stapler*

*Book*

*Shoe*

*Globe*

*Power cord*

<b>Item #1:</b>	<b>Item #2:</b>
<b>List the attributes:</b>	<b>List the attributes:</b>

Combine attributes from both items and create something new. Draw a picture of it, then label and name it. For whom might it be intended? What modifications did you make to the original objects?

***QUESTION TO CONSIDER: In your classroom, what would benefit from and be enhanced by this kind of Thinker's Key? Explain your thinking to your jigsaw group.***