A FRAMEWORK FOR INTEGRATING IMAGINATION & CRITICAL THINKING TO CREATE A NEW EDUCATIONAL DESIGN

POSE A CHALLENGE eg
How can I create an educational design to inspire and enable my students to create their own ecology for learning that encourages them to use their creativity to make something that is relevant to their development as a [INSERT YOUR SUBJECT]?

1 EXPLORE CHALLENGE THROUGH QUESTIONS
What additional questions do I need to ask in order to find solutions to the challenge question?

2 IMAGINE SOLUTIONS
NATURE ANALOGIES
SCAMPER

3 GENERATE NEW IDEAS
FLOWER TECHNIQUE

MANY IDEAS EMERGE

4 EVALUATE IDEAS AND IDENTIFY THE MOST WORTHY USING EVALUATION CRITERIA

5 JUDGE IDEAS IDENTIFY MOST ORIGINAL AND INSPIRING

6 USE IDEAS THAT INSPIRE YOU TO CREATE A NEW DESIGN THAT ENABLES LEARNERS TO USE THEIR CREATIVITY IN YOUR T&L CONTEXTS

BLACK IDEAS
- Few risks
- High acceptability
- Examples already exist that can be copied
- Would be easy to implement in this university

BLUE IDEAS
- Innovative ideas
- Breakthrough ideas
- Exciting ideas
- Risky ideas that will need selling
- Could be implemented in this university if people bought into the ideas

RED IDEAS
- Ideas for the future
- They are not feasible or would be impossible to implement in this university
- Would need a radical change in organisational thinking and behaviour

7 SHARE YOUR POSTER IN THE AIT GOOGLE+ FORUM WITH SHORT COMMENTARY GIVE ENCOURAGEMENT & FEEDBACK TO EACH OTHER
https://plus.google.com/communities/115011427288607647716

See also ‘Creative Academy Handbook’ http://www.creativeacademic.uk/resources.html