Lego’s Serious Play Lego Ducks

Aim: To experience creative “doing” (practical application of creativity skills – rather than creative thinking) to build confidence in

* The idea of being creative (being a “creative person’)
* Experimentation with alternative solutions (no “one right” answer)
* The process of ‘having an idea and making it happen’ (being enterprising)
* EntreComp 3 key areas as a “check list” for innovation: The process of ‘having an idea and making it happen’ - and determining what resources are needed (or are enough
* Understanding customer wants and needs (need for a client brief)

How to deliver: If working online, then you can offer 21 duck options and ask students to find “their duck” and using the online chat function, share the number. (Note: this is likely to stimulate some students to indicate that they have a new one, or one that is only similar to one of the 21 – this will spark the discussion and reflection) which explores the process, approach taken (resources) and how they knew they had completed the task (which can be facilitated in the main group, or by providing reflection-prompt questions in breakout groups and then taking feedback).If working in groups, it is possible to use voting or feedback to create the “best duck” or even duck-parade (with option of voting using coloured dots or post its as ‘currency’ to see what the ‘market values). Groups can put their “best” option forward (discussing criteria first) or work with the groups to explore what is required (‘customer’ feedback).

**Outcome:** Using the outputs, focus on the achievement (outcome in short time, with limited resources) and explore key reflection questions about the task (What did you do?) the process (the approach taken) and result (fit for purpose) by posing questions like:

* + Did you deliver? Meet the brief/ address the customer need / is it fit for purpose?
  + What did you learn from this? Are you creative? How many solutions are “right”?
  + What would you do differently? What can you take away and remember for any future creative challenge/task?

2) using EntreComp **competence statements** (see text box) ask students whether they feel that have developed their competence:

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| 1. **Ideas & Opportunities** | This activity is focused upon |
| 1.1 Spotting opportunities  **1.2 Creativity**  1.3 Vision  1.4 Valuing ideas  1.5 Ethical/ sustainable thinking | **1.2.2 Develop Creative and Purposeful ideas**  Develop several ideas and opportunities to create value, including better solutions to existing and new challenges. Explore and experiment with innovative approaches. Combine knowledge and resources to achieve valuable effects. |
| **EntreComp Competence statements: Develop Ideas**  **Foundation**   * I can develop ideas that solve problems that are relevant to me and my surroundings * Alone, and as part of a team, I can develop ideas that create values for others.   **Intermediate**   * I can experience with different technique to generative alternative solutions to problems, using available resources in an effective way. * I can test the value of my solutions with end users. | |