

Creativity and Evaluation Using Questioning

QAA Benchmark Skills:

- Problem solving skills, including the ability to formulate problems clearly and to identify key issues and be able to apply different approaches to work towards a solution
- Communication skills
- Personal skills including the ability to work both independently and as part of a team, and the ability to plan, organise and perform work efficiently and conscientiously in a timely way, meeting deadlines where necessary
- Personal development skills, including the ability to identify and reflect on where further training or skill acquisition is necessary for selfimprovement
- Self-direction and originality in problem solving
- Independent learning ability

ARU Graduate Capitals:

• Human (Knowledge)

Objectives:

- Creative thinking
- Problem solving
- Evaluation of ideas through critical analysis and judgement
- Presentation of ideas

Skills:

- Idea generation, discussion and evaluation
- Presentation and interpersonal skills
- Judgement and critical analysis of opportunities and ideas
- Overcoming difficulties of decision making within a group

Study Level:

Time: 2 hours

Group Size: Groups of 4-6 students

Resources: Enterprise Education PowerPoint

Overview:

Creation of creative thinking structures using a pneumonic "SCAMPER" and questioning techniques to generate solutions.

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| | Time | Activity |
|--|------------|---|
| Introduction to Enterprise Education | 10 mins | PowerPoint presentation to introduce Enterprise Education |
| Activity | 1 hour | Each group should consider an existing product or service relevant to the course subject area. They should consider the following themes around this product in order to creatively develop new products or services; or improve a current one: |
| | | Substitute |
| | | Combine |
| | | Adapt |
| | | Modify |
| | | Put to another use |
| | | Eliminate |
| | | Reverse |
| | | Each group should brainstorm as many questions and answers in order to produce a solution. |
| | | Examples to help groups begin: |
| | | Substitute: |
| | | What can you substitute? What can be used instead? Another process? Another place? Another process? Another approach? |
| | | Combine: |
| | | What can you combine or bring together? What if you combine purposes or objectives? What combination could you use to maximise the use of this product? |

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| | | How could you combine talent and resources to create a new approach to this product? Adapt: |
|------------|------------|---|
| | | What can you adapt for use as a solution? What other products are like this? What else is like your product? How can I readjust this product to serve another purpose? |
| | | Modify: |
| | | Can you change the item in some way? What could you add to modify the product? What element of this product could you use to create something new? |
| | | Put to another use: |
| | | Who else could use the product? How could this product differ in another setting? Would you be able to recycle the wate of this product and make something new? |
| | | Eliminate: |
| | | How could you simplify this product? What features or parts could you eliminate? How could you make it smaller, faster etc.? Could you take away part of this product and replace with something else? |
| | | Reverse: |
| | | What would happen if you reversed this process? What if you try the exact opposite of what the product is trying to achieve now? How could you reorganise this product? |
| Evaluation | 40 mins | Groups present their ideas to the class. Class discussion of the ideas that have been generated. As a class discuss which solutions are felt to be the most viable? |

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| | | Could any of the ideas be used to create a new product of improve a current one? |
|----------------|------------|--|
| Session Review | 10 mins | What skills do students feel have been developed through this session? |
| | | Do students understand the importance of Enterprise Education? |
| | | Can students identify ways in which Enterprise Education is already included in the modules? |
| | | Can students identify Enterprising skills they have already developed from their modules? |

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Student Worksheet: Creativity and Evaluation Using Questioning

Thinking about the product or service identified, in your group brainstorm as many of the following questions and answers as you can in order to produce a solution to improve the current product or service or create a new one:

Substitute:

- What can you substitute?
- What can be used instead?
- Another process?
- Another place?
- Another process?
- Another approach?

Combine:

- What can you combine or bring together?
- What if you combine purposes or objectives?
- What combination could you use to maximise the use of this product?
- How could you combine talent and resources to create a new approach to this product?

Adapt:

- What can you adapt for use as a solution?
- What other products are like this?
- What else is like your product?
- How can I readjust this product to serve another purpose?

Modify:

- Can you change the item in some way?
- What could you add to modify the product?
- What element of this product could you use to create something new?

Put to another use:

- Who else could use the product?
- How could this product differ in another setting?
- Would you be able to recycle the wate of this product and make something new?

Eliminate:

- How could you simplify this product?
- What features or parts could you eliminate?
- How could you make it smaller, faster etc.?
- Could you take away part of this product and replace with something else?

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Reverse:

- What would happen if you reversed this process?
- What if you try the exact opposite of what the product is trying to achieve now?
- How could you reorganise this product?

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