PTHOPS005 Pathfinder Creativity Skills

ADVENTIS

PATHFINDER SPECIALIST AWARD



WHAT IS creating?

- The ability to use the imagination to develop new and original ideas or things, especially in an artistic context (Encarta World English Dictionary, 2009).
- Creativity is only limited by the individual being creative.
- It is unpredictable and undefined.

BIBLICAL GUIDELINES FOR

- Creativity must be in harmony with the commandments (Mt 5:18).
- Creative application for activities must value and be respectful of all participants (Mt 7:12).
- Being creative will make a difference in the life of others.
 Creative activities should respect and reflect Christian values of faith and grace (Eph 2:8).

• "Fix your thoughts on what is true and honourable and right. Think about things that are pure, lovely and admirable. Think about things that are excellent and worthy of praise" Phil 4:8

SOURCES OF creative ideas

- Other people discuss ideas, watch, listen etc.
- Resource books ideas from various authors.
- Time allow time for imagination and the development of ideas.
- Nature allow God to speak through His creation.
- Other TV, movies, documentaries etc.



1. Presentation Approaches

Different ways the message is communicated to the listener.

- Storytelling
- Video clip
- Drama
- Skits
- Preaching
- Puppets
- Other Statues (Human Sculptures), Mime, Postcards etc.

2. Conversation and Discussion Approaches

Different ways leaders involve others in the process of discovery.

- Interviews
- Panel discussion
- Discussion
- Debate
- Reporting
- Sharing
- Other Forums, Case Studies, Buzz groups etc.

3. Artistic Approaches

Practical ways that can be used to explore ideas.

- Drawing/painting
- Photography
- Video/Audio
- Sand/clay/plasticine molding
- Music
- Collage/murals/banners
- Other Movement, etc.

4. Written Approaches

Writing allows for expression and creativity.

- Poetry rhyme, cinquain, haiku
- Re-writing Scripture
- Drama script
- Song lyrics
- Newsprint stems

THE CREATE PROCESS

THE NEED

- Creativity often begins due to a need.
- Look at the boundaries and expectations that exist:
 - Time restraints
 - Age group involved
 - Location, if necessary
 - Available resources
 - Expectations outcomes

THE CREATE PROCESS

THE DEVELOPMENT

- Form a team allow the opportunity to pool ideas.
- Brainstorm ideas write all ideas down.
- "The Piggy Back Principle".
- De Bono's Six Thinking Hats.



"THE PIGGY BACK PRINCIPLE"

Encourages the formation of ideas from ideas.

- Ask questions Why, where, when, who, what, how?
- Seek parallels Is there something similar?
- Modify Can we alter it to make it better?
- Magnify Can we make it bigger or stronger?
- Subtract and divide What if it was smaller?
- Substitution What else? Who else? Where else?
- Re-arrange Change the pattern, sequence, timing?
- Vice-versa What about the opposite?

"It Won't Fly If You Don't Try", Richard Farmer.

DE BONO'S "SIX THINKING HATS"

Six ways to look at things:

- 1. The White Hat Facts, neutral, objective, information.
- 2. The Red Hat Emotions, intuitions, hunches, gut feelings.
- 3. The Black Hat Critic, analyst, logical negative.
- 4. The Yellow Hat Sunshine, optimist, logical positive.
- 5. The Green Hat Creative, growth, possibilities, ideas.
- 6. The Blue Hat Cool, agenda, process, organiser, overview, decision.



WHAT NEXT? Apply the Creative Idea

- Pray about it
- Select the idea
- Write out a description/instructions, brief the team
- Assemble the resources needed
- Organise staff to make it happen



WHAT NEXT? The Event

- Introduce the activity
- Outline any particular rules or guidelines
- Leaders take part/monitor as the activity takes place
- Be prepared to adapt as required
- Keep an eye on the time



WHAT NEXT? Evaluation

- Were you happy with how it progressed?
- How did the group feel?
- How did the staff feel being involved in the development of the idea?
 - Did it work as planned?
- What would you change?



SUMMARY

"Discovery consists of looking at the same thing as everyone else and thinking something different."

A Whack on the Side of the Head, Roger von Oech.