

Creative Problem Solving Technique Teaching Plan

Adapted from Katie Kraemer's presentation at the 2005 Wisconsin Community Education Conference

1. Divide up into small groups of 5-10 people to do this activity.
2. Each small group needs a Group Leader, Timekeeper and Scribe.
3. Each small group needs Post-It Notes, 4-5 skinny markers, two different colored bold markers, large flipchart paper, stickers to vote with, and a kitchen timer.

<i>Time</i>	<i>Task</i>	<i>Who</i>
3 min.	Introductions: Go around the group and introduce yourselves: <ul style="list-style-type: none"> - Say your name - Where you're from - Name of the Afterschool program you are working with. 	All participants
2 min.	Assign Roles <ol style="list-style-type: none"> 1. Ask for volunteers to be the timekeeper and scribe. If no one volunteers, have the person who lives the closest be the timekeeper and the person who lives the farthest be the scribe. 2. Time keeper, then starts using the Timer to keep the group on task. 	Group Leader Timekeeper Scribe
2 min.	Define the Challenge <ol style="list-style-type: none"> 1. Group Leader passes out Post-It notes and asks everyone to write down ONE specific Afterschool challenge that they would like the group to help them solve. 2. Individuals post this on the large flip chart paper. 3. Make sure if it is a REAL challenge that they really need to solve. 	All participants
2 min.	Vote <ol style="list-style-type: none"> 1. Each person, uses a sticker to vote for the ONE challenge that they feel they can provide the most advice and support on 2. NOTE: You cannot vote for your own challenge. 3. The "Challenge" with the most votes is the first one the group uses for this Creative Problem Solving Technique. 	All participants
1 min.	Clarify Challenge <ol style="list-style-type: none"> 1. The person who's Challenge was selected has one minute to describe it further. 2. Scribe captures key ideas on the large flip chart paper. 	Person with the Challenge Scribe
3 min.	Ask Questions <ol style="list-style-type: none"> 1. Group has 3 minutes to ask the person who wrote the Challenge, <i>questions</i> to clarify the challenging situation. 2. Scribe captures key ideas on the large flip chart paper. 	All participants Scribe
5 min.	Brainstorm Solutions <ol style="list-style-type: none"> 1. Group has five minutes to brainstorm possible <i>solutions</i> to deal with the challenge. 2. The person whose challenge is being discussed sits back and listens openly, without talking. 3. Scribe captures key ideas on the large flip chart paper. 	All participants Scribe
1 min.	Respond to Advice <ol style="list-style-type: none"> 1. Person whose challenge was discussed has one minute to <i>respond</i>. 2. Be sure to send the flip chart notes home with the individual who had originally posted the challenge. 3. Scribe captures key ideas on the large flip chart paper. 	Person with the Challenge Scribe
If time	Repeat Process If you had more time, you could repeat the process until everyone had a chance to present a problem and receive the expert advice from the group.	

Sample Flip Chart Headings for Creative Problem Solving Activity

Individual's Afterschool Challenge -- 1 min.
[insert here]

Group's Clarifying Questions -- 3 min.
[insert here]

Group's Possible Solutions -- 5 min.
[insert here]

Individual's Response -- 1 min.
[insert here]