

# SCAMPER a tool for Creativity.

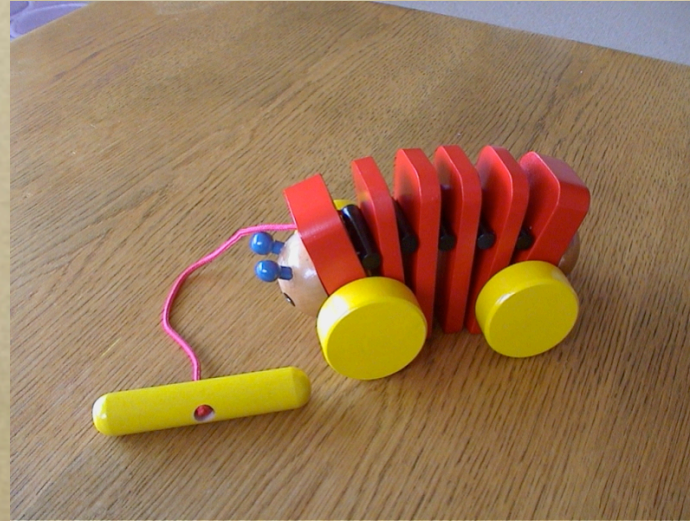
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*"Problems cannot be solved by thinking within the framework in which the problems were created."*

*-- Albert Einstein.*

# Goal



- *Our goal is to come up with an original idea for an educational toy.*
- *Which Habit of Mind would be useful?*

# Goal

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*Creating, Innovating.*

- *Our goal is to come up with an original idea for an educational toy.*

# SCAMPER



- *We are going to do this using a technique called SCAMPER.*
- *This is a set of specific questions asking us to think about our toy in special ways.*
- *What Habit of Mind does SCAMPER use to aid creativity?*

# SCAMPER



*Questioning, posing problems.*

- *We are going to do this using a technique called SCAMPER.*
- *This is a set of specific questions asking us to think about our toy in special ways.*

# A playful attitude

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- *"To live a creative life, we must lose our fear of being wrong."  
Joseph Chilton Pierce*
- *Remember that many of the answers or solutions using SCAMPER will not make much sense or be nonsensical. However from this nonsense original and fantastic things may flow.*

# A Playful Attitude

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- *The Habit of Mind closest to being playful is...*

# A Playful Attitude

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## *Finding Humour*

- *This habit shows us that we can use humour as a way out of being stuck.*



# The Process

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*The Goal: Creating or Innovating.*



*The Method: Questioning,  
posing problems.*

*Using SCAMPER.*



*The Mindset: Finding humour.*

# SCAMPER is an acronym for...

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- *Substitute*
- *Combine*
- *Adapt*
- *Modify*
- *Put to other uses.*
- *Eliminate*
- *Rearrange*

# SCAMPER

- *For each of these words we ask a question.*
- *e.g. What can we **substitute** for something else in our toy?*



*The original monopoly had all the place names substituted with New Zealand place names to create an original new game.*

# SCAMPER

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- *For each of these words we ask a question.*
- *e.g. What can we **modify** for something else in our toy?*

*The original Lego brick was magnified to create the Duplo brick, an original new toy.*



# Your SCAMPER

- *Select your current best toy idea.*



- *SCAMPER this idea on the worksheet.*



- *Creativity is enhanced by interaction so if you are working on your toy alone please team up with someone else and SCAMPER your ideas together.*



- *Remember to use the three Habits of Mind.*

# Evaluate your best idea

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- *Now we need to do an Evaluation for our best idea.*
- *Choose your best idea and PMI it on the PMI worksheet.*