

SCAMPER
for Student Creativity
(DoL 5)

SCAMPER was developed by Robert F. Eberle. The acronym stands for a series of thinking processes focused on a single objective. SCAMPER stimulates the thought processes and encourages inventiveness.

Substitute. Have a person or thing act as, or take the place of, another.

Combine. Bring items together and unite them.

Adapt. Make an adjustment to suit a purpose or condition.

Modify, magnify, or minify. Take the original item and alter it to change the form, enlarge it and make it greater in form or quantity, or make it smaller, lighter, or less frequent.

Put to other uses. Plan for using the item for purposes beyond those originally intended.

Eliminate. Think about omitting all or part of the quality.

Reverse or rearrange. Think of a different plan, scheme, or layout.

SCAMPER provides a tool that helps move students beyond the mental obstacle of familiarity. It allows the students to form mental images or pictures inside the head of what is not physically present to the senses.

Source: Glenn, Robert E. (1997). SCAMPER for Student Creativity. *Education Digest*. 62, 67-68.