



# Outside the Box

## Creative Thinking for Building Educational Activity around KKL Values

(Duration: 90 minutes)

Workshop for developing creative thinking - "Outside the Box" - for building educational activities around any topic, particularly KKL's core values. In the workshop, you'll get to know the "Tool Kit/Method Bank", which will also help you in the future in your own work in the field, to create and develop diverse, innovative activities suitable for children in the new era.

## The Activity



### Aims

- Participants will learn how to develop activities around KKL's core values.
- Participants will experience content-rich activities in a fun way.
- Participants will acquire practical tools that will serve them in their educational roles in their home countries.



### Activity Structure

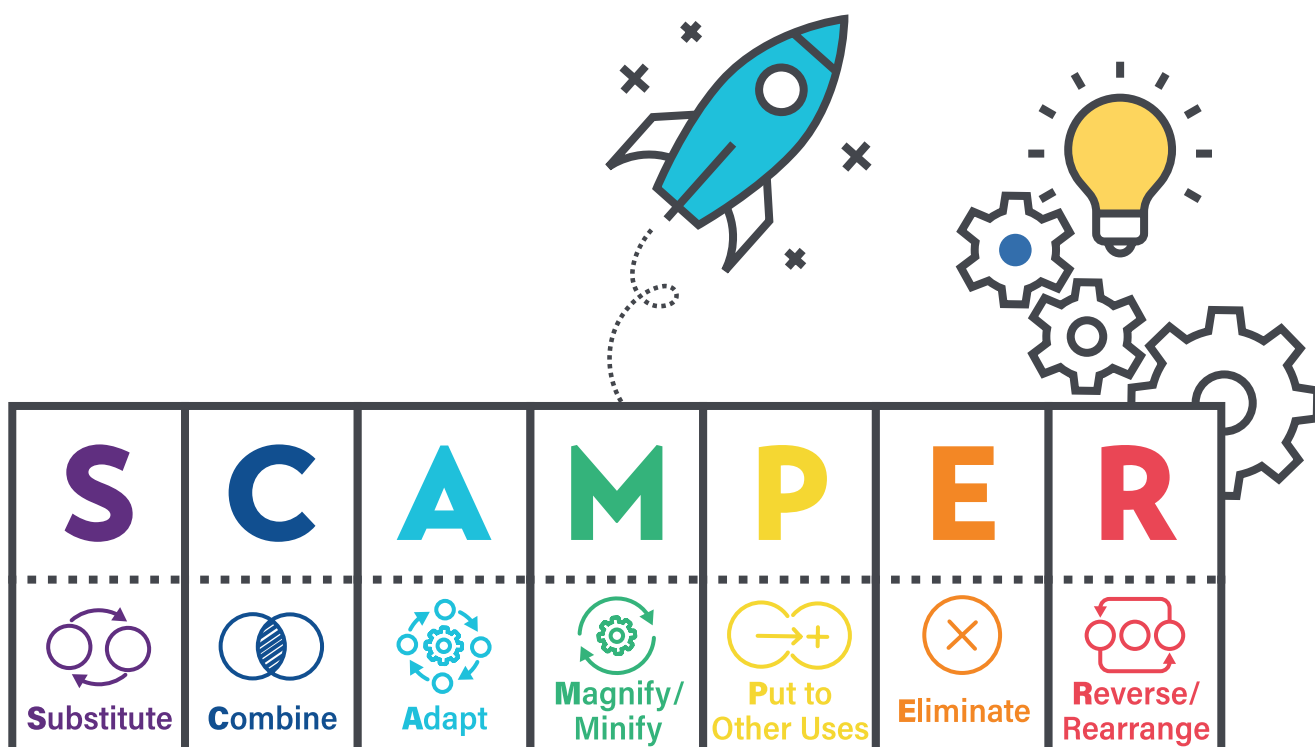
**Building the activity** – 20 minutes

**Experimenting with SCAMPER** – 40 minutes

**Creating a presentation of the outcomes** – 20 minutes

**Reflection cards** – 10 minutes

**Internal outcome presentation and feedback** – 15 minutes



**1****Building the Activity:**

In front of you is a board for building an activity – "From Idea to Action," a pack of task cards, and accessories that will help you successfully build the activity – a tool kit/method bank – SCAMPER box, an examples sheet, reflection cards, feedback cards.

We need your cooperation as a thinking team, with the aim of creating an activity precisely suited for your own students.

- Place the task cards in order on the board, in the assigned places, and act according to the instructions. On one side of the card is a profile and on the other, assignments to act upon.
- Fill in the activity building board and enter the information in the appropriate place.
- Prepare a presentation that describes the idea and the activity you've created in an interesting way.

**2**

**Thinking** Outside the Box using the SCAMPER model. In front of you is an illustrated box displaying a track of creative thinking according to the SCAMPER model. The tasks you'll be asked to complete will lead you to building a sample activity around a topic that interests you.

**3**

**Summarize** using the reflection cards.

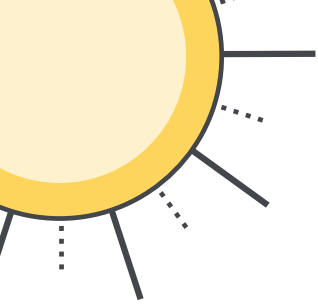
**4**

**Present** what you have created through selected TED-style presentations, to all participants.

**5**

Present to your particular group and use feedback cards.

# Good luck!



## Tool Kit: Tip #1 on How to Start

### **Association Sun** – what is it? When is it worth using?

The sun is our first base, from which we can start to choose a topic, define a concept, find a name or title for the activity, choose images, colors and the visual language, style, define aims, and more.

### **How does it work?**

Write down everything associated with your chosen topic:

emotions | colors | names | people | ideas | smells | seasons | ages | words  
| headlines | quotes | feelings | memories | times in life | holidays | shapes  
| objects | places...

and show all the associations you've thought of, because a concept can be almost anything!

**"Noise"** - contemplate the sun you've created and circle everything that grabs your attention the most - your eyes, ears and emotions, "positive noise", i.e., what you really feel is the thing you most want to focus on.

**Common Denominator** - you'll find a common denominator between all the ideas and connect them together.

**Name and Title for the Activity** - you'll give a name to the topic you've chosen. The title can be a word/sentence or one bonding idea of a few words. It's really the essence of the activity, your credo.

**So Have we Cracked It?** - you'll ask questions. Is the concept an exact fit for the aims of the activity? Can we make progress from here and create a fun activity experience? Interesting? Innovative? Challenging? Meaningful? Value-oriented? Etc. Yes? Awesome. No? Also good. It's a sign to be more precise and choose again. Go back to the sun and find something more suitable for the activity.

**Now you're ready to build your activity on the game board!**