



SCAMPER




START



Substitute

1. Change the location of the activity.
2. Choose a new concept.
3. Give a new name to the activity and explain why it's better.
4. Change the students' experience to another experience.
5. Build the activity from end to beginning. What result did you get?

DID YOU KNOW?

The principle of Substitution examines the alternatives. Encourages the taking of a certain idea and assessing whether one can substitute it for something else, and if so, with what?

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Combine



DID YOU KNOW?

The principle of Combination adds new information to the existing data, takes the current idea and connects it to another idea.

1. Combine your chosen method with another method.
2. Join some of the activity elements together and create additional elements.
3. Add a previously non-existent element to the activity.
4. Combine a pre-activity exercise with the existing activity.
5. Create a series of activities from the activity you built.

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Adapt

1. Adapt the method to a totally different topic.
2. Adapt the method to a different setting.
3. Adapt the activity to a bigger group.
4. Adapt the activity for an individual class.
5. Adapt the activity to a group that speaks a different language (cultural adaptation).

DID YOU KNOW?

The principle of Adaptation identifies more flexible ways to build the product while also making it more suited to the concept.

DID YOU KNOW?

The principle of Put to Other Uses identifies situations in which you can use the activity for aims other than the original purpose.

Put to Other Uses



1. Use an element from the activity for another purpose. What have we gained?
2. Change the target audience and adapt the level of activity accordingly. How?
3. Think of a different way to present the topic.
4. Who else could benefit from what we have created?

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Magnify/ Minify



1. Magnify one of the elements in the activity.
2. Minify one of the elements in the activity.
3. Put the emphasis on one specific subject or element.
4. Magnify or minify the frequency of the different parts in the activity.
5. What can we put more focus on to create greater value?

DID YOU KNOW?

The principle of Change (Magnify/Minify) changes the way we relate to what is more important or less important in the activity and transforms it accordingly.

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Eliminate



1. Simplify one part of the activity.
2. Eliminate a part of the activity. What will happen? Do you need something else to replace it?
3. Reduce the amount of activity time by half. What can you do in that time? And how can you still achieve the goals?
4. How can you make the activity more fun?

DID YOU KNOW?

The principle of Elimination removes ideas or elements of no value to the activity.



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Reverse/ Rearrange



1. Arrange the activity anew.
2. Reverse the students' thinking process.
3. What would happen if we run the activity from end to beginning?
4. What elements of the activity can we rearrange to change the order?



END

DID YOU KNOW?

The principle of Rearrangement/Reversal rearranges the component parts of the activity and examines whether, in doing so, we can create something new.