



CREATIVITY BOOT CAMP

I. BRAIN HEMISPHERES - LEFT

[WORKSHEET]

Left Brain:	Logical, Sequential, Rational, Analytical, Objective, Looks at parts
Calisthenic 1: (sequences)	(1, 2, 6, 42, 1806, _____) (18, 20, 39, 132, 635, _____)
Calisthenic 2: (math)	$\begin{array}{r} 13 \overline{)227} \\ 39 \\ \hline 12 \overline{)1750} \\ 24 \\ \hline \end{array}$ $\frac{3}{5} * \frac{5}{6} \qquad \frac{6}{9} * 21$ $3.14 * 28 \qquad 817 - 173$
Calisthenic 3: (analytical drawing)	



CREATIVITY BOOT CAMP

II. BRAIN HEMISPHERES - RIGHT

[WORKSHEET]

Right Brain: Random, Intuitive, Holistic, Synthesizing, Subjective, Looks at wholes

Calisthenic 1:
(brand names)

1. A health monitoring patch the user sets to ideal personal conditions: cholesterol level, daily calorie intake, vitamin C, etc. If the user attempts to ingest food or drink exceeding the programmed amount, medication is delivered making the user feel nauseous.
2. A multi-spectrum light, mounted in a public bathroom stall, that will illuminate living germs with bright green phosphorescence.
3. A Motion-powered MP3 music player that generates its power as you walk or jog.
4. Shoes, both cross training and loafers, with pneumatic pistons in them. They work like stair-steppers when you walk, magnifying the exercise effect of walking and helping with balance.

Calisthenic 2:
(color names)

Chosen theme: (_____)



CREATIVITY BOOT CAMP

IIb. BRAIN HEMISPHERES - RIGHT

[WORKSHEET]

Landscape 1:

Landscape 2:

Still Life 1:

Still Life 2:



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III. MEMORY CALISTHENICS

[WORKSHEET]

Visual sequence:
(like objects, remember color)

Number sequence:
(digits)

Object sequence:
(random object list)

Long Term Sequence:
(through repetition)



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IVa. CREATIVITY EXERCISES

[WORKSHEET]

Observing:

Abstracting:

Analogizing:

Stun gun	Termite mound
Gas powered trimmer	Elephant tusk
File cabinet	Owl pellet
Fruit cake	Bristlecone pine tree
Chain link fence	Poison ivy



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IVb. CREATIVITY EXERCISES

[WORKSHEET]

Physical Traits:

Items:

Strength/weakness:

Secret:

Empathizing:
(thinking and acting)

Knocking on a door to ask for help:

Seated at a large round dinner table with complete strangers:

Holding a newborn baby:

Someone accidentally drops a 2lb dumbbell on their foot:

Sitting on a rocking chair, alone in a room:



CREATIVITY BOOT CAMP

V. SPEED READING

[WORKSHEET]

"The school is not quite deserted," said the Ghost. "A solitary child, neglected by his friends, is left there still."

Scrooge said he knew it. And he sobbed.

They left the high-road, by a well-remembered lane, and soon approached a mansion of dull red brick, with a little weathercock-surmounted cupola, on the roof, and a bell hanging in it. It was a large house, but one of broken fortunes; for the spacious offices were little used, their walls were damp and mossy, their windows broken, and their gates decayed. Fowls clucked and strutted in the stables; and the coach-houses and sheds were over-run with grass. Nor was it more retentive of its ancient state, within; for entering the dreary hall, and glancing through the open doors of many rooms, they found them poorly furnished, cold, and vast. There was an earthy savour in the air, a chilly bareness in the place, which associated itself somehow with too much getting up by candle-light, and not too much to eat.

They went, the Ghost and Scrooge, across the hall, to a door at the back of the house. It opened before them, and disclosed a long, bare, melancholy room, made barer still by lines of plain deal forms and desks. At one of these a lonely boy was reading near a feeble fire; and Scrooge sat down upon a form, and wept to see his poor forgotten self as he used to be.

Not a latent echo in the house, not a squeak and scuffle from the mice behind the panelling, not a drip from the half-thawed water-spout in the dull yard behind, not a sigh among the leafless boughs of one despondent poplar, not the idle swinging of an empty store-house door, no, not a clicking in the fire, but fell upon the heart of Scrooge with a softening influence, and gave a freer passage to his tears.

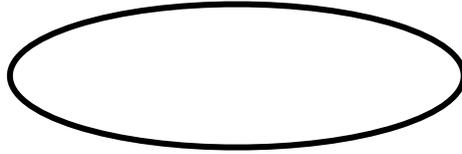
The Spirit touched him on the arm, and pointed to his younger self, intent upon his reading. Suddenly a man, in foreign garments: wonderfully real and distinct to look at: stood outside the window, with an axe stuck in his belt, and leading by the bridle an ass laden with wood.



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VI. MIND-MAPPING

[WORKSHEET]



Kingdom



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VII. Problem Solving - The Arc

[WORKSHEET]

You can take 10 items (people and/or gear) for your arc? Which will you choose? How will you make a new start for humanity?

Arc Inventory:

The Survival Tale:



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VIII. DESIGN PROBLEM

[WORKSHEET]

Restate the problem:

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Desired End State:

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Constraints:
(hint: start here)

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Wild ideas:

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Potential solution:

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IXa. LIMITED GAME BRAINSTORM 1

[WORKSHEET]

Name of Game:	
Board:	
Pieces:	
Randomizer:	
Play Style Objective:	
Bonus Constraint:	
Set Up: <i>(How do we set up for this game?)</i>	
Turn activities: <i>(What happens during a player's turn?)</i>	
Movement: <i>(How does movement occur over the board?)</i>	
Confrontation: <i>(How does movement translate into confrontation between players?)</i>	
Risk/Reward: <i>(What are the key R&R aspects?)</i>	



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IXb. LIMITED GAME BRAINSTORM 2

[WORKSHEET]

Quickplay overview: (goals/
actions)

Quick rules narrative:

Playtest observations:



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X. Creativity Assessment and Plan

[WORKSHEET]

Date:	
Strongest intelligence type:	
Weakest intelligence type:	
Strongest subject in school:	
Weakest subject in school:	
What are you an "expert" in?	
Do you have a real-world "Mastermind Group"?	
Do you exercise your body?	
Do you exercise your mind?	
Do you eat healthy food?	
Do you get enough sleep?	
Are you organized enough?	

Potential learning focus:	
Physiological opportunities:	
Creative opportunities:	