

# how to **accelerate** learning.

## A great activity for generating creative solutions



I love to get  
creative!



### **Creatively Different**

This activity is based on the old children's game of "Consequences". It can be used with a group of people or on your own, to generate lots of ideas around a particularly sticky problem.

As with all creative techniques, there should be some ground rules:

- Creativity techniques help you to think in a different way, so encourage that!
- Make sure everyone knows that they should not evaluate any idea (or roll their eyes when they hear it)
- Encourage the whacky, the impossible and the down right different, as these often turn into the best ideas

What you will need:

- A piece of paper (mark off roughly 11 lines on each paper) for each participant and a pen
- The list of 10 "consequences"
- The list of questions (1 between 3 or 4 people)
- Flipchart and pen
- A timer

Each piece of paper will have 10 answers on it and these will be used to generate ideas. Starting on the second line of the paper, ask the participants to think of a very upmarket store and write it down. Fold over the top line so that it hides the first answer. Pass the paper to the person sitting next to you in a clockwise fashion. Allow 30 seconds for each consequence.

Move onto the second consequence, participant write down the answer, fold over the paper and pass along until all 10 consequences are written down.

Now get each person to unfold their piece of paper and explain to them that they can work in groups of 3 or 4 to start with the exciting process of generating ideas.

Consider the problem and write it very clearly on a flipchart for everyone to see.

Now for each consequence read out the question and allow 3 minutes for the groups to generate a solution based on the question. They do not have to look at every consequence – encourage them to pool and then choose which one they will work on.

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Takes me back to  
my childhood ...  
consequences



### The 10 consequences

1. Think of a very upmarket store
2. If you won the lottery and you had to give away an amount, what would it be?
3. Think of someone famous for getting things done
4. A famous explorer
5. A famous inventor
6. A famous entrepreneur
7. An exotic location
8. A far away place
9. Your favourite holiday destination
10. Your favourite sweet treat

### The 10 Questions

1. Imagine you are in the store looking around, seeing all that they do well. What could you copy to help solve the problem?
2. If you had this amount of money to solve the problem what would you do with it?
3. Imagine if this person were to spend 2 weeks on this problem, how would they solve it?
4. Imagine if this person were to spend 2 weeks on this problem, how would they solve it?
5. Imagine if this person were to spend 2 weeks on this problem, how would they solve it?
6. Imagine if this person were to spend 2 weeks on this problem, how would they solve it?
7. Imagine the problem occurred in this place, how would the people here solve it?
8. You are at the airport about to leave for this place and have 30 minutes to spend on the problem. What is your best solution?
9. Imagine you are here and whilst sitting in a comfy chair you have a spare 2 hours to think about the problem. What solution would you come up with?
10. Your favourite sweet treat is awaiting you once you have 3 great ideas – list them.

The final part is that each group "donates" their favourites. The aim is to have 10 ideas overall and then you can start to evaluate and look at which are feasible. To the right is a sample of what the paper should look like.

