

# Critical and Creative Thinking



## The Family Edition

October 26, 2020

# Goals

- Introduce this week's CCT activities
- Revisit Habits of Mind
- Plant some new seeds for creative productivity





## Habits of Mind

The 16 Habits of Mind were identified by Dr. Bena Kallick and Dr. Arthur Costa in their research into how humans successfully face challenges. They describe a Habit of Mind as “having a disposition toward behaving intelligently when confronted with problems, the answers to which are not immediately known.” You can find more information online at the The Institute for Habits of Mind: <https://www.habitsofmindinstitute.org/>

**Persisting**

**Managing  
Impulsivity**

**Listening with  
Understanding &  
Empathy**

**Thinking Flexibly**

**Thinking about  
Thinking**

**Striving for  
Accuracy**

**Questioning and  
Posing Problems**

**Applying Past  
Knowledge to  
New Situations**

**Thinking and  
Communicating  
Clearly and Precisely**

**Gathering Data  
Through All  
Senses**

**Creating,  
Imagining, and  
Innovating**

**Responding with  
Wonderment and  
Awe**

**Taking  
Responsible  
Risks**

**Finding Humor**

**Thinking  
Interdependently**

**Remaining Open  
to Continuous  
Learning**

# This Week's CCTs

## Big Ideas

This week we revisit big ideas with a focus on **time**.



We will begin with the generalization that **time is measurement**. Can you list three ways that each of the items below can be measured by time?

- fashion
- music
- a road
- a painting
- friendship

## Questioning

The questions below are meant to be playful. By posing questions that don't have a right or wrong answer, we can develop the habit of taking responsible risks without thinking.

**Which month is:**

- *the most serious?*
- *the most playful?*
- *the happiest?*






**Would you rather be a:**

- microphone
- telephone
- megaphone
- xylophone



# This Week's CCTs

Visualization	Fluency, Flexibility, Originality, Elaboration
<p>Visualize yourself as an <b>enormous pile of leaves</b>. Describe your feelings as a group of three-year-olds comes screaming your way.</p> <ul style="list-style-type: none"><li>• What are you <b>seeing</b>?</li><li>• What are you <b>feeling</b>?</li><li>• What are you <b>thinking</b>?</li></ul> <p><b>Additional Ideas</b></p> <ul style="list-style-type: none"><li>• You are the last pumpkin at the pumpkin patch.</li><li>• You are a fire pit being used to make S'Mores.</li><li>• You are a hiking trail in the woods.</li></ul>  	<ol style="list-style-type: none"><li>1. Did you know October is National Pizza Month? Make a list of as many different pizza toppings as you can think.</li><li>2. Design a speciality breakfast pizza or dessert pizza.</li><li>3. Design a menu for your own pizza restaurant. Does it have a special theme? What will be the pizza you are famous for?</li><li>4. Create a 20-second advertisement to encourage customers to come to your new pizza restaurant.</li></ol> 

# Reminder about SCAMPER



## **S.C.A.M.P.E.R.**

S.C.A.M.P.E.R. is a model that helps us create unique thoughts, explore relationships, and search for new or different combinations. SCAMPER involves a variety techniques (**S**ubstitute – **C**ombine – **A**djust or **A**dapt – **M**odify – **P**ut to Other Uses – **E**liminate or **E**laborate – **R**everse or **R**earrange) that help to change and improve something by changing one or more parts of the original idea.

**Remember, you can S.C.A.M.P.E.R. any of these activities on the first page. This might make them more interesting and enjoyable to work on.**