

Critical and Creative Thinking for Families

(Volume 13)

→ Directions: Look over these activities and choose one (or more) that seem interesting to you.

Role-Audience-Format-Topic (RAFT)

Role	Audience	Format	Topic
a snowman	an inventor	a Lego design	a snowball fight
a wise reindeer	a school assembly	a song	aliens
Elsa from Frozen	a school bus filled with children	a multimedia presentation	hot chocolate
Jack Frost, or Old Man Winter	a mysterious chef	a recipe	snow days
a snow plow	a cranky penguin	a phone call	friendship

Questioning

Which **setting** is the most dangerous and why?

- In a polar bear's den
- On the top of Mount Everest
- on a runaway sled
- In a blizzard

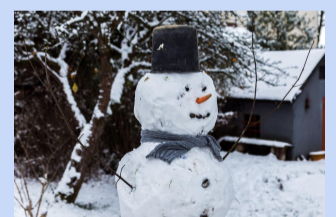
In that **setting** which would most want to have with you? Put these supplies in order from most important to least important.

- Warm clothing
- An oxygen tank
- A friend
- A flashlight
- A big stick

Making Connections

When we work to **make connections**, we explore the ways in which things might be related to one another.

Look at the images in the boxes below. What connections might you make between the three items? Explain why.



- How could these things be related?
- Which is most important?
- Which is most like you?
- Which picture connects to a favorite memory you may have?



Role-Audience-Format-Topic (RAFT)

A RAFT is an activity that provides students with opportunities to create products for certain audiences, based on specific topics, in a defined format, from a particular point of view. RAFT stands for Role – Audience – Format – Topic.



Questioning

Effective questions can support learners' efforts to explain, interpret, and apply what they know. Open-ended questions can increase interest and support the development of a range of critical and creative thinking skills.



Making Connections

When learners make connections, they explore relationships between new ideas, their daily lives, and the world around them. Making connections supports learners in their ability to create unique and original ideas.



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.