

Creativity is one of the most useful things that we can nurture and nourish in students. Creativity affects all areas of life and we use it to some degree every day. Some people are just better at it than others but all can be taught how to improve the creative thinking.

Let's expand the creativity of students and get creative juices flowing:

Creative Golfing (make something simple more complex and fun)

[https://www.youtube.com/watch?v=GRg15wV12XI&ab\\_channel=euronews%28inEnglish%29](https://www.youtube.com/watch?v=GRg15wV12XI&ab_channel=euronews%28inEnglish%29)

Gamification (using game thinking and game mechanics to solve problems adds zip and zest because most students can spend hours on games so why not harness that energy into using the creativity to create games not just play them)

<http://www.gamification.co/2011/10/27/intrinsic-and-extrinsic-motivation-in-gamification/>

Maze Designing (simple concept but can be done in endless ways)

<http://mazemaker.com/>

Rube Goldberg Design Contests (Rube Goldbergs are almost the starting point when people look for how creativity can be developed. Do the simple in the most complex way possible. Make it a fun thing. Be sassy and daring.)

<https://www.rubegoldberg.com/>

Breaking the Rules to Spur Creativity (most breakthroughs in any field quite often are dependent on somebody going against the norm or breaking rules. Encourage students to see things differently. Change and improve the rules. Don't just follow them mindlessly.)

<https://edisonnationmedical.com/how-breaking-the-rules-spurs-creativity/>

Creativity is Nourished by Conflict (many new ideas have come out of desperation and serious difficult situations. Conflict often forces people to stir their creative juices in order to survive or progress.)

<http://99u.com/articles/51164/creativity-is-nourished-by-conflict>

Looking at Life from Different Perspectives Stimulates Creativity (the important thing is to know the difference between giving someone an opportunity to be creative and teaching them how to be more creative and then having them practice what they learned. Many students are just given the opportunity.)

<http://www.news-gazette.com/news/local/2008-12-18/pilot-arts-program-spurs-students-creativity-social-skills.html>

Global Cardboard Challenge (the basics of this contest suggest that other simple products that would ordinarily become garbage could be changed into something else)

<https://cardboardchallenge.com/>

<https://imagination.live/resources-for-the-cardboard-challenge-and-2017-day-of-play-787a52c1b162>

Startup Competitions REALLY AMAZING. DONT' MISS THIS ONE. (don't be afraid of encouraging students to start a business or career at an early age. These competitions should be entered after students have creatively invented something, protected it, and are ready to have it venture into the marketplace. Maximize the motivation by having students present their inventions and possibly win incredible prizes and mentoring)

<https://grasshopper.com/blog/startup-competition-guide/>

Inventing as a Creativity Stimulator (inventing is perhaps THE most important thing we do in the world to improve life and add to the economy and wealth of nations and individuals. Inventions can be products and services so the possibilities are endless.)

DO NOT MISS THESE INVENTIONS LINKS. AMAZING CREATIVITY!!! AND THE IDEAS IN MANY CASES ARE SOOOOOO SIMPLE. WHY DIDN'T SOMEBODY THINK OF THEM SOONER????

<https://brightside.me/creativity-design/80-amazingly-creative-inventions-and-concept-designs-115305/>

TRIZ is a creativity model that just blows away all the competition. It is very detailed and demanding but that is what you want to give to students.

(see the recent articles on the right side. Lots of good stuff in there.)

<https://triz-journal.com/triz-what-is-triz/>

More on TRIZ

[http://www.triz40.com/aff\\_Principles\\_TRIZ.php](http://www.triz40.com/aff_Principles_TRIZ.php)

[https://www.mindtools.com/pages/article/newCT\\_92.htm](https://www.mindtools.com/pages/article/newCT_92.htm)



