88 CREATIVE TRAINING METHODS

- 1. Interview
- 2. Brainstorm ideas/alternatives
- 3. Use a case study
- 4. Create original awards
- 5. Debate an issue
- 6. Small-group or large-group discussion
- 7. Develop a chart
- 8. Develop an audiotape
- 9. Create a collage
- 10. Design a children's book
- 11. Design a cover for a book
- 12. Design a brochure
- 13. Write an essay program
- 14. Create a display
- 15. Participate in a learning game
- 16. Use guided imagery
- 17. Create a mind-map
- 18. Participate in or listen to a panel discussion
- 19. Reflect
- 20. Research a family tree
- 21. Initiate correspondence
- 22. Design games/puzzles
- 23. Keep a journal
- 24. Design a proposal
- 25. Write a memoir
- 26. Write an eulogy



27. Analyze a flag and create a new symbol

- 28. Write an editorial
- 29. Use a musical instrument
- 30. Create a design that expresses content
- 31. Design a flow chart
- 32. Construct a map
- 33. Write a last will and testament
- 34. Document an oral history
- 35. Design a poster



- 36. Report current events
- 37. Create a resume/cover for a character or real person
- 38. Design and collate a review of books
- 39. Write a poem
- 40. Use a study guide
- 41. Tell a story
- 42. Modify a recipe
- 43. Outline a research proposal
- 44. Create rules of etiquette
- 45. Develop a scrapbook
- 46. Coordinate a slide show
- 47. Author a short story
- 48. Create a time capsule
- 49. Design and implement a survey to fit a particular perspective
- 50. Adapt a biography
- 51. Invent song lyrics
- 52. Create a time line

88 CREATIVE TRAINING METHODS

- 53. Design an advertisement
- 54. Direct a videotape



- 55. Adapt to and reach an audience
- 56. Facilitate a process and result
- 57. Empathize with the odd
- 58. Create an insightful model
- 59. Pursue alternative answers
- 60. Disprove a common notion
- 61. Achieve an intended aesthetic goal
- 62. Reveal the limits of an important effect theory
- 63. Exhibit findings effectively
- 64. Successfully mediate a dispute
- 65. Polish a performance
- 66. Thoroughly rethink an issue
- 67. Lead a group to closure
- 68. Shift perspective
- 69. Develop and effectively implement a plan
- 70. Imaginatively and persuasively stimulate a condition or event
- 71. Thoughtfully evaluate and accurately analyze a performance
- 72. Make a novice understand what you deeply know

- 73. Judge the adequacy of a superficially appealing idea
- 74. Accurately self-assess and self-correct
- 75. Explore and report fairly on a controversy
- 76. Communicate in an appropriate variety of media or languages
- 77. Lay out cost-benefit options
- 78. Assess the quality of a product
- 79. Question the obvious or familiar
- 80. Graphically display and effectively illuminate complex ideas
- 81. Analyze common elements of diverse products
- 82. Rate proposals or candidates
- 83. Test for accuracy
- 84. Establish principles
- 85. Negotiate a dilemma
- 86. Make the familiar strange
- 87. Make the strange familiar
- 88. Argue the other side

