

Thinker's Keys

Creative thinking to generate novel ideas

Thinker's Keys are based on twenty question starters as keys to unlock creative thinking and generate novel ideas.

Thinker's Keys	Descriptor	Tick the keys your group tries
The Reverse	Places words such as 'cannot', 'never' and 'would not' in sentences which are commonly displayed in a listing format. e.g. List things you would never see in Australia.	
The What If	You can ask virtually any <i>What if</i> question (serious or frivolous)..	
The Alphabet	Compile a list of words from A to Z that have some relevance to a given category which features in the area of study.	
The Bar	The acronym - BAR can be used to improve on the design of everyday objects. B = Bigger, A = Add, R = Remove or Replace	
The Construction	A problem solving task that requires the creative use of limited quantities of everyday materials	
The Disadvantages	Choose an object or a practice, and list a number of its disadvantages. Then they list some ways of connecting or eliminating these disadvantages.	
Different Uses	List some widely different uses for a chosen object from an area of study.	
The Prediction	Predict possible outcomes to a set of given circumstances or a particular situation.	
The Picture	Draw a simple diagram which has no relevance to your area of study and then try to work out ways in which it could be linked with that area.	
The Ridiculous	Make a ridiculous statement that would be virtually impossible to implement and then attempt to substantiate it.	

Thinker's Keys	Descriptor	Tick the keys your group tries
The Commonality	Select two objects with little to do with each other and find points of commonality.	
The Inventions	Develop inventions which are constructed in an unusual manner or using unusual materials.	
The Alternatives	List ways in which to complete a task without using the normal tools or implements.	
The Question	Start with the answer, and try to list 5 questions that could be linked with that answer only.	
The Brainstorming	State a problem that needs to be solved and brainstorm a list of solutions.	
Forced Relationship	Develop a solution to a problem by considering the attributes of a number of dissimilar objects.	
The Combination	List the attributes of two unmatched objects, then combine the attributes to create a new or better product.	
Interpretation	Describe an unusual situation and then think of different explanations for the existence of that situation.	
The Brick Wall	Make a statement that could not generally be questioned or disputed, and then try to break down the wall by finding other ways of dealing with the situation.	
The Variations	Find many ways to overcome an obstacle or solve a problem.	

- Ryan T. (1990) *Thinker's Keys for Kids*. Woodridge, Qld: Logan West School Support Centre