“That’s so Random!”

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Creative Strategy:
The name of the strategy is Random Input and the objective of the strategy is to develop creative lateral thinking while helping students focus while brainstorming.

Context:
The activity is aimed at high school students in Language Arts/Foreign Language classes, but can also be used with younger students as well.

Activity:
Depending on goals students can be divided into groups or be working individually. After reading a story, minus the ending, each student must come up with an ending for the story. In order to brainstorm for the ending each student/group will receive a random word to brainstorm off of. There is no incorrect answer or connection to the randomly in pouted word.

1. Tell the students the objective of the lesson.
2. Read the Story minus the ending
3. Select the first random word from either a dictionary or pre-selected word bank that they find.
4. Let kids brainstorm attributions and associations with the word
5. Create an ending in based of the brainstorm
6. Discuss the different endings that they came up with and compare it to the original ending if you so choose.

Adaptations:
- Issues/Topics can come from any content
- Story can be a new story or lesson or one introduced before
- Strategy cab be used for general story telling or writing prompts
- If trying to connect specific vocabulary, you can have a pre-filtered vocabulary list
- Images can be used in place of words
- Use to solve math problems
- Do a case study comparing students response vs actual outcomes

Materials:
Dictionary or word bank, Story prepared, paper and writing utensils.

Resources:
Websites:
- http://creativiteach.me/creative-thinking-strategies/random-input/

Book(s)
- Teach your child to think – Edward de Bono

Article(s)
- http://www.sociology.org.uk/as4i3ri.pdf

Video(s)
- https://www.youtube.com/watch?v=_.7Uz52sH_M

Evaluation: