Creativity Lab 1: SCAMPER

Key Idea:
SCAMPER is an acronym that represents **S**ubstitute, **C**ombine, **A**dapt, **M**inimize/**M**aximize, **P**ut to another use, **E**liminate, **R**earrange/**R**everse. Basically this strategy asks a specific stream of "what if?" questions. You can use this to develop lesson plans as well as help students develop ideas. You could introduce this concept all at once or one letter at a time.

Try It Out:
1. Use SCAMPER to revise a breakfast food.

S	C	A	M
M	P	E	R

2. Apply it to a standard to help develop questions.

Your Standard:

Your Questions:

S	C	A	M
M	P	E	R

Content Connections:
1. Rewrite famous stories (Byrd). Adjust or combine stories you have read.
2. Combine history and music (Byrd).
3. Use SCAMPER to create meaningful questions for students. (Substitute: Could you use the Pythagorean Theorem with any triangle? Combine: How could you apply the PT in a different situation? Could you use it with a rectangle?)
4. Use SCAMPER to help students think of ways to improve products or ideas, to create inventions, to analyze historical or current problems and possible solutions.
5. In what ways might I improve my teaching techniques? How will I encourage students to use SCAMPER? How can we play with the concept or standard?

Your Content Ideas:

Resources:
1. Byrd website: http://www.byrdseed.com (Check out http://byrdseed.com/respondo/ for a fun tool for literature! Check out http://www.byrdseed.com/creativity-fridays-part-iii/ for a description of SCAMPER in problem development, specifically in science.)
2. Thinkertoys book and Thinkpac cards
3. For a video overview: http://www.youtube.com/watch?v=ue5sGtGb_i0, and for a written overview: http://litemind.com/scamper/.
4. SCAMPER the holidays. (http://engagetheirminds.wordpress.com/tag/s-c-a-m-p-e-r/)