
TABLE OF CONTENTS

Chart Title:	Page:
Creative Problem Solving Process.....	1-B..... 5
Creative Problem-Solving Assembly Line	2-A & B 6-7
Suggestions for Using this Book	8
Run-Through Example.....	Example A & B 9-10
What to Do with Peeky-Poo?	3-A & B 11-12
Terrible Tommy Toefoot.....	4-A & B 13-14
Down the Drain.....	5-A & B 15-16
My Friend Cyclops	6-A & B 17-18
How to Stop Nuthead?.....	7-A & B 19-20
Squeaky Shirley	8-A & B 21-22
The Weird World of Wumbas.....	9-A & B 23-24
Stopped at the Shops	10-A & B 25-26
The Undoing of Four-Fang.....	11-A & B 27-28
For Want of a Trip Slip.....	12-A & B 29-30
Not in the Lease.....	13-A & B 31-32
The Saga of the Sandspoon.....	14-A & B 33-34
Fabulous Freddie	15-A & B 35-36
The Case of the Messy Dwibble.....	16-A & B 37-38
Heart-throb	17-A & B 39-40
Nobody Notices Nerdferd.....	18-A & B 41-42
How to Have a Mindshower.....	19-A 43
Idea Evaluation Grid	19-B..... 44
User Guidelines for Evaluation Grid	20-A..... 45
Action Plans	20-B..... 46



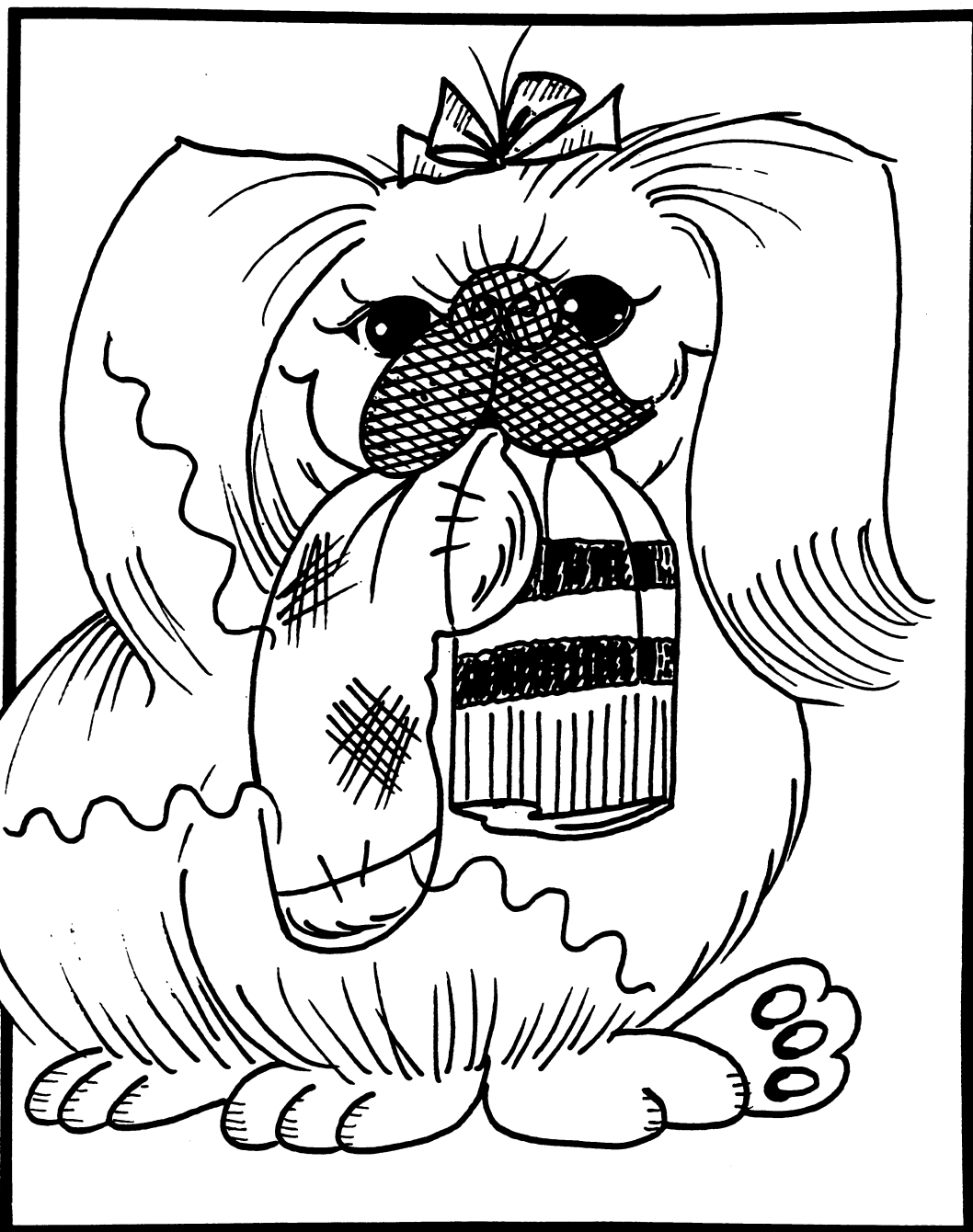
INTRODUCTION

The problem-centred thinking tasks contained in this book were prepared with a particular purpose in mind. By presenting whimsical problem situations, the authors hope that those engaged in the thinking tasks will be motivated to produce creative ideas that lead to the solution of problems.

The materials may be used in a variety of ways. Some of them are:

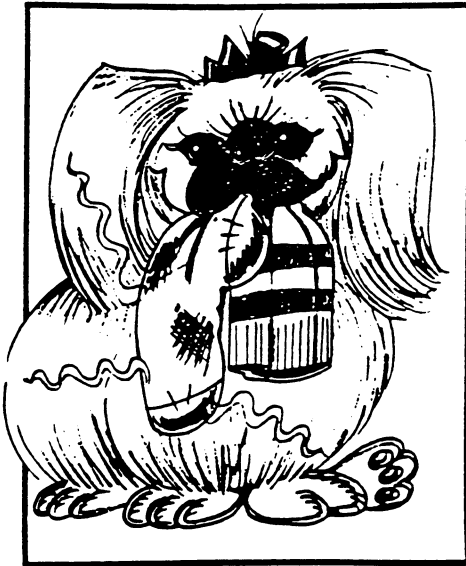
- Instructor-lead activity with small groups serving as teams.
- Learning Centre activity with individuals working on their own.
- Take-home activity with individuals working with selected others.
- Display material for generating student interest and motivation.
- Warm-up activity for problem-solving competition.

WHAT TO DO WITH PEEKY-POO?



Peeky-Poo, your family dog, has a terrible habit. She takes dirty, smelly socks from the laundry basket and places them in the laps of visitors.

WHAT TO DO WITH PEEKY-POO?



Data:

You have scolded and punished Peeky-Poo but she still maintains the habit. At times you have placed her in a closed room but she barks and makes it impossible to carry on a conversation in the living room.

When you place the dirty laundry basket on a table, she finds a way to knock it off and get at the dirty socks.

When dirty socks are sorted and placed inside of the washing machine, Peeky-Poo has found a way to open the door and get them out.

Your father is very upset with both you and Peeky-Poo and threatens to get rid of the dog if a reasonable solution is not found.

Problem Statement:

In what ways might I prevent the dirty sock problem from happening?

Idea Finding:

Make a long list of ideas that suggest possible solutions to the problem.

Solution Finding:

Enter your five most promising ideas on an evaluation grid and measure them with the given criteria.

Criteria:

Ease of doing.
Lasting effect.
Animal safety.
Family agreement.
Little cost.

Action Plan:

See chart 20-B. Select one or more of the given plans.

TERRIBLE TOMMY TOEFOOT



Barefooted, and using his toes to turn pages, Terrible Tommy cheats on tests.

TERRIBLE TOMMY TOEFOOT

The Mess:

Barefooted, and using his toes to turn pages, Terrible Tommy cheats on tests.

Data:

Tommy is the biggest, strongest, and meanest boy in class.

At test time he places his textbook on the floor beneath the chair in front of him. With his shoe and sock removed, he can turn the pages with his remarkable toes.

You don't want to be a tattler, but you want Tommy to stop cheating.

Tommy plans to go to college and so do you.

Students in your class really like the teacher.

Problem Statement:

In what ways might you cause Tommy to stop cheating on tests?

Idea Finding:

Extend your thinking, go far out for ideas that have promise of solving the problem. Come up with a long list of ideas.

Solution Finding:

Listed below are criteria to be used in the evaluation of your selected ideas. Use an evaluation grid to judge your ideas.

Criteria:

Avoids tattling.
Avoids a fight.
Ease of doing.
Immediate results.
Agreeable to Tommy.



Action Plan:

It may take some doing to put your idea into action. You will need to think it through each step of the way.

See chart 20-B.