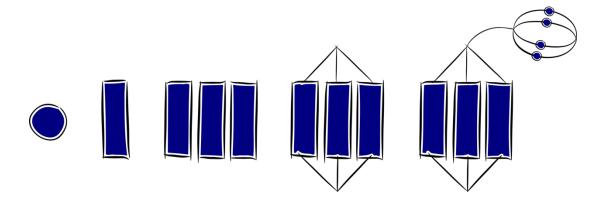
SOLO Taxonomy and Creative Thinking

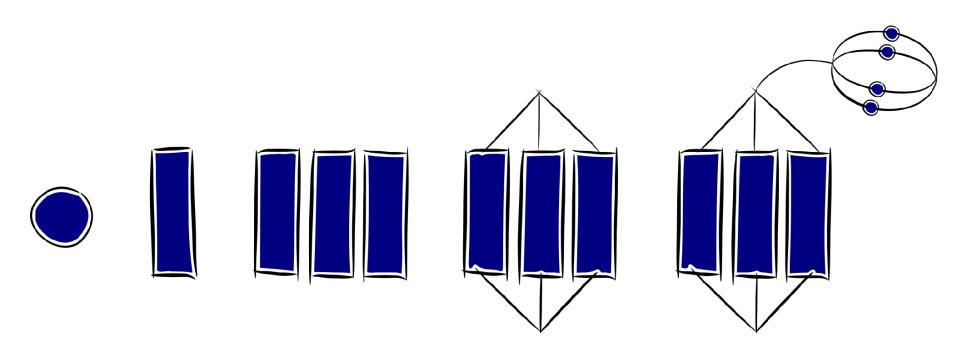
Pam Hook

www.pamhook.com





SOLO Taxonomy - Biggs and Collis 1982 The Structure of Observed Learning Outcomes

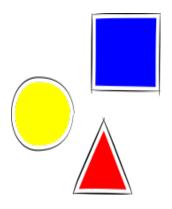




An act of liberation.

"... the defeat of habit by originality". Koestler (1970, p.98)





First, they [the characteristics of creativity] always involve thinking or behaving **imaginatively**.

Second, overall this imaginative activity is **purposeful**: that is, it is directed to achieving an objective.

Third, these processes must generate something **original**. Fourth, the outcome must be of **value** in relation to the objective.

National Curriculum in Action http://www.ncaction.org.uk/creativity/index.htm



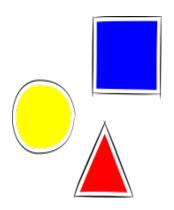
The creative person.

The creative process.

The creative **product**.

The creative environment.





The Creative Person

Challenges existing practice.

Questions everything.

Connects, connects, connecst.

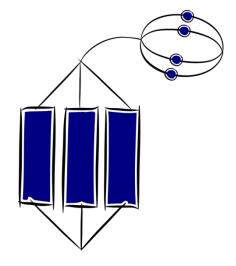
Finds patterns and sees relationships.

Imagines what might be.

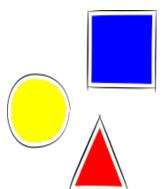
Explores ideas from different points of view.

Defers judgement and keep options open.

Critically reflects on content, process and product.







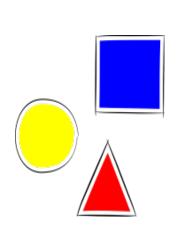
The Creative Process

Creativity, be it in humour, discovery, science, or the arts, is the result of a bisociative act.

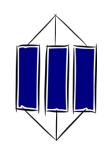
Is the result of juxtaposing two ideas that normally do not get thought of together.

Koestler (1970, p.98)

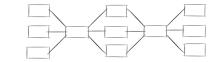




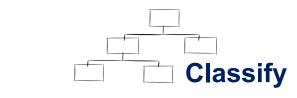
HOT Relational Maps: Juxtaposing ideas that do not normally get thought of together

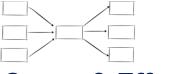




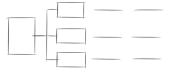


Compare & contrast





Cause & Effect



Analysis

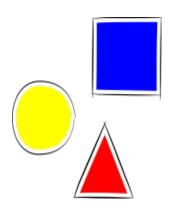


Analogy

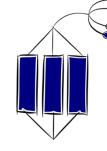


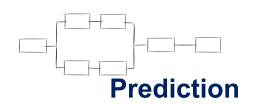
Juxtaposing ideas demands flexibility, and establishes an unstable equilibrium that leads to creative originality.

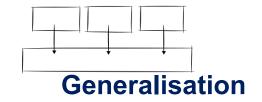




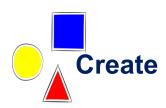
HOT Extended Abstract Maps: Thinking flexibly leading to creative originality.







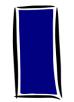


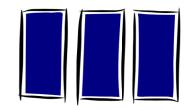




SOLO Taxonomy and HOT Maps and Self assessment Rubrics

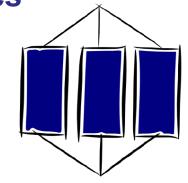


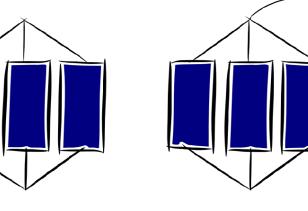


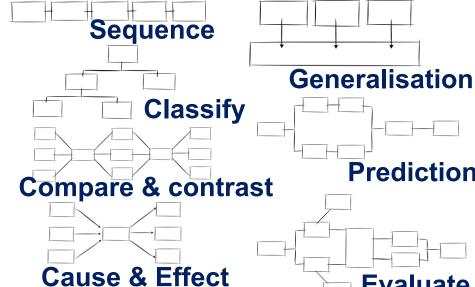














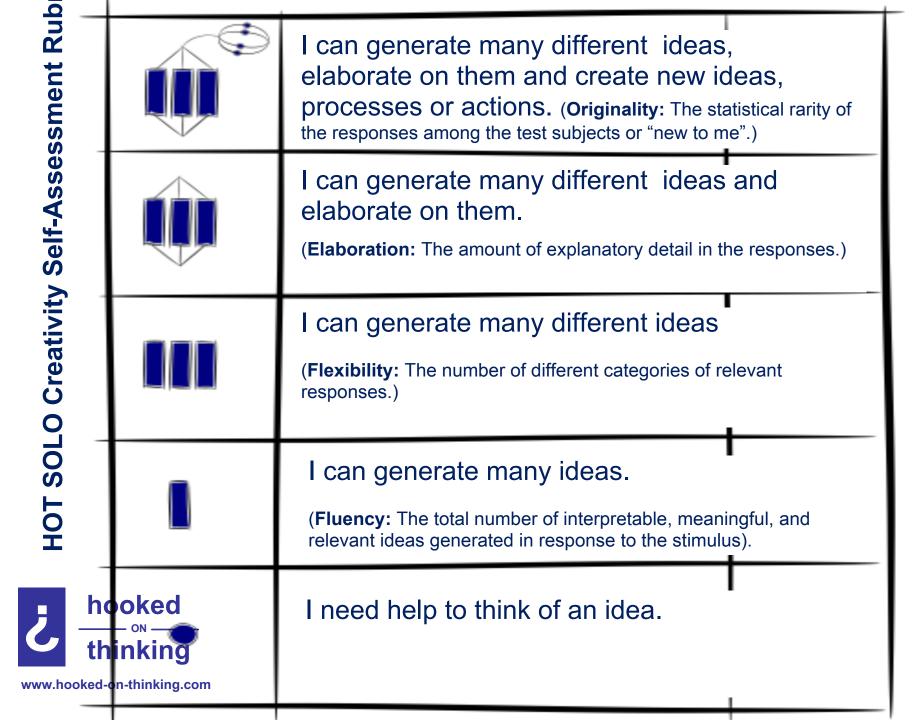






Prediction

Evaluate



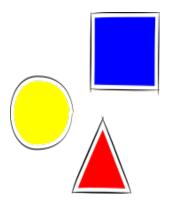
The Creative Product

"New to them thinking"

Originality and appropriateness

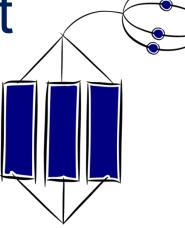
"In the eye of the beholder?"



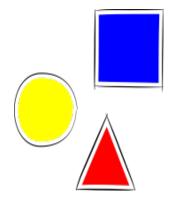


The Creative Environment

Is one where







- i) Brainstorming with categories
- ii) Fluency, flexibility, elaboration, originality -Torrance 1974
- iii) See Think Wonder Project Zero
- iii) Synectics: (Gordon 1961)
 - Define word
 - Similar -Direct analogies -words with similar meanings/
 - Feels like Personal analogies: What would it feel like to have the characteristics or traits of...?
 - Different Antonyms compressed conflicts: What words have the opposite meaning or characteristics?
 - Similar Direct analogy What words have the similar meaning (repeat step 2).
 - Synthesis Look at all four lists and find key words or phrases, expand on those to generate more.
 - Focus on a theme that may incorporate several elements based on the final list.
- iv) **SCAMPER:** (Bob Eberle) Substitute, Combine, Adapt, Modify, Put to another use, Eliminate, Rearrange or Reverse



transforming learning outcomes

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