BUILDABLE CHARACTERS

Practice separating Diverging and Converging

PREPARE

Sticky notes. That's it!



PROCEDURE

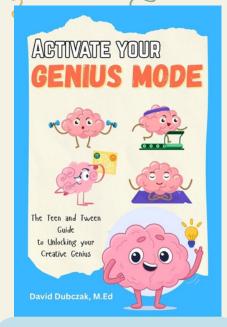
Steps 1-3 are done individually.

- 1. Set a time (~3-5 minutes). Have students use sticky notes to write down as many **NAMES** as possible. Encourage weird and wild. One name per note. Post them on a wall when finished.
 - a. Names can range anywhere from "Bob" and "Jose" to "Captain Wiggles" and "Bartholomew Merrywhether."
- 2.Set a time (~3-5 minutes). On sticky notes, come up with as many **CHARACTERISTICS** as possible. Encourage weird and wild.
 - a. Characteristics include physical characteristics, occupations, and anything exceptional. "Big, Orange, Officer"
- 3. Set a time (~3-5 minutes). On sticky notes, come up with as many **PROBLEMS** as possible. Encourage weird and wild.
 - a. Example problems are "Has too many friends," "Gets lost easily," "forgetful," "running late," "hates school," etc.
- 4. Post this on the board: "_____ the ____ who _____"
- 5. Let students search the board for names, characters, and problems they like. Play with mixing and matching.
 - a. "Bob the blue who is forgetful," "Captain Wiggles the onelegged who was running late," etc.
- 6. Write a short story about the character solving the problem.

GENIUS MODE CONNECTIONS

Creative thinking requires divergent thinking (creating choices) and convergent thinking (making choices). To be the most creative, it is important to do these two skills separately. We need to learn not to judge our ideas during the diverging phase; make lots of ideas, and then judge them.

That's exactly what this activity does! We make lists, and then we make choices. We can expand this type of thinking to solve problems in **nearly any context**, from writing to science to construction and engineering. **Activate your Genius Mode** gives readers tools to develop the right mindset for ideating, tools to ideate with more **fluency**, **flexibility**, **and originality**, and outlines a formal process for creating. The **Creative Problem-Solving Process** was developed by psychologists to encourage original ideas, separate diverging and converging, and evaluate ideas so that the most promising rise to the top as ready-to-implement plans.



Reviews Say:

Empowering, Entertaining, and Perfectly Designed for Tweens & Teens! "Activate Your Genius Mode is a creative powerhouse of a book that speaks directly to young minds in a way that's equal parts hilarious, encouraging, and deeply practical.

YOU NEED THIS BOOK! I feel this book will enable me to explain and get them to not be so afraid of giving a "dumb" answer... I loved this book and can NOT wait to use it in my classroom in just a few weeks!!"

John Hattie's research of educational practices shows Creativity Programs and Problem-Solving Programs can increase learning by more than one year per academic school year! Perfect for a method that can be applied to any subject.

Is smart something you're born with?

Genius isn't a birthright. It's a habit you can train.

Activate Your Genius Mode shows teens and tweens (and the adults who guide them) how to turn creativity from something you wait for into something you can do on demand. Drawing on brain science and proven psychology, this fast, practical guide teaches the three core skills every creative thinker masters:

- Divergent thinking to generate bold options
- Convergent thinking to choose the best ones
- · Planning to turn ideas into real results

Inside you'll find:

- A 30-day Creativity Bootcamp with bite-sized daily reps
- The Creative Problem-Solving (CPS) process, used by psychologists and innovators to get reliable ideas fast
- Activities, worksheets, and stories that make the science stick—and the practice fun
- Additional online free resources only for those who purchase the book, including printables, videos, lesson plans, and more.

You'll walk away able to beat blocks, make better decisions, and ship your best ideas—whether you're a student, teacher, parent, or professional problem-solver.

Creativity isn't something you're born with. It's something you build.

Open the book. Flip the switch. Activate your genius mode.