DIVERSE STIMULI GAME
Combining dislike ideas to promote originality

PREPARE

Students need a six-sided (or more) dice and writing paper.

Advanced level - plenty of sticky notes.

PROCEDURE

- Put students in groups of 3-5.
- Give a few minutes of thinking time to generate the **In-School List** - things within the school day that they know well (ex: "Cafeteria, lockers." Generate the same number of items as sides on the dice.
- Generate a parallel list, the **Out of School List** - things outside the school day they know well (ex: "Lawn mowing," "Tik tok."
- Students roll the dice twice to choose an item from each list.
- Students think of problems or frustrations with the items, and then combine the two items to make a new product that helps solve the problem. (Ex: Boring lunch line? Operate remote-controlled lawn mowing robots from the line. Broken lockers? Have the school start a Tik-Tok channel to raise revenue for replacing them.)
- Generate as many ideas as possible. Repeat as many times as desired.
- Advanced level: Sort ideas to find the most novel, original, & practical.

GENIUS MODE CONNECTIONS

We can increase the novelty and originality of ideas by using dissimilar or unusual stimuli. Saying "Find ways to improve the cafeteria" may not inspire the most creative solutions. Asking students to combine "Cafeteria" and "Lawn mowing" will inspire more novel ideas.

When looking for creative ideas to solve problems, **quanitity breeds quality**. More ideas leads to more better ideas. In order to find one really good idea, we often must sift through 30 or more so-so ideas. This is a technique to increase the overall number of ideas, in the hope that a few of them may be truly promising. **Activate your Genius Mode** explains the process in more detail, the neuroscience behind what happens when ideating, and intentional group work processes to find, evaluate, and implement solutions.

This was a low-stakes sample of **Ideating** from the **Creative Problem Solving Process,** developed by psychologists to reliably generate unique ideas on-demand, broken down for kids in the **Genius Mode** book.

ACTIVATE YOUR GENIUS MODE

The Teen and Tween Guide to Unlocking your Creative Genius

David Dubczak, M.Ed
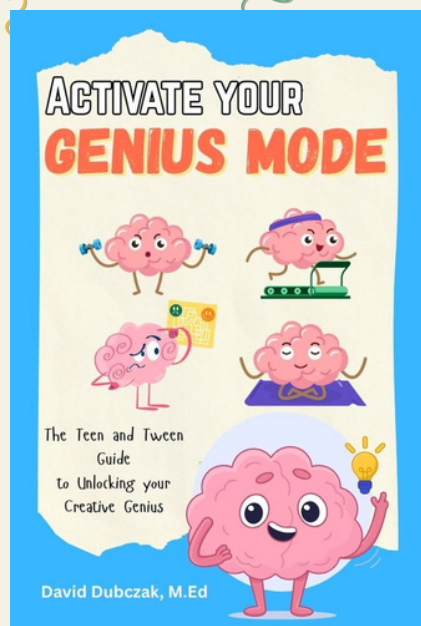
Reviews Say:

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.

Buy at www.DavidDWriter.com/GeniusMode