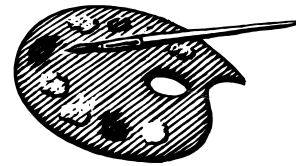


## 88 CREATIVE TRAINING METHODS

1. Interview
2. Brainstorm ideas/alternatives
3. Use a case study
4. Create original awards
5. Debate an issue
6. Small-group or large-group discussion
7. Develop a chart
8. Develop an audiotape
9. Create a collage
10. Design a children's book
11. Design a cover for a book
12. Design a brochure
13. Write an essay program
14. Create a display
15. Participate in a learning game
16. Use guided imagery
17. Create a mind-map
18. Participate in or listen to a panel discussion
19. Reflect
20. Research a family tree
21. Initiate correspondence
22. Design games/puzzles
23. Keep a journal
24. Design a proposal
25. Write a memoir
26. Write an eulogy
27. Write an editorial
28. Use a musical instrument
29. Create a design that expresses content
30. Design a flow chart
31. Construct a map
32. Write a last will and testament
33. Document an oral history
34. Design a poster
35. Report current events
36. Create a resume/cover for a character or real person
37. Design and collate a review of books
38. Write a poem
39. Use a study guide
40. Tell a story
41. Modify a recipe
42. Outline a research proposal
43. Create rules of etiquette
44. Develop a scrapbook
45. Coordinate a slide show
46. Author a short story
47. Create a time capsule
48. Design and implement a survey to fit a particular perspective
49. Adapt a biography
50. Invent song lyrics
51. Create a time line
52. Analyze a flag and create a new symbol



## 88 CREATIVE TRAINING METHODS

53. Design an advertisement

54. Direct a videotape



55. Adapt to and reach an audience

56. Facilitate a process and result

57. Empathize with the odd

58. Create an insightful model

59. Pursue alternative answers

60. Disprove a common notion

61. Achieve an intended aesthetic goal

62. Reveal the limits of an important effect  
theory

63. Exhibit findings effectively

64. Successfully mediate a dispute

65. Polish a performance

66. Thoroughly rethink an issue

67. Lead a group to closure

68. Shift perspective

69. Develop and effectively implement a plan

70. Imaginatively and persuasively stimulate a  
condition or event

71. Thoughtfully evaluate and accurately  
analyze a performance

72. Make a novice understand what you  
deeply know

73. Judge the adequacy of a superficially  
appealing idea

74. Accurately self-assess and self-correct

75. Explore and report fairly on a controversy

76. Communicate in an appropriate variety of  
media or languages

77. Lay out cost-benefit options

78. Assess the quality of a product

79. Question the obvious or familiar

80. Graphically display and effectively  
illuminate complex ideas

81. Analyze common elements of diverse  
products

82. Rate proposals or candidates

83. Test for accuracy

84. Establish principles

85. Negotiate a dilemma

86. Make the familiar strange

87. Make the strange familiar

88. Argue the other side

