

## Course Outline: Day 1

### Introduction to Creativity

- Innovation, Invention, Creativity, Critical Thinking; what are the differences and how do they apply?
- The key to identifying and understanding the problem at hand.
- Create a template-driven problem statement

**Activity:** Breakout room exercise identifying problems in their industry that requires creative problem solving, creating a problem statement, & teams will use this for remainder of workshop to produce creative solution.

### Adopting a Growth Mindset for Creativity

- The difference between a fixed and growth mindset, and what it means for creative problem solving
- How growth mindset can benefit you at work

**Activities include** Completing a self-evaluation to identify strengths in adopting a growth mindset and establish a plan to improve the weaker area.

**Breakout room:** Peer coaching on developing weaker areas of growth mindset

### Introduction to Creative Problem-Solving Frameworks

- Introduction to the 4 creative problem solving principles
- The role of other innovation frameworks such as Design Thinking, Agile and Learners Model. How to decide which one to use?
- Why is there a sudden need for human-centered design to workplace problems?
- Balancing divergent and convergent thinking

**Activities include:** Case studies of Design Thinking and Agile applications. Group exercise in main room for exploring divergent and convergent thinking.

## Ideate Creative Solutions

- 7 guiding principles of brainstorming
- Rapid ideation exercises that can be applied for any challenge
- Learn how to converge your ideas and evaluate the optimal choices

**Activities include:** Teams will ideate individually, and then work in Breakout Rooms to share ideas and select their top 1-2 ideas to prototype.

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## Course Outline: Day 2

### Prototype & Presentation Solutions

- Sketch out a visual representation of the selected ideas in more detail
- Teams will present their ideas and receive feedback on their proposed solutions using a template.

**Activities include:** Teams will build or sketch a representation of their selected ideas in more detail and present ideas.

### Idea to Implementation

- Moving from idea generation to organisation implementation. What happens after you generate great ideas?
- Common challenges faced when using creative frameworks, and how to overcome them.
- Creating a (work)plan to apply selection solution to your problem

**Activities include:** group discussions on taking an idea through to implementation.

### Critical Thinking and Identifying Root Causes of Problems

- Why critical thinking is an in-demand skill
- The RED model of critical thinking
- Logical versus non-linear thinking
- Identifying and recognizing problems to be solved through critical thinking
- Establishing the root cause of problems

**Activities include:** discussions on critical thinking and recognising problems.

## Decision-Making Solutions

- Decision Matrix Analysis
- OODA Loops for Decision Making
- Making Decisions while Under Pressure
- Removing Bias and Group Thinking from Decision-Making

**Activities include:** discussions on decision-making and removing bias.

## Final Team Building Activity

A finale team building game on decision-making

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