

What is Big Little Thinking (BLT)?

Big Little Thinking (BLT) is a framework for critical, consilient, and creative thinking through wild and wicked problems.

Problems can be big problems such as the challenges of artificial intelligence, mass migration, social media, authoritarianism, and inclusive education. Or they can be small problems like whether to leave the toilet seat up or down.

Such problems can be characterised by uncertainty, complexity, tensions, and trade-offs. BLT encourages thinking both-and-either-or-neither-nor-more-less in between and beyond the poles of problems.

The BLT framework includes:

- Principles for Thinking
- · Ways of Thinking
- Units for Thinking
- Dimensions for Thinking
- Domains for Thinking
- Developments for Thinking
- Processes for Thinking
- · Activities for Thinking
- Applications for Thinking
- Artefacts for Thinking

The **Big Little Window (BLW)** is a visual representation of the BLT framework. The BLW can be mapped onto a range of artefacts to facilitate thinking through wild and wicked problems. The structure of the BLW supports circling, squaring, and centring a problem.





The BLT Process

NAME the problem



Initiate: Stimulate and select a topic and an associated problem.

Populate: Source and share knowledge, experiences, and opinions on the problem.

FRAME the problem



Investigate: Explore the dimensions, domains, dynamics and developments of the problem. Use the Big Little Window (BLW) to Circle, Square and Centre the Problem.

TAME the problem



Ideate: Imagine possible solutions
Create: Create a practical solution
Actuate: Implement a solution
Evaluate: Review the solution

Iterate or Disrupt: Repeat or adapt the process or reconceptualise the

problem

CIRCLE the problem



Use the BLW circle to identify and investigate tensions (i.e. zygos) in neutral forms (e.g. Left-Right, 0° and 180°)

SQUARE the problem



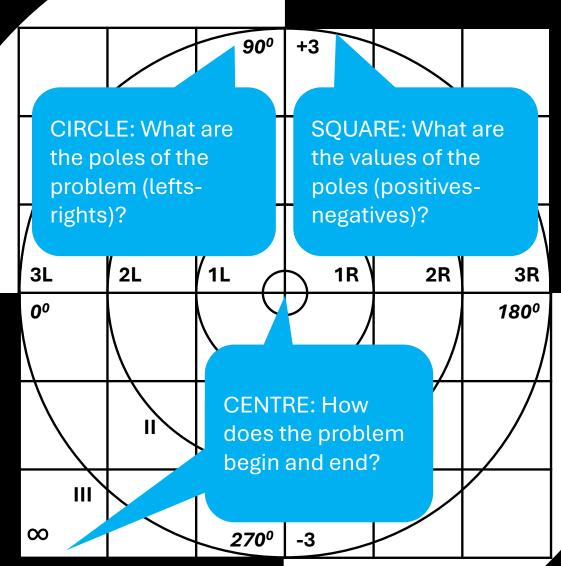
Use the BLW square to identify and investigate tensions in positive and negative forms (e.g. Left +, Left -, Right +, Right -)

CENTRE the problem



Use the BLW centre to identify and investigate the beginnings and ends of the tensions of the problem.





Big Little Window

