

BIG LITTLE

CRITICAL



CONSILIENT

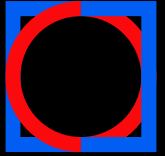


CREATIVE

THINKING



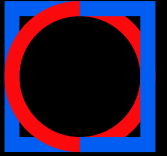
What is Big Little Thinking (BLT)?



Big Little Thinking (BLT) is a framework for thinking and teaching *through* ‘wicked, wild and tangled’ problems.

- BLT is a critical, consilient and creative way to approach problems and solutions.
- BLT is a systems approach based on the recognition and reconciliation of tensions between ‘opposites’ in dynamic contexts.
- BLT introduces a unique concept – the *zygo* – to facilitate thinking *both-and-either-or-neither-nor-in between and beyond*.
- BLT can be understood and applied in simple or complex ways that suit almost any stage or age of learning.
- The BLT framework explores Units, Dimensions, Domains, Dynamics, and Developments for thinking through real-world problems.
- The BLT framework is represented by an artefact - the ‘Big Little Window (BLW)’ that can be used to think through problems.

The Big Little Window (BLW)



The **Big Little Window (BLW)** is an artefact that can be used to apply the BLT framework to a range of problems. The BLW explores problems through dimensions of:

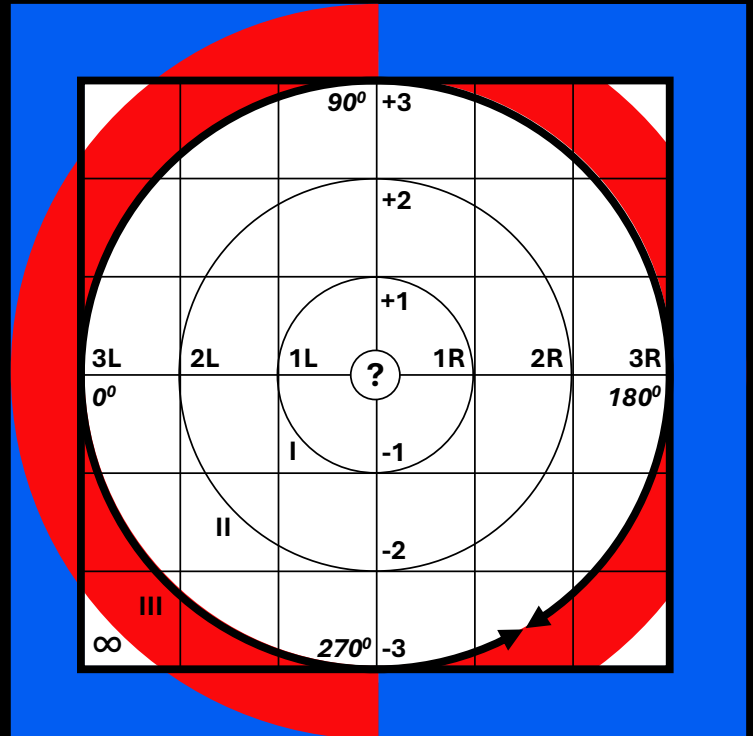
- Matter (Left-Right)
- Meaning (Positive-Negative)
- Meta (Everything-Nothing)

In

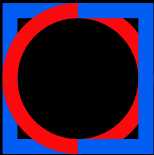
- Space (Near-Far)
- Time (Past-Future)

With shared

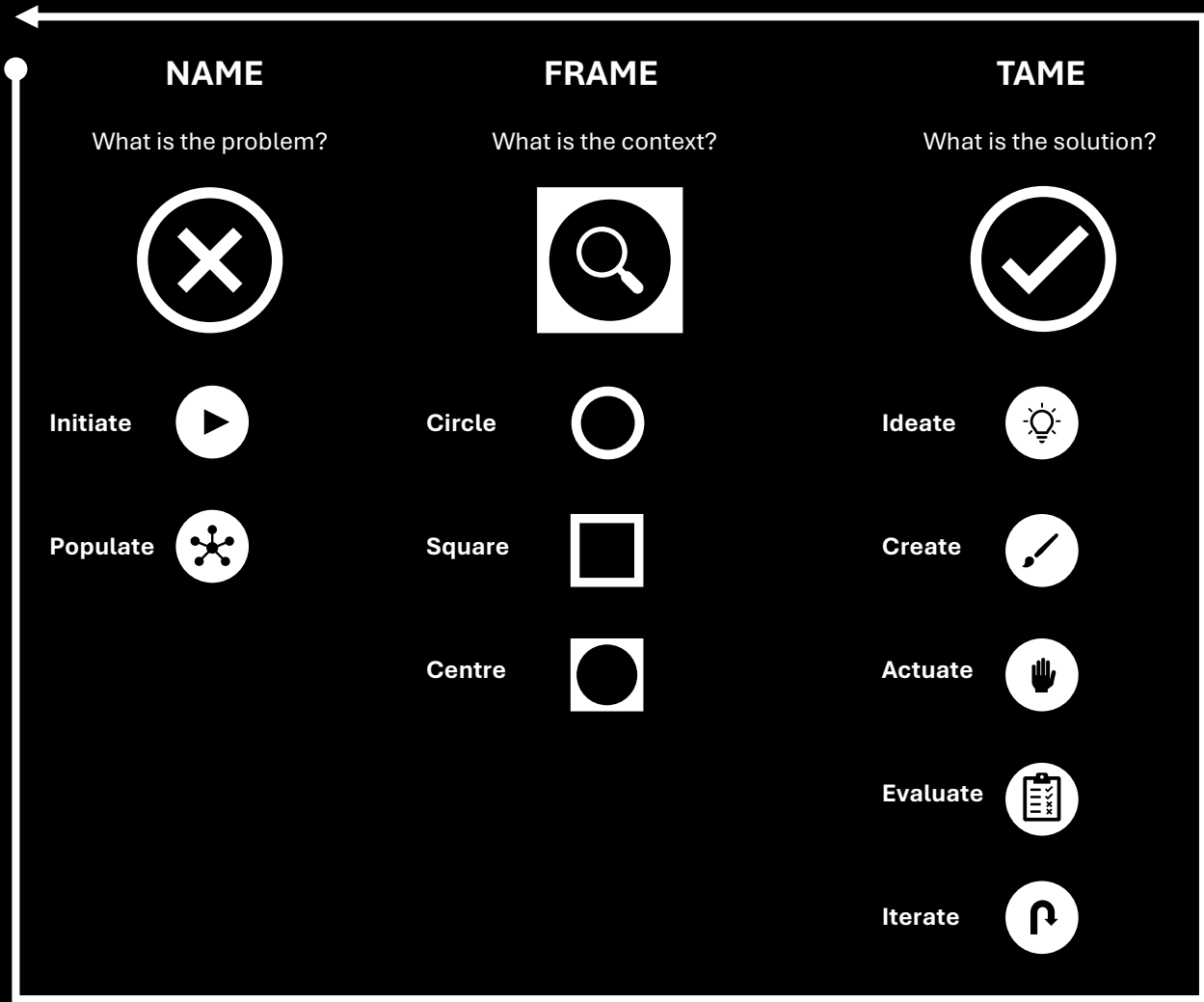
- Facts (True-False)



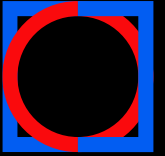
The BLT Process



The **Big Little Thinking (BLT) Process** provides an adaptable way to think and teach through a range of problems.



NAME: What is the Problem?



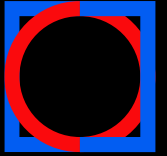
Initiate: Choose a topic and select a problem



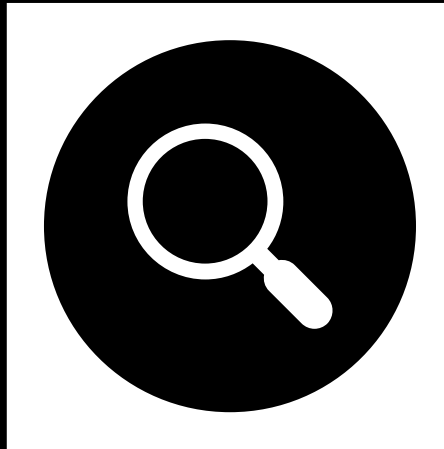
Populate: Share experiences and opinions of the problem



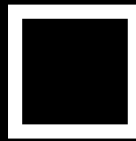
FRAME: What is the context?



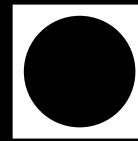
- **Investigate:** Use the BLW to explore the units, dimensions, domains, and dynamics of the problem.



Circle the Problem

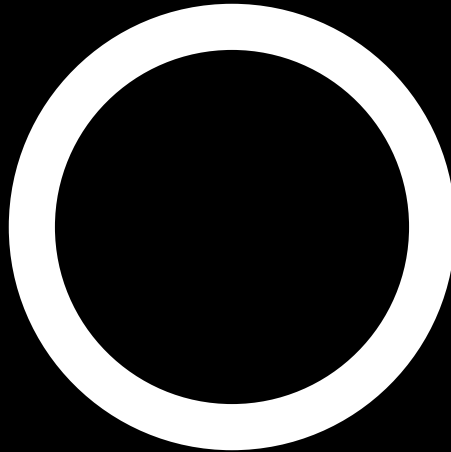
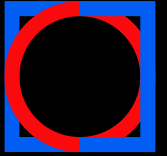


Square the Problem



Centre the Problem

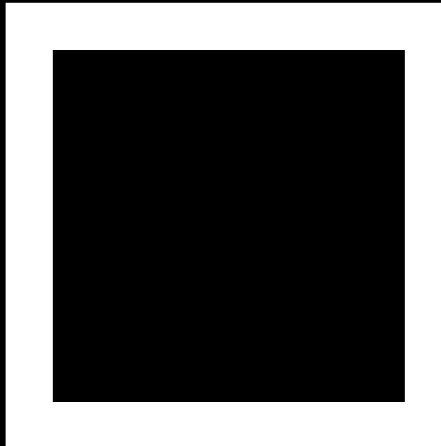
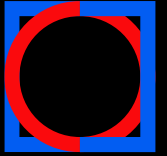
... *Circle the Problem*



To *Circle the Problem* is to identify the most significant tensions (i.e. dyads, poles, or zygotes) that are relevant to the content of a problem.

- What are the problem's lefts and rights?

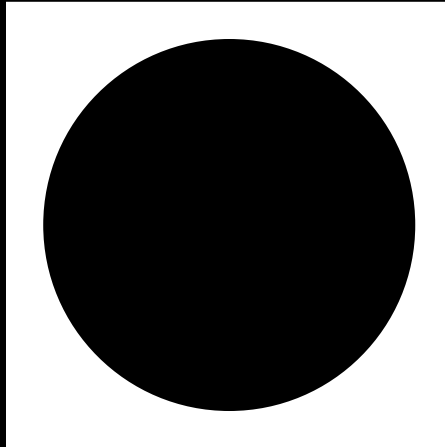
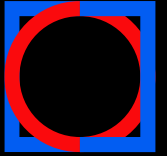
. . . *Square the Problem*



To *Square the Problem* is to represent judgements about the value and truth of the matter that give it meaning.

- What are the problem's positives and negatives?
- What are the problem's truths and falsehoods?

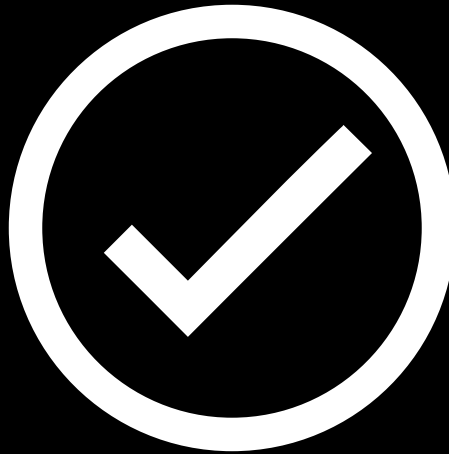
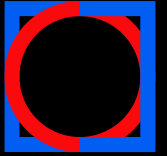
. . . *Centre the Problem*








To *Centre the Problem* is to explore its ultimate beginnings, endings, and developments that make sense of its matter and meaning.

- What is the past of the problem?
- What is the future of the problem?

TAME: What is the solution?



-  **Ideate:** Imagine possible solutions to the problem.
-  **Create:** Create practical solutions for the problem.
-  **Actuate:** Implement solutions to the problem.
-  **Evaluate:** Review and evaluate the solutions to the problem.
-  **Iterate or Disrupt:** Repeat the process, change the process, or re-frame the problem.