

**Think Like
An Innovator**

Object SCAMPER



Second Grade

Materials

30 different objects, numbered
bag to hold objects
SCAMPER poster
object key showing objects with numbers
tally sheet
timer
The Turn-Around, Upside-Down Alphabet Book

Objectives

Identify creative thinking skills including fluency, flexibility, elaboration, and originality.

Time

35 to 45 minutes

Intro: Whole Group (10 minutes)

Describe innovators and discuss examples of innovations in our world. Read pages from *The Turn-Around, Upside-Down Alphabet Book* to illustrate flexible thinking that leads to innovation. Display the SCAMPER chart and explain these flexible thinking strategies that can lead to innovation*: Substitute, Combine, Adapt, Modify (maximize/minimize), Put to another use, Eliminate, and Rearrange. Take a couple of extra objects and, as a class, brainstorm ways to creatively combine the objects using SCAMPER strategies— what if one was bigger? What if you rearranged one object, how would they work together now? Etc.

*Option: cover some examples on the poster and ask students for ideas on how to change the original object displayed. Then share the printed example. This gives students time to practice the strategy as a group before attempting it on their own.

Flexible Thinking - Cooperative Work in Pairs (10 minutes)

Have each student reach into the bag of objects and, without looking, pull out one object. Pair students by number 1 and 2 together, 3/4, 5/6, etc. Provide pairs 5 minutes (make timer visible) to think of as many different possible ways to combine their objects for new uses. Remind them to look at the SCAMPER chart and consider the SCAMPER thinking techniques.

Idea Sharing – individual and group participation (20 minutes)

An important step in innovating is sharing your ideas. In pairs, you combined your objects and shared ideas to innovate and create something new. We're going to see how many innovative ideas we can come up with for each pair of objects. In order by the object number, call each pair of innovators to share their ideas for the objects. Allow each pair of innovators a maximum of one minute to share all of the ideas for the object and 30 seconds for ideas from the group. Using the tally sheet, keep track of the number of new ideas for each object (or make this a student job).

Closure ~ (5 minutes)

Look at the tally sheet. Which object pairs had the most innovative ideas? Why? Which had the least? What new ideas surprised you? How did you work together to innovate? Are there any innovations from today that you would like to use? Do you have any innovative ideas for your classroom? When we use flexible thinking to combine familiar objects, we can come up with new ideas that might be useful to others. Keep up the flexible thinking, Innovators!

Vocabulary~

Innovator ~ n. a person who introduces new methods, ideas or products.

Flexible thinking ~ n. openness to different perspectives and ideas

SCAMPER ~ n. acronym for seven flexible thinking techniques: Substitute, Combine, Adapt, Modify (maximize/minimize), Put to another use, Eliminate, and Rearrange.