### iThink Activity

### Objectives:

- 1) Participate in discussion about thinking skills and processes.
- 2) Self-assess personal ability levels: creative, critical problem solving, leader, group, work.
- 3) Generate ideas to resolve a problem.
- 4) Describe and illustrate apps to improve thinking skills in areas of personal need.
- 5) Create a product to be shared with an authentic audience.
- 6) Create and use a rubric to evaluate a product.

### Materials:

"stellar thinking" list, list of thinking skills, temperature page, iThink acitivty page, black construction paper, white crayons, blank index cards (cut in half), glue sticks, scissors, colored pencils

### Directions:

- 1. Discuss thinking skills collection [Thinking Skills]. Discuss "stellar thinking" [Thinking Habits].
- 2. Complete self-evaluation: "thinking temp" page w/ colored pencil.
- 4. Begin iThink Activity:
  - a) Identify areas of personal need left column of iThink page.
  - b) Explain/present sample product and create rubric.
  - c) Generate ideas for apps.
    - Focus on description and then name the app something "appy".
    - Think about what the thinking skill or habit IS and what you'd need to do it BETTER.
  - d) Create a symbol for the app sketch in tile on activity page
- 5. Follow directions to create "iThink Phone" model.

# SCARPER MIN

The thinking skills we use when we need to be creative - when we think of ideas, make improvements, and create solutions to problems!

### SUBSTITUTE

To take one thing or part away and put something else in its place.

Combine To put two <u>or more</u> things or ideas together <u>to create something new</u>.

## Adapt

To change something significantly so it can be used in a specific situation.

COOPER? To make a small, usually decorative, change to something.

### Magnify

To make something or some idea bigger or more.

Minify

To make something or some idea smaller or less.

# Put To Other Uses

Use something in a way that it wasn't meant to be used.

# elininate

To remove something or a part of something or idea without replacing it.

### rearrange

To move the parts of something around without losing or adding any parts.

### Reverse-esreveR

To change something so that what it does or the way it works is backwards/opposite.

Other creative thinking skills:

Elaborate

Exaggerate

Synthesize

# ELLER CALLAT LESIGED

Critical Thinking is the thinking we use when we need to figure something out, work with information, or solve a problem. The list below is not all... there are more!

## **COMPARE** Identify similarities or differences between items.

## Classify

Arrange objects or information into groups based on similarities.

**Prioritize** Create an order for information or ideas so that the most important is identified.

## Separate Break information or ideas into component parts to isolate their attributes.

## Hypothesize

Suggest an idea or theory, often about the "why or how" of an event.

## Symbolize

Generate a simple (usually drawn) representation of an idea or event.

## Associate

Find connections or related elements between ideas or situations.

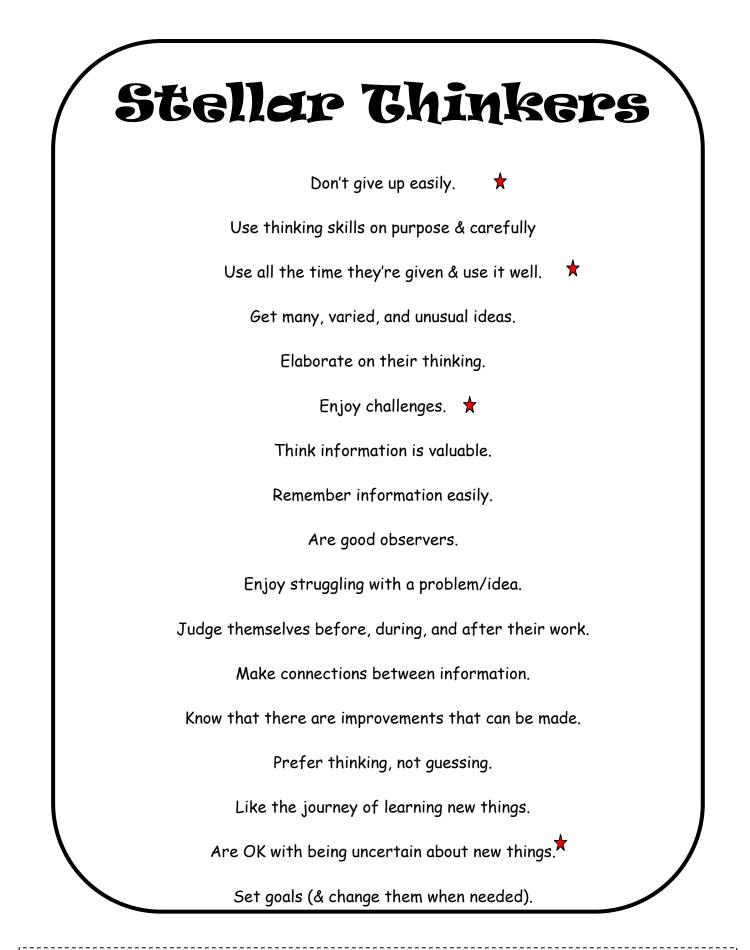
### Analyze

Examine carefully, especially the essential parts of an object or information.

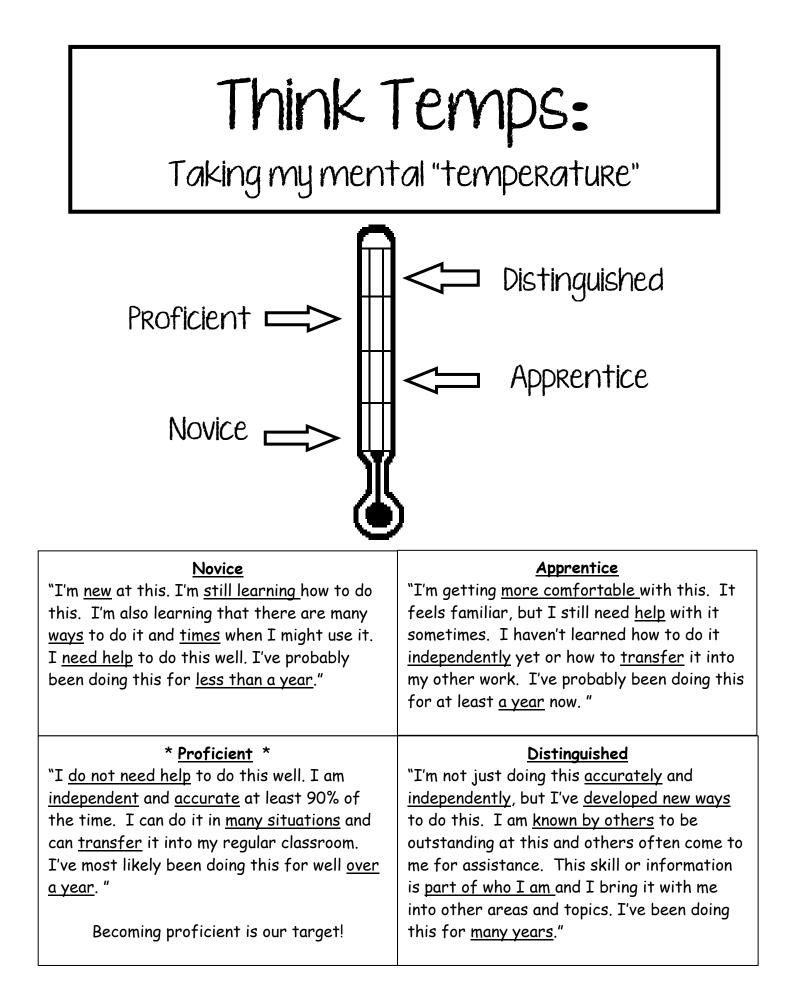
## Evaluate

Judge the worth or value of an object, product, or idea based on criteria.

Need more? OBSERVE Clarify Question Investigate Generalize Draw Conclusions Error-finding Prioritize Interpret Problem Solving Steps

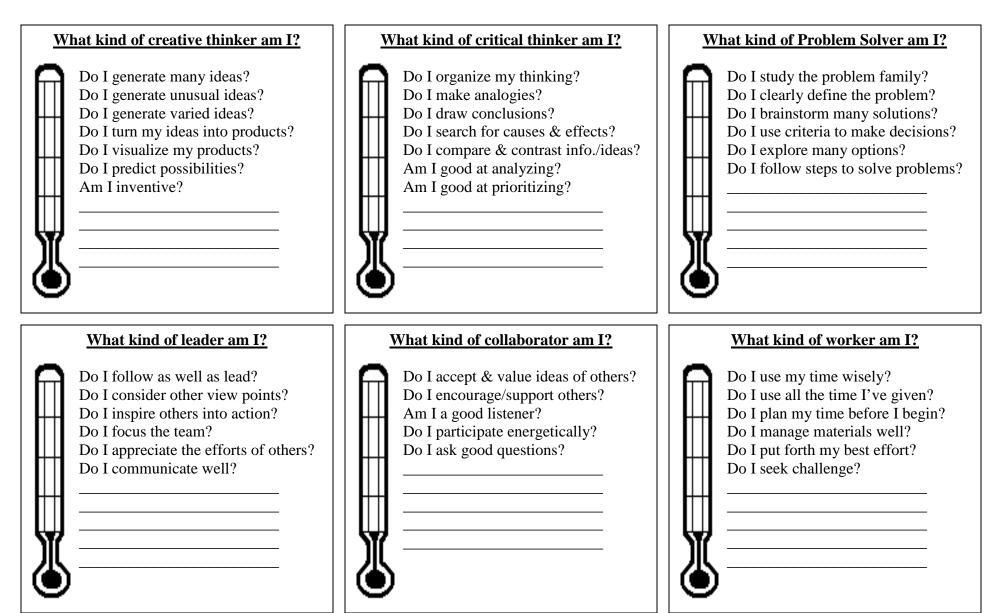


<u>Copyright:</u> The Good-vs-Poor Thinking comparison has been around for quite some time. I'd love to reference it, but it's been duplicated and reinvented so often, the seminal work is eluding me. I assume that the original author's intention was to inform others, so I feel fairly confident in passing this version along with a tip of the copyright hat to the mysterious creator. I'll keep looking. In the mean time, this is a Miss Kelly's Class modification of one of the many pre-existing charts.



Date: \_\_\_\_\_

# Taking My Temperature



Date:

## THINK

<u>Directions</u>: In the space to the left, create a list of thinking skills or habits – to begin, <u>identify</u> those which you feel you need to improve upon (aim for 4). In the space to the right, invent an "app" that you think would help train you (or others) to get better at that particular thinking skill. Give it a name and describe what it does, how it works, etc. Finally, create a quick sketch of the app tile for that app. When you've created at least \_\_\_\_\_\_ apps, you can create your iThink device!

Thinking Skills I Can Improv	Name and Description (be specific about how it will help yo	Sketch of App Tile
• 		


Model of iThink product:

