

TEAM S-S-S: CREATIVE THINKING

OBJECTIVES:

- To use the creative thinking process
- To build a spirit of teamwork in groups and informal platform skills

PROGRAM PREPARATION:

Approximately two weeks before this program, the Education Director should meet with the Education Committee to plan the presentation of this program. Prepare index cards (5 x7) with random ‘nonsensical’ acronyms (3-4 letters per acronym). For example, ‘PDHS’, ‘RNT’, etc.

Prepare supplies:

- 1 poster board or piece of flipchart paper per team of 3-5 people.
- Markers for each team (crayons, etc. will work as well)
- OPTIONAL: Prepare instructions for activity on flipchart prior to workshop
- FUN OPTION: Depending on your chapter’s budget, you may want to distribute certificates and/or some other fun prize for the winning team.

PROGRAM:

TIME:	WHO:	WORKSHOP STEPS:
1 minute	Lead Facilitator	1. Introduce this topic by explaining that creativity is what stimulates new ideas but often we don’t engage in it frequently enough because we can get cut into thinking that ‘It’s always been this way, so why change?’ This activity will help us to break out of that box and see how we might contribute to our chapter in new and different ways!
	Lead Facilitator	2. Divide chapter into small groups of 3-5 people. Distribute index cards to groups (1 index card per group). Reference the instructions (on chalkboard, flipchart) which explains the rules in this friendly competition.
Allow 8-10 minutes for small group brainstorming	Lead Facilitator, Small Groups	3. Explain to the small groups that they have a card with a nonsensical acronym (3-4 letters) printed on it. Each card is different. Following the activity, each team will present who they are to the chapter (by skit, by commercial, by presentation, or some other creative means!!) First, the team should decide what the letters stand for (for example, ‘FRS’ could be ‘Fun

		<p>Resources Staff').</p> <p>Next, the team should construct what the mission of the 'mythical team' is including their objectives and what they do. Ask each team to think in terms of what they could do as this new, 'mythical team', for the chapter, your campus/community, or for each other.</p> <p>Encourage the teams to be as creative as possible!</p>
10-15 minutes for small groups to present to entire chapter (2-3 minutes per small group)	Lead Facilitator, Small Groups	<p>4. Reconvene everyone into the large group.</p> <p>Have each new team present what their letters stand for, who they are and how this new team can contribute to the chapter.</p>
1-2 minutes for voting and awards	Lead Facilitator	<p>5. Conduct a chapter vote to determine which team used the most creativity in planning for Sigma!</p> <p>(*OPTION: Depending on your chapter's budget, you may want to distribute certificates and/or some other fun prize for the winning team)</p>
30 seconds	Lead Facilitator	<p>6. Collect team posters and capture any key takeaways such as ideas for new chapter programming, motivational incentives, etc. You never know what your chapter came up with that can actually be put to use! THAT is the power of creativity and thinking outside of the box!!!</p>

PROGRAM SOURCES:

This program was adapted from an exercise from More Games Trainers Play by Edward E. Scannell and John W. Newstrom.

PROGRAM FOLLOW-UP

Tabulate a chapter evaluation and record on Form K-87W and mail to National Headquarters monthly.