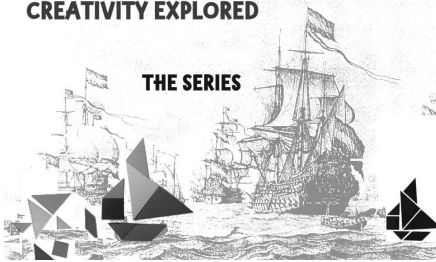


CREATIVITY EXPLORED

THE SERIES



In Gulliver's footsteps

**This is the 6th book in the series Creativity Explored:
the CREATIVE SELF**

It includes a **practical guide** for a creative process (part 1)
And reflections on creativity in **learning and teaching** (part 2)

Previous publications in *the series*.

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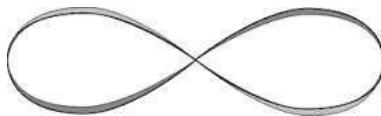
(0) Introduction to Creativity Explored Brave New Books 2018.
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[1] **Voyage to Lilliput**, Brave New Books 2019. ISBN 9789402187106

(2) **Voyage to Brobdingnag**, Brave New Books 2019. ISBN:
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(3) **Voyage to Laputa**, Brave New Books 2020. ISBN: 9789464059434

(4) **Voyage to Houyhnhnm**, Brave New Books 2021. ISBN:
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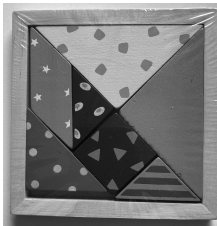




..."Especially one toy has always fascinated me, a kind of jigsaw puzzle called Tangram. It was in a small, square box, and on the lid was a landscape that wanted to pass for Chinese. The game consisted of a number of geometrical figures of black bakelite that you had to lay on squared paper of which certain squares were darkened so that they formed images: a mandarin, a rabbit, a tower, a lady with an umbrella. It seemed easy, but it wasn't. You had to completely cover the drawn shape with black pieces. I seldom managed to make it all fit. Almost always one piece was missing or left over. "

All people are lying, Alberto Manguel

When it comes to creativity, I know of few metaphors that beat the tangram to demonstrate the potential of a creative mind.



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*'The two most important days in your life are
the day you were born
and the day you find out why.'*
Mark Twain

*Only two days—only two words
Same letters ...
Different universes*

Same letters



different worlds

CREATIVITY EXPLORED

The purpose of this book

This book explores the dynamics of creative thinking for the individual. The choice is yours come what may. It is rules that will frustrate creativity no end, they are *algorithms made for uniformity not for creativity*.

It helps to become a non-violent subversive *creactivator* who protects the *creaventure* of the learning experience. You may have experienced your life as a movie you didn't audition for. Problems popping up and solutions leading to new problems. There is a way to become writer and director. Of course our span of control is limited. We don't control other people's opinions, the traffic, the weather, etc. But we can control **how to deal** with it. A creative attitude like a beginner's position facing change with an open mind opens up a world of opportunities. Getting out of the vicious circle of problem → quick →



solution, you need let go of assumptions and blinders. *CreaACTivating* will help to change deadlines into lifelines. You need ideas.

Part 1 invites you to jump in and experience how a creative process can help open your mind. The creative ins & outs of each step are elucidated. To avoid repetition some *CreaActions* will only be referred to as they have been explained previously in the series.

The practical jump starts on p. 12. For background see p.46

Part 2 is an enquiry into creativity in teaching & learning. For in whatever way you look at it, it is education/school that should open up minds to deal with an unknown future. You cannot start *creACTivating* too early, neither in teaching nor in learning.

The practical creative guide

Step 1: SH -See Hear: 'time spent in reconnaissance is seldom wasted.'



Get the feel of the situation. Ask yourself: **What do I not know?**

This exploration and orientation will determine the possibilities further down the road. So examine different aspects (SAP) from different



viewpoints; tackle the singularity and confusion between *assuming & looking, thinking & seeing*, amaze yourself.



Step 2 I -Invent; ideation time come up with plenty of ideas; forget about solutions. Allow for randomness, flukes, detours anything to inspire the imagination. Exploring different viewpoints will – believe it or not – help the impossible to appear before your mind’s eye. The next step focusses on how to make the impossible happen.

Step 3: T -Try out; alternatives from step 2 are compared, tested and combined. We look at the *How*: again we have to find ideas to implement ideas from step 2. ‘*Unthinkable ideas*’ need special attention because they point to something truly new. If seriously done the door will open to useful new ideas, amazing, new concepts – *or ... a dead end. There are no guarantees.*

You wander, tinker and observe, trial and error and no guarantees. Remember it is a *creadventure*, no package tour.

Step 4 E -Execute; **There is a plan A** and all creativity is put into preparing and anticipating prerequisites. The needs such as people, expertise, skills and materials for the chosen alternative are examined – and creatively worked out – for successful implementation.

(*Other alternatives will serve as plan B when the need arises.*)

N.B. Please keep in mind that though this may seem a well-ordered process, it really is iterative. It offers milestones to focus in the land of chaos.



It's about the future, it hasn't happened yet. Chaos is a situation that holds an order that we may not see, creativity is the ability to open the mind’s eye and see behind the facade. Along the route insight and knowledge can provide unexpected ‘clicks’. A ‘click’ that refers to essential creative qualities: *courage, letting go, insight, commitment and know-how*

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Warning: when fearing the unknown, don't continue.

*[Although it may be a good idea to imagine what lengths
you have to go to when trying to avoid change]*

