

Who does youth work?

(workshop I)

Hi there! I'm W.D. Youther and I want to thank you for showing interest in this workshop, in the following text I will try to explain how to creatively solve the problem in your team. I would like to remind you that these techniques are just one of the many that you can use to work with your team!

So let's start, shall we? 😊

Name of the session: Creative problem solving techniques

Duration: 90 minutes

Outcomes:

- Participants will learn the techniques of creative problem solving
- Participants will learn how to access problems in many aspects
- Participants will learn techniques to be able to reproduce them with peers

Materials Required:

- Techniques for creative solving problems
- Flip chart paper
- Marker
- Tables by number of groups

The flow of workshop:

Guys, depending on how you conceived the previous part of the training, these sessions can be an analogy between the problems that they are specified in a certain phase and creative techniques to solve problems.

If you act like a specialized session with the participants need to first work on identifying problems. You can use different methods, such as "think, pair, share" where participants themselves write five problems at school / organization / community, then five problems in pairs and finally five common in a small group. After that, the group opts for a certain practical problem.

Set the exact number of how many tables you have in a group. Each table represents a "station" for itself or a special technique.

It is necessary that the participants go through each technique individually and be sure that there is no more ambiguity. Then you work on the principle of an hour and counterclockwise. Each group is retained for 10-15 minutes at maximum one cell and runs in a clockwise direction to the next group. Be close to participants that they can support, encourage or explain because some of the techniques seem difficult, but with a couple of examples that will give them, I believe you will be successful! 😊

List of techniques:

1. Wood of problems
 - a. Wood of problems represents an approach to the analysis of problems where view its causes (root) and its manifestations and consequences (crown). The most commonly used to get to the real problem that causes particular problems. Here opens the field of action (the causes) and theoretically removes the problem.
2. Super heroes
3. Circle of opportunity
4. Be no1
5. Get crazy

You can use any technique or try to use the ones that you are clearly the most. Once participants pass through the world of technology give time to the group that summarizes the results and are to be prepared for a short presentation.

Listen to what all the participants come. Good luck! 😊

SUPER HEROES

Background

„Look! Up in the sky! It is a bird!“ These words, which describe the super hero Superman, may evoke childhood memories of super deeds and exploits-days when a fantasy character could come to our rescue. Then we grew up and learned that our super heroes are imaginary and may not always be there for us. Well, The Super Heroes have returned!

Group members assume the identity of various super heroes and use the characters perspective to prompt ideas.

Procedure

1. Each group member can select a character and assume that characters identity.
2. Read description of your character
3. Use descriptions to stimulate ideas. For instance, Superman’s x-ray vision might suggest using hidden cameras to detect employee and customer theft in a store.
4. Write down ideas
5. Rationalize it 😊

Debriefing

1. What was most helpful about this exercise?
2. What was most challenging?
3. What can we apply?
4. Explain the exercise?
5. Will this exercise be helpful in the future?
6. What ideas were generated, and which ones were most interesting?

Circle of opportunity

Background

In one respect, all creative activity is a gamble. We invest our time, effort, and creative abilities in some problem with an unknown outcome. We can't always predict the result. Sometimes our efforts may even make things worse.

All gambling involves some form of randomness. Chances make things interesting. The Circle of Opportunity activity is based on the random combination of problem attributes.

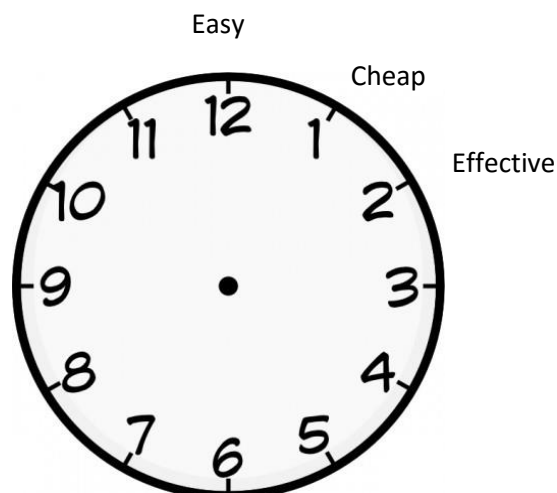
Procedure

1. Draw a circle and write numbers like a clock, placing the numbers inside the circle.
2. Generate a list of twelve attributes that are either related or unrelated to the problem. Related attributes would describe major problem features. For instance, an airline promotional campaign might include such attributes as people, costs, travel, and airports. One number-One attribute.
3. Throw one dice to choose the first attribute and a pair of dice to choose the second.
4. Free-associate on each attribute individually and then on the two combined and to write down on a flip chart each association as it is verbalized.
5. Look for connections between your associations and your problem.
6. Generate ideas.

Debriefing

7. What was most helpful about this exercise?
8. What was most challenging?
9. What can we apply?
10. Explain the exercise?
11. Will this exercise be helpful in the future?
12. What ideas were generated, and which ones were most interesting?

Example (Communication)



BE #1

Background

You want to be number one, don't you? Who doesn't? In the turbulent world, it's important to carve out a niche and then work to dominate it.

Hall (1994) describes how you can use this emphasis on being number one to help generate ideas. All you do is list current benefits of some problem or process and then transform them into winning, number one ideas.

Procedure

6. List on the paper, in a single column, the current core benefits of your general problem. Prompt to include both the trivial and essential.
7. Create a second column in which you transform each benefit into its best state. Use the phrase "the best" or a word that ends in "est" (for example, fastest)
8. Create a column three and list ways to achieve this elevated status.
9. Repeat the process but with new benefits that currently do not exist.

Debriefing

13. What was most helpful about this exercise?
14. What was most challenging?
15. What can we apply?
16. Explain the exercise?
17. Will this exercise be helpful in the future?
18. What ideas were generated, and which ones were most interesting?

Example

Organization wants to improve the hygiene in their offices.

| Current benefits | Being the best | Ways to Realize (Ideas) |
|--|--|---|
| Shines floors Cleans floors Easy application | Best shine The best cleaner Easiest to apply | Use luminescence Antiseptic, good smell New, precise applicator |

After generating ideas using current benefits, repeat the process using new benefits. Examples of new benefits, being the best, and ideas and ideas are shown in next table.

| Current benefits | Being the best | Ways to Realize (Ideas) |
|--|---|---|
| Quick drying Waxes floors Easy-to-hold package | Fastest drying Best cleaner and waxer Best ergonomic design | Dries instantly Combination product Dispenser also cleans |

Get CRAZY

Background

Look waaaay down inside yourself. There are lots of hidden recesses down there, aren't there? Things known only to you and perhaps a few of your intimate friends. Things you normally don't show in polite company. That strange side only you know about. The side that views things differently.

If you look long enough, you may eventually discover the wacky you down there- the side of you that every now and then thinks of an off-the-wall idea. Get crazy and get ridiculous. View your problems with new eyes and use the steps that follow to help produce this same effect.

Procedure

10. Write down most crazy, ridiculous problem solution you can think of. The crazier the better
11. After some time (10 minute), forget being crazy and zoom back to normality and get on with solving your problem and be practical.
12. Examine each of crazy idea and see what more practical solution it may suggest. You may not think of one for each crazy idea, but do the best you can.

Debriefing

19. What was most helpful about this exercise?
20. What was most challenging?
21. What can we apply?
22. Explain the exercise?
23. Will this exercise be helpful in the future?
24. What ideas were generated, and which ones were most interesting?

Example

Challenge: How might we get people to buy more of our product? First, get crazy and generate some ridiculous ideas such as the following:

- Threaten people with a "Long vacation" if they don't buy your products.
- Pay them \$1 million for every dollar they spend on your products.
- Promise them three magic wishes.

O.K., those are pretty ridiculous. Now use each one to stimulate a more practical idea. Some examples:

- Offer free or partially funded vacations to people who place large orders.
- Develop a list of "magic wishes" with a lottery for customer to select one of the wishes; for instance, one wish might be to win one dollar every day for ten years.

So, I am very proud of you and your team for showing a will to try something new and different, I hope this techniques will help you! Good luck you awesome person! 😊