

Save the Gingerbread Man!



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**“Every child is an artist. The problem is how to remain an artist once he grows up”
~Pablo Picasso.**

**“Creativity takes courage”
~Henry Mancini**

**“Failure is simply the opportunity to begin again, this time more intelligently.”
~Henry Ford**

**“Creativity is now as important in education as literacy.”
~Sir Ken Robinson**

**“I allow myself to fail. I allow myself to break. I'm not afraid of my flaws.”
~Lady Gaga**

Failure is
not an option



Failure is
inevitable

What is your mindset?

SHOW YOUR HAND

Four of a Kind.



SHOW YOUR HAND

Full House.



A vertical decorative strip on the left side of the slide, featuring a variety of colorful circles in shades of orange, blue, green, yellow, and red, some with dark outlines, set against a light background.

When you leave today...

1. You will have been exposed to Design Thinking and its use in ECE.
2. You will have hands-on experience solving a design challenge.
3. You will have engaged in brainstorming, ideation, prototyping, testing prototypes, and reviewing your own learning outcomes.
4. You will have brainstormed ideas for design challenges to take back to your classrooms.



WHAT IS CREATIVITY & WHY IS IT IMPORTANT ?



Creativity is:

cre·a·tiv·i·ty noun \,krē-(,)ā-'ti-və-tē

The use of the imagination to think of something new and useful.

It's associating and connecting previous experiences and observations in new ways, in ways they have never been connected before.

It's seeing something for more than what it is labeled to be.

Innovation is:

in·no·va·tion noun \,i-nə-'vā-shən \

The introduction of something new: a new idea, method, or device.

Innovation, for its part, can refer to something new or to a change made to an existing product, idea, or field.

One might say that the first telephone was an invention, and the first smartphone an innovation of the telephone.

Creativity is NOT a gift
you either have or don't
have... its a skill you can
develop.



Activity: Alternate Uses

In groups of 2-3, brainstorm alternative uses for a Lego piece.





WHAT IS DESIGN THINKING ?



Design Thinking is a Mindset

- Human Centered (empathetic)
- Collaborative
- Experimental
- Has Multiple Outcomes
- A Non-linear Process

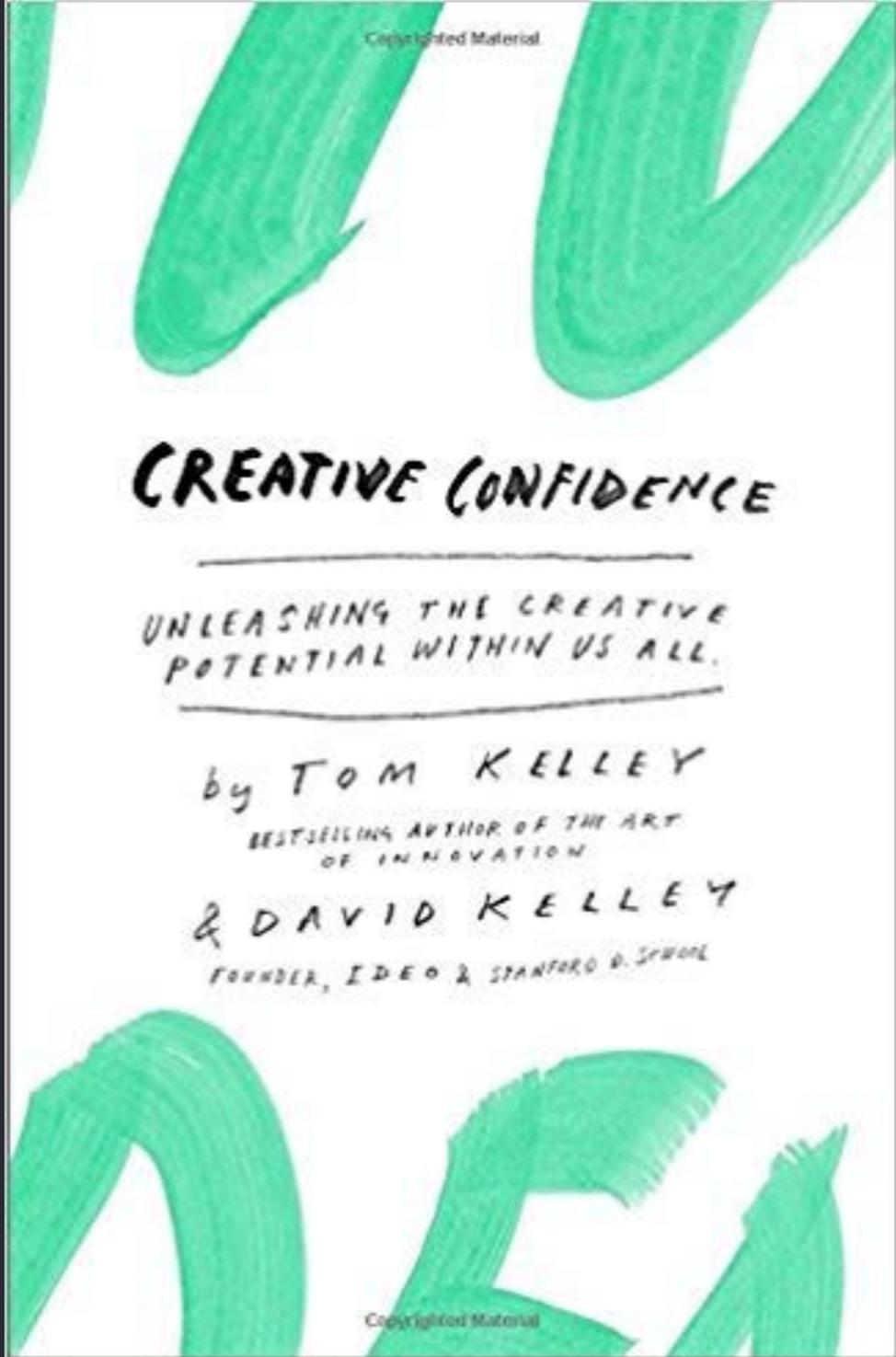
Empathize

Define

Ideate

Prototype

Test



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CREATIVE CONFIDENCE

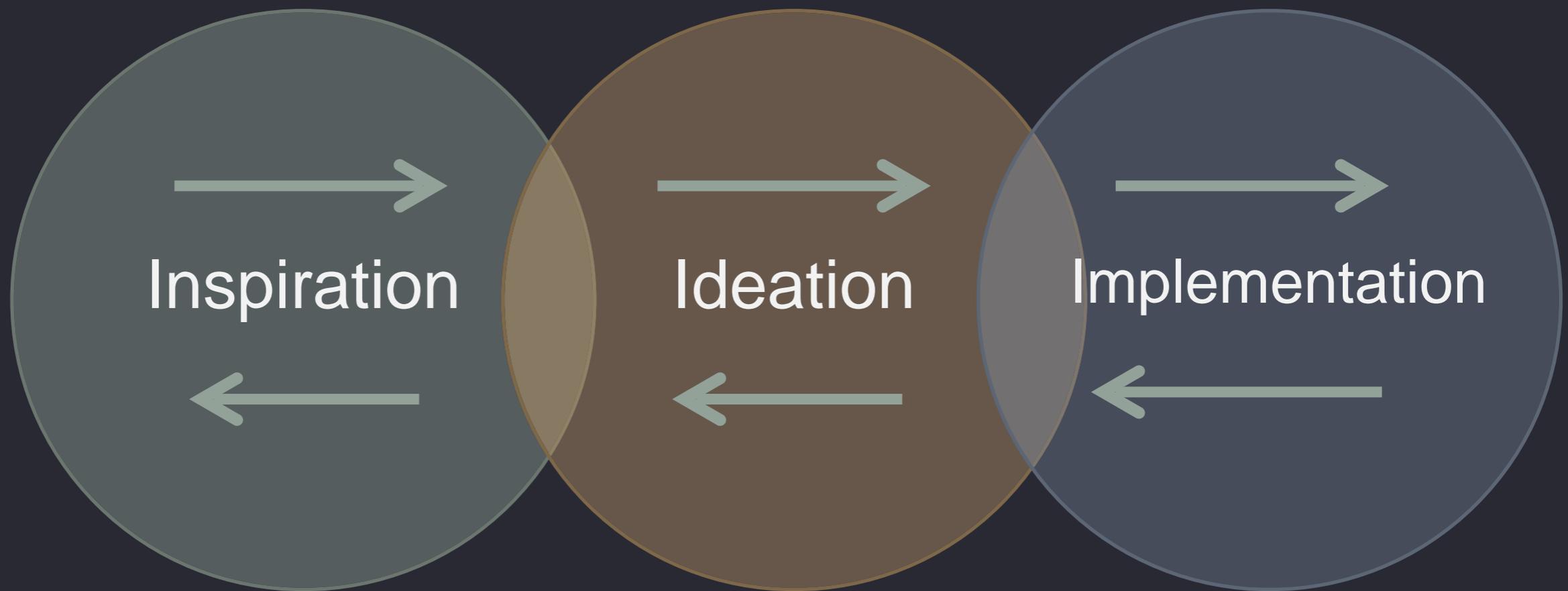
UNLEASHING THE CREATIVE
POTENTIAL WITHIN US ALL.

by TOM KELLEY
BESTSELLING AUTHOR OF THE ART
OF INNOVATION

& DAVID KELLEY
FOUNDER, IDEO & STANFORD D. SCHOOL

Design Thinking is a Mindset

Children need to know how to acquire knowledge—not possess information.





**WHAT ARE DESIGN CHALLENGES &
HOW DO YOU CREATE THEM ?**

.....





What are Design Challenges?

They are others-focused activities that provide opportunities for children to solve a challenge/problem that does not have a predetermined outcome or solution.

The challenges are defined by the use of empathy and constraints, and the use of brainstorming, rapid prototyping, testing, and review.

What are Design Challenges?





3 Steps to Create Design Challenges

1. Create Empathy

2. Provide Constraints

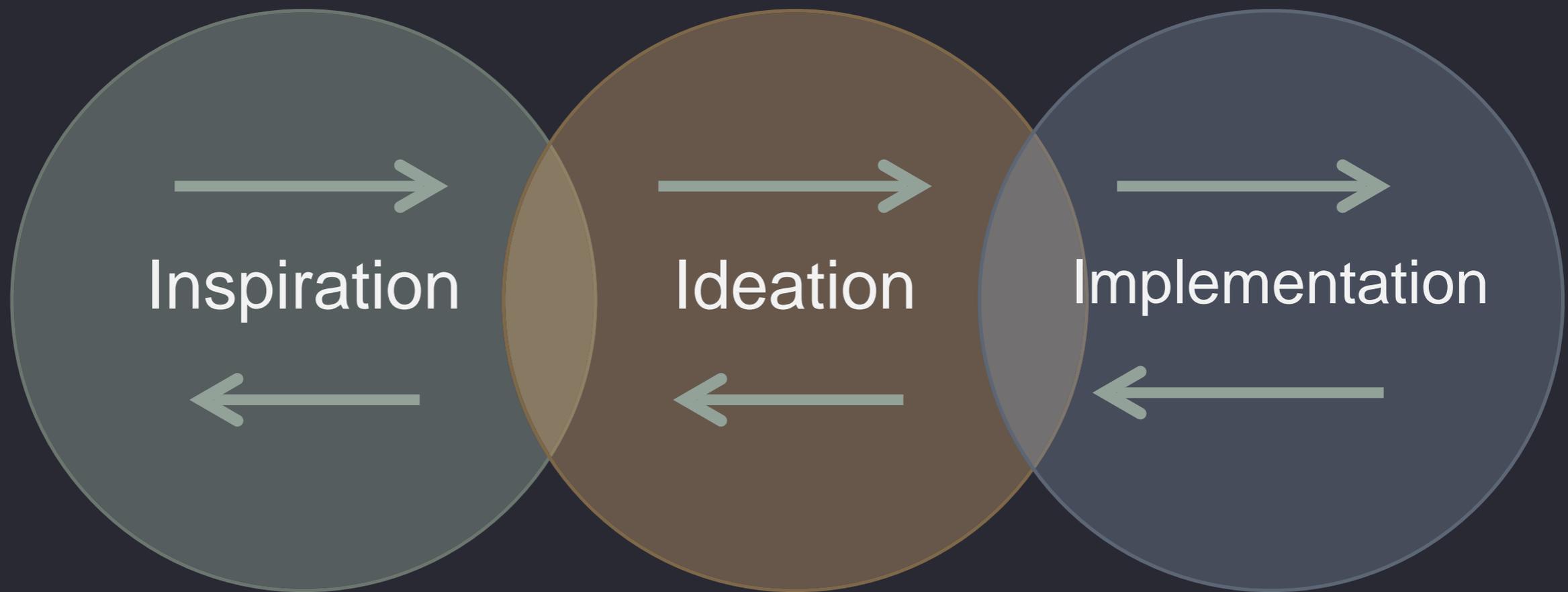
Boundary conditions can spur more ideas, not less.

3. Support the Process

Leave open-ended.
Allow the struggle.
Be positive.

Design Challenges use Design Thinking with the Children

Children need to know how to acquire knowledge—not possess information.





Creativity Loves Constraints

When people think about creativity, they think about artistic work—unbridled, unguided effort that leads to beautiful effect. But if you look deeper, you'll find that some of the most inspiring art forms, such as haikus, sonatas, and religious paintings, are fraught with constraints. They are beautiful because creativity triumphed over the "rules." **Constraints shape and focus problems and provide clear challenges to overcome. Creativity thrives best when constrained.**

~ Marissa Ann Mayer
President and CEO Yahoo

Design Challenge

Tell the story

Define the constraints

Rapid prototyping

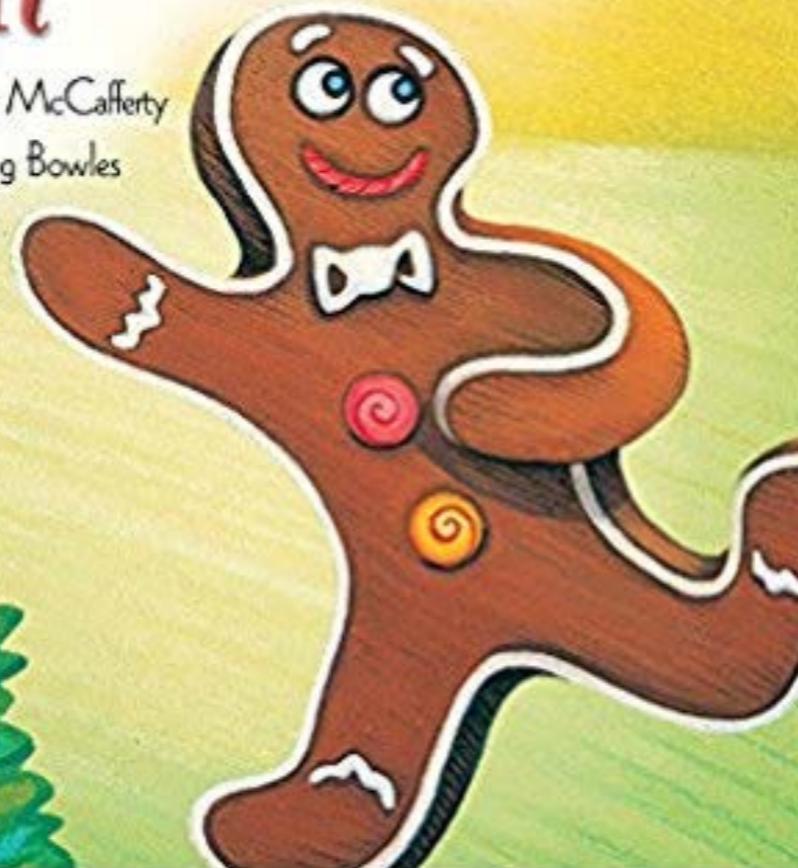
Test your designs

What did we learn? (Process)

BRIGHTER
CHILD
Keepsake
Story
Collection

The Gingerbread Man

retold by Catherine McCafferty
illustrated by Doug Bowles



**Tell the Story:
Creat Empathy
(inspiration)**

**Involve the
Children**

**It's a
collaborative
process.**



**What problems
did the
Gingerbread
Man have?**

**Everybody
wanted to eat
him!**

**Involve the
Children**



Define the Problem and Develop Constraints

Eventually the gingerbread man was tricked and eaten by the hungry fox.





How might you help the gingerbread man stay safe from the hungry fox?

Ideate: (brainstorm) with the children

**It's a
collaborative
process.**



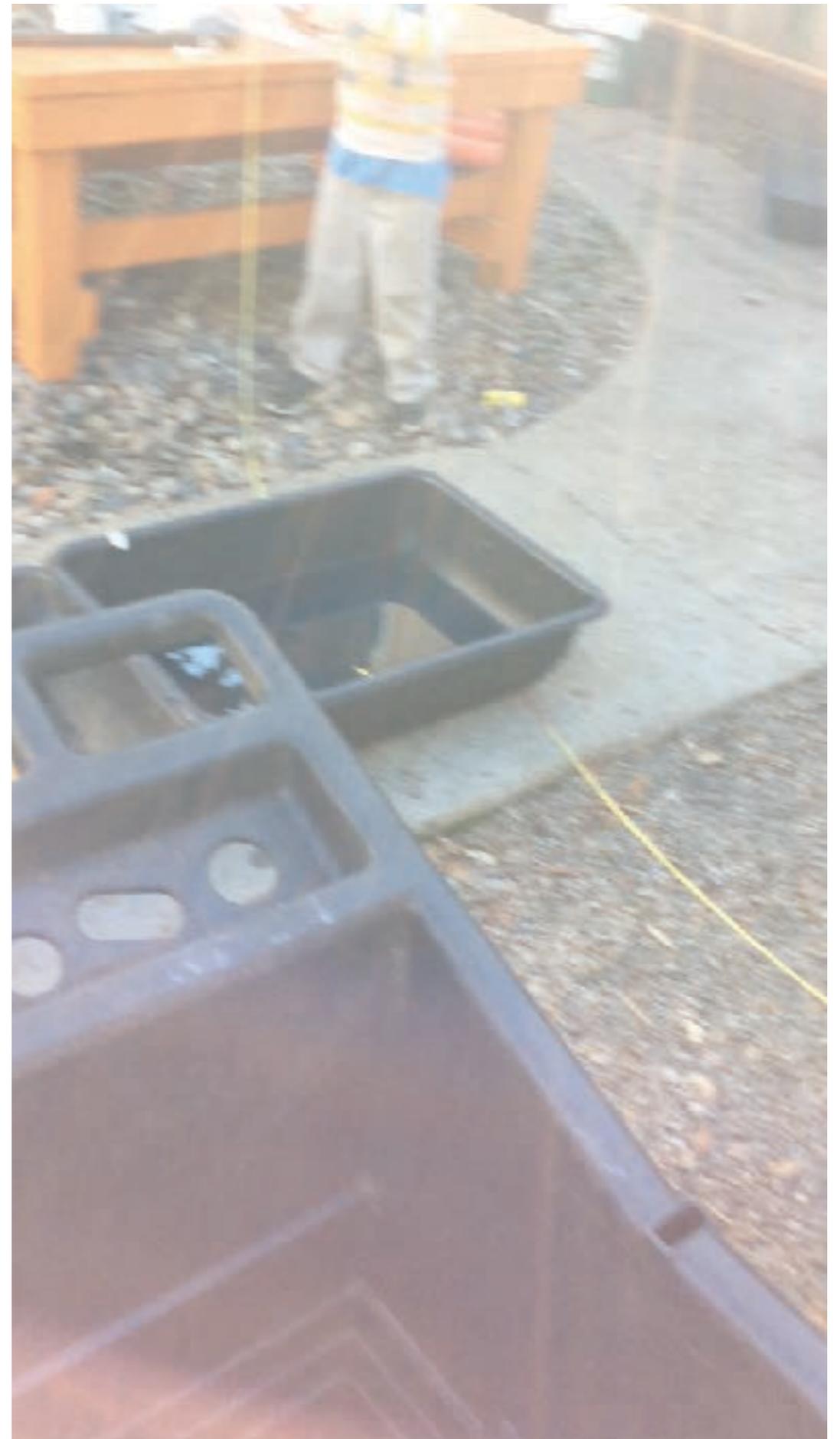
Build and Test the Prototypes

It's a collaborative process.



Build and Test the Prototypes

It's a collaborative process.



Build and Test the Prototypes

It's a collaborative process.



Build and Test the Prototypes

It's a collaborative process.



Process the Children's Experiences as a Group



It's a collaborative process.

**How might you keep the seeds safe
from the Slingamyerpoopala Bug?**



Seed Challenge



Seed Challenge



Seed Challenge



Seed Challenge



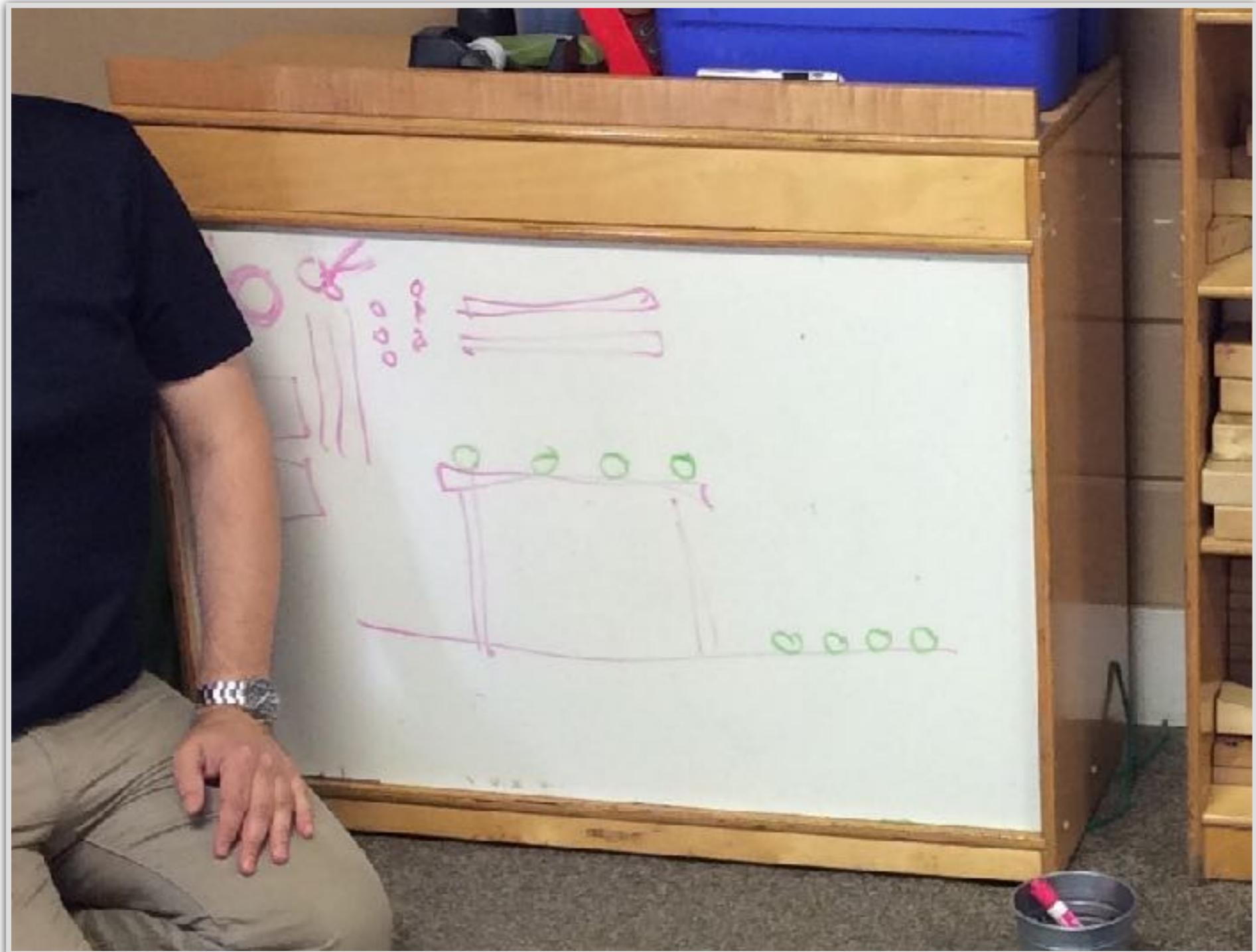
Another Example: The Ballini Sisters

How might you help the Ballini Sisters get down from the table as slowly as possible?

Empathize and Define the Problem



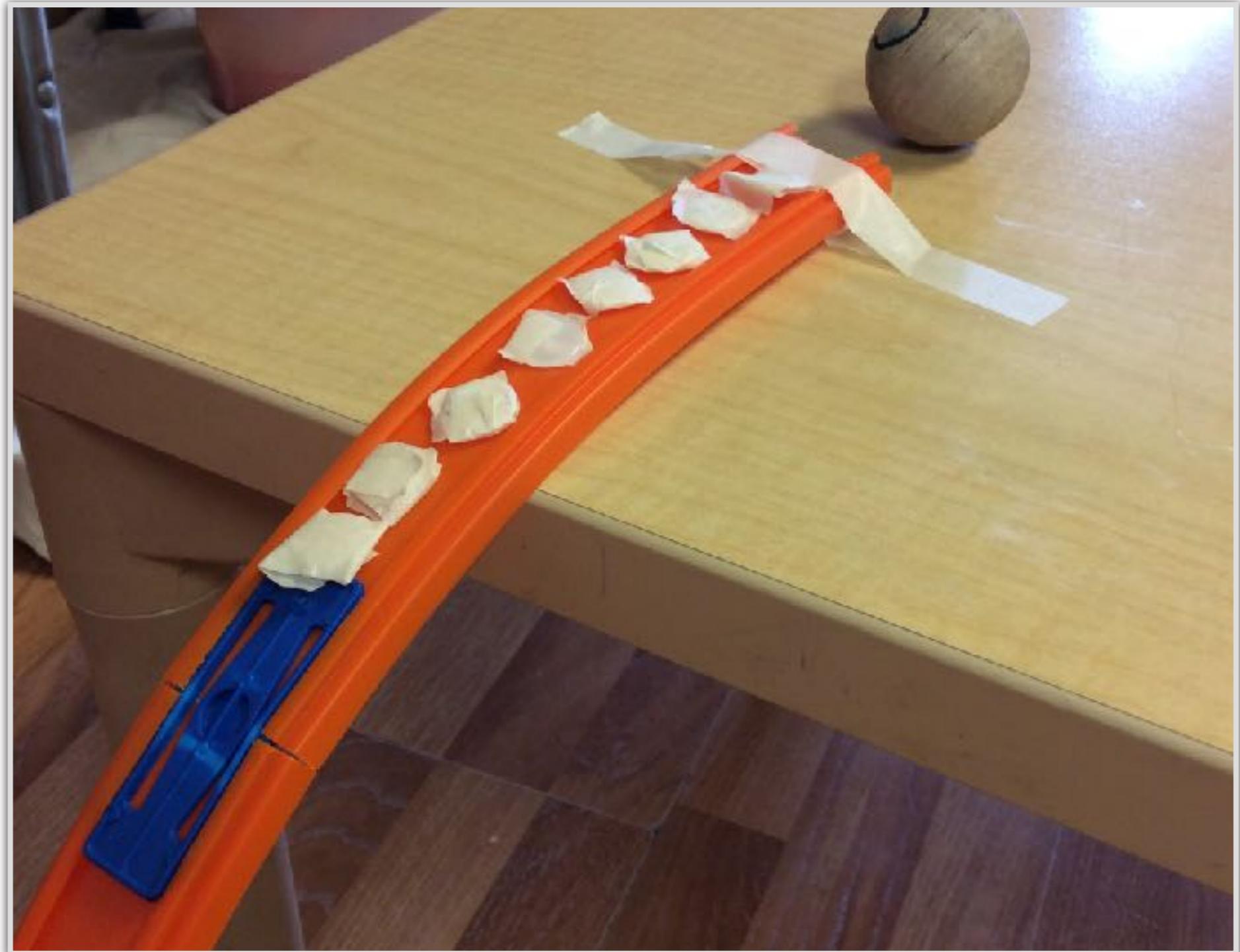
Empathize and Define the Problem



Constraints, Ideation, and Prototypes



Prototype (implementation and testing)



Prototype (implementation and testing)



Testing the Prototypes



Testing the Prototypes



Success!



Post-Challenge Reflection



Activity: Design Challenge

How might you get your emojis to roll the length of a piece of yarn?



Reflective Review

1. Start with appreciations: Take a moment to give each member of your group an appreciation for their contribution to your design process.
2. What did you notice about your group's process?
3. How did your group decide what you would do?
4. In the prototyping and testing phases of design, did you adjust your design? What did you do?
5. What did you learn about yourself? About your group?
6. What would you say the participants were learning during this activity (Think about if you were watching children do this activity; fine motor/gross motor, communication skills, etc)*



“It is the supreme art of
the teacher to awaken joy
in creative expression
and knowledge.”

~ **Albert Einstein**

What's the best part about design challenges?



What would you tell teachers and kids about design challenges?





What happens if your design idea
doesn't work the first time?



**What would you tell teachers
about design challenges?**



**HOW MIGHT YOU
GET ACROSS THE
HOT LAVA?**



**What happens if your design idea
doesn't work the first time?**





Outcomes from Practicing Design Challenges:

- **Collaborative Play**
- **Growth Mindset**
- **Self-efficacy**

How might you stop the wind?

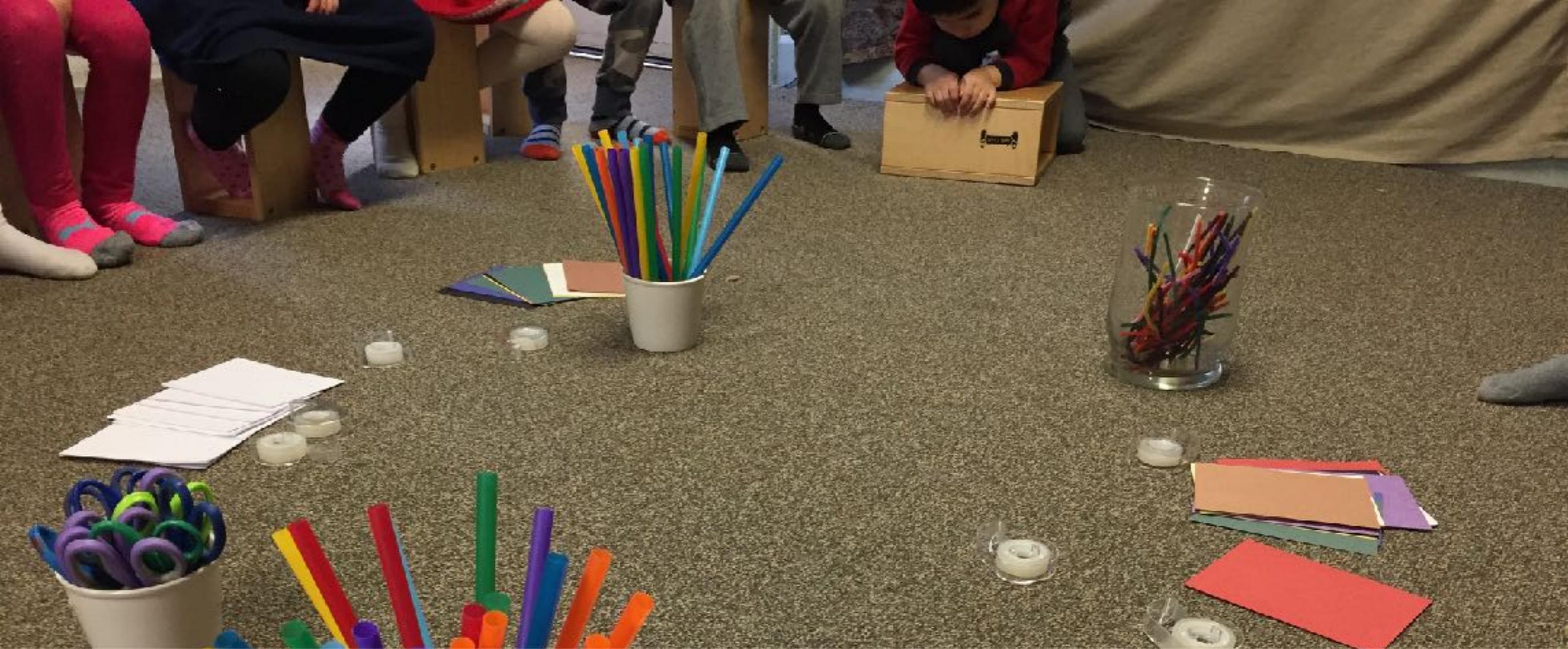


**HOW MIGHT YOU
GET THE DOLL
FAMILY ACROSS
THE DESERT
USING WIND?**





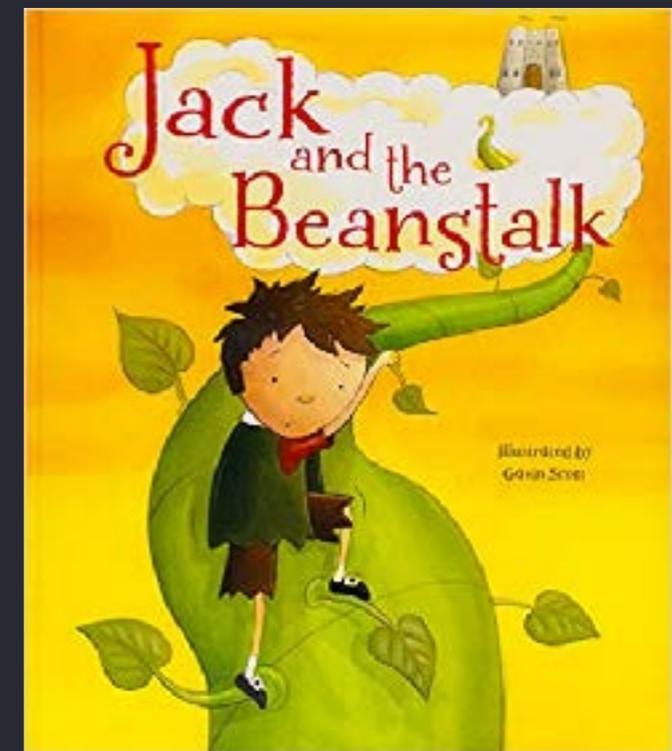
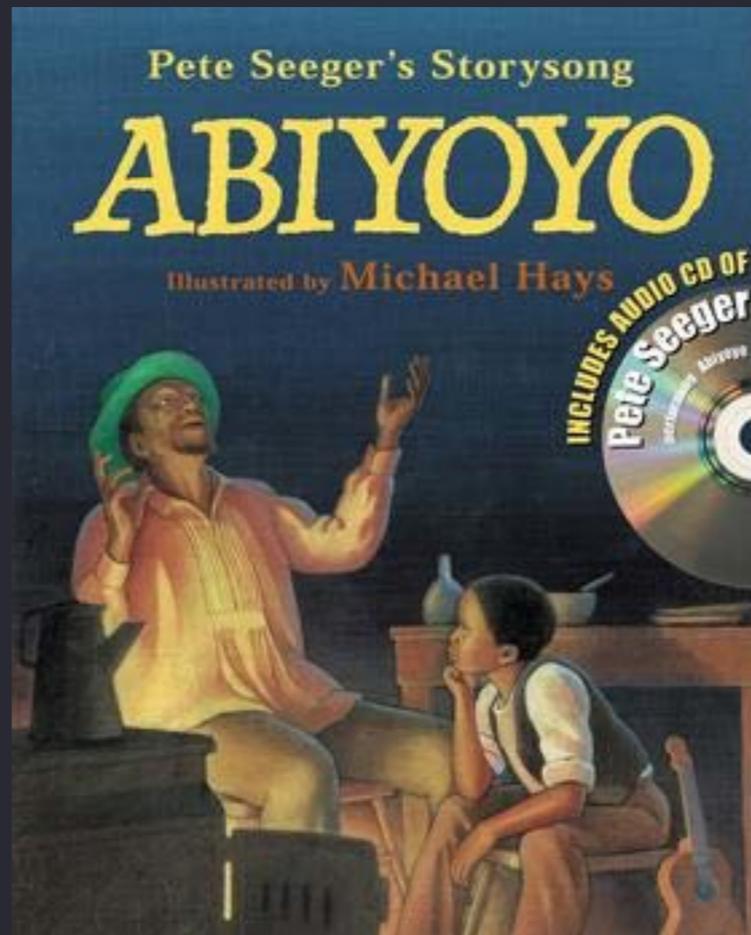
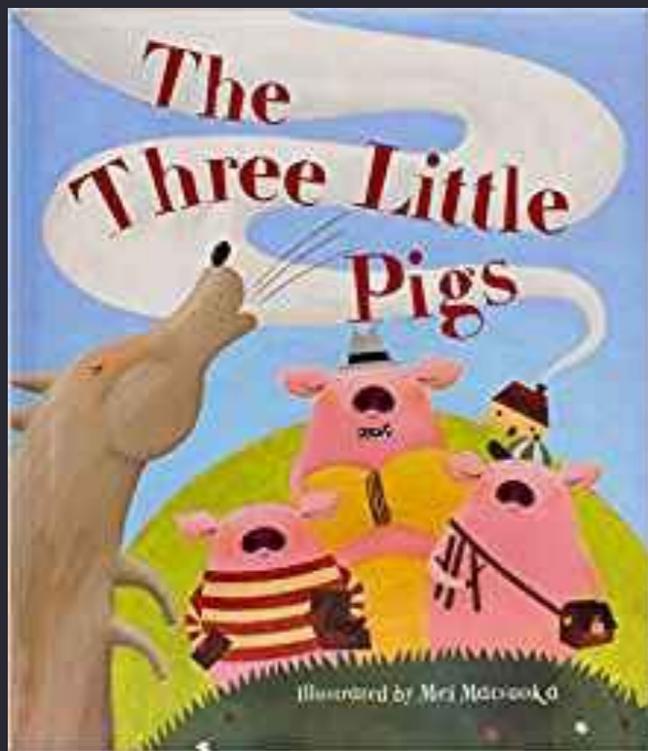
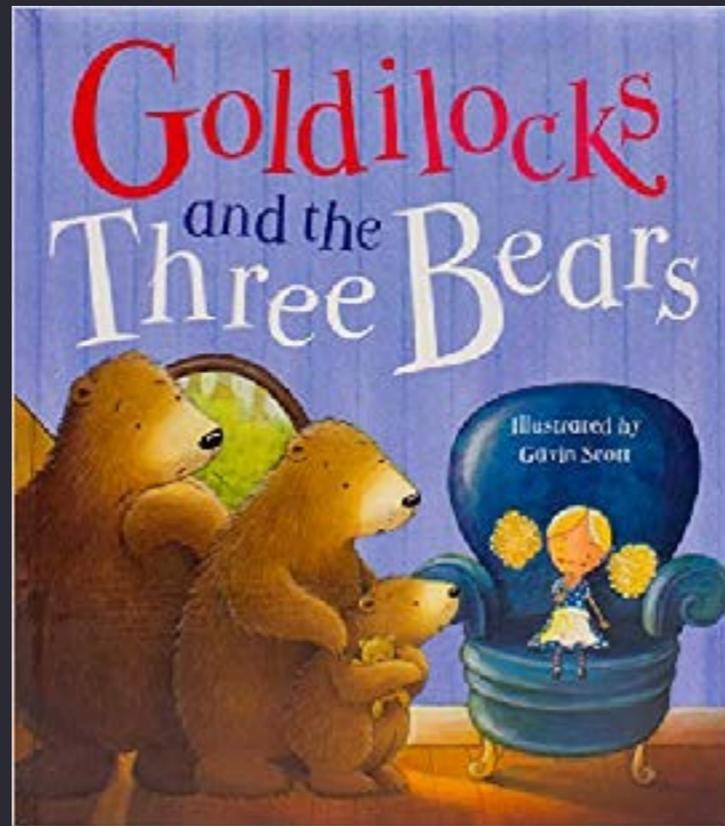
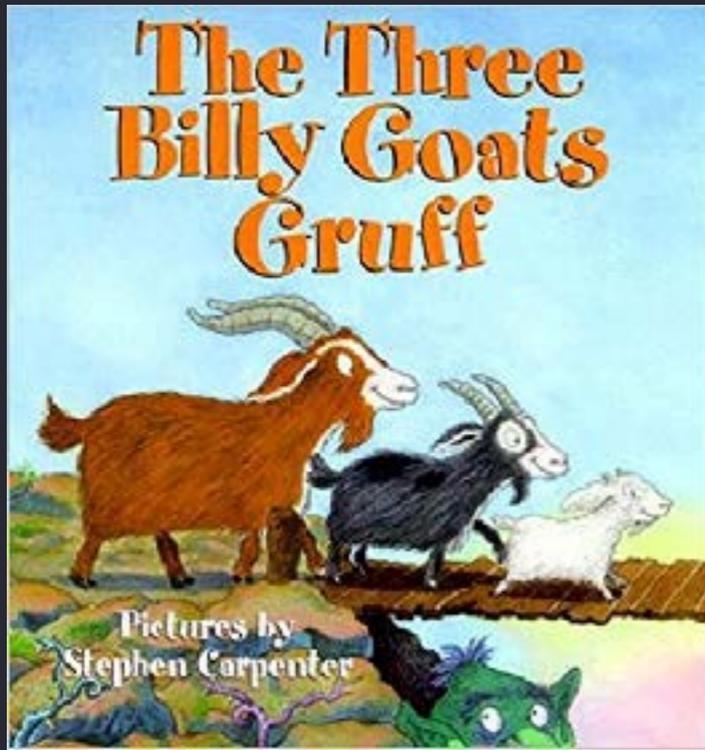
Moving a doll with wind.



IDEAS FOR DESIGN CHALLENGES



- 1. Books and story time**
- 2. Observations in the classroom**
- 3. The children's suggestions**



Activity: Brainstorm

In groups brainstorm ideas you may have for design challenges

Pick a scribe to write your group's ideas

Plan to share your favorite idea.

We will document your learning by taking photos of the brainstorm (which we will include in our resources page of our website playbarronpark.com)



“Young children will never be bored using the same media over and over again if they have new, interesting and exciting ideas, thoughts and feelings to express”

Mary Mayesky
*Creative Activities for
Young Children*



*Success is not final,
failure is not fatal:
It is the courage to
continue that counts.*

~ Winston Churchill

Educators Exploration Day

Saturday, June 16

From 9:00-1:00

Barron Park Preschool

Palo Alto

Cost: \$40

INVITATION



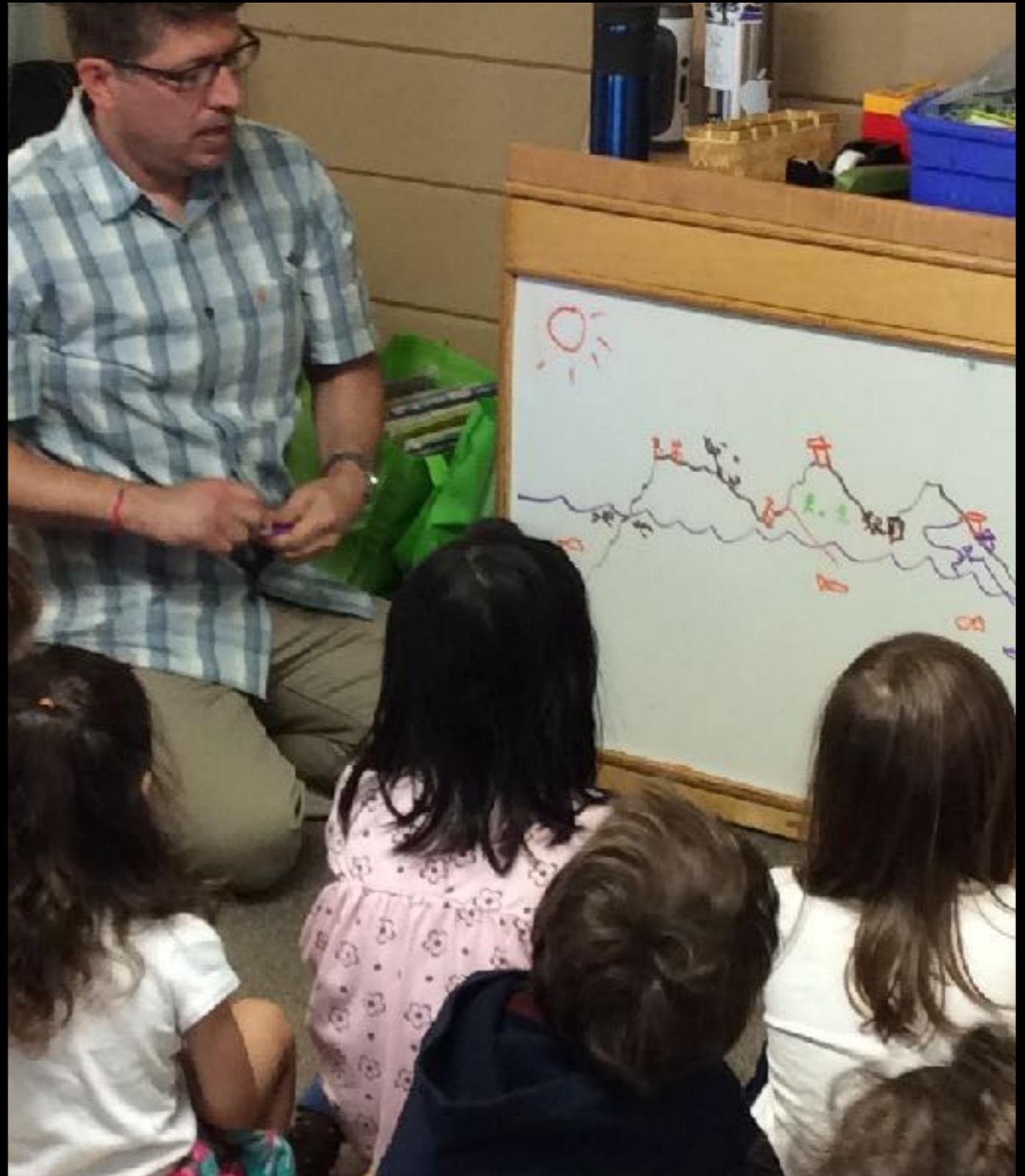


Resources available on our website:

www.playbarronpark.com

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**HOW MIGHT YOU
GET THE BALLINI
SISTERS TO THE
ISLAND WITH
FOOD?**











**HOW MIGHT WE
GET ACROSS THE
RIVER WITHOUT
A BOAT?**











1. Welcome
2. What is creativity and why is it so important now
3. The BPP learning pyramid
4. What is design thinking
5. What are design challenges
6. Steps to create design challenges
 1. Brainstorming, ideation, prototyping, testing and review
7. Show design challenge video examples
8. ACTIVITY: Adults practice design challenge from us.
9. Process
10. Outcomes from design challenges
11. Where to get design challenge ideas from
 1. Books and story time
 2. Observations in the classroom
 3. The children's suggestions
12. Brainstorm design challenge ideas
 1. Capture and share workshop ideas
13. How to stay inspired (finding inspiration)
 1. Listen to books (Audible)
 1. Creative Confidence
 2. Listen to free podcasts
 1. Accidental Creative
 2. The Deliberate Creative
 3. Hidden Brain
 4. TED Talks
 3. Go to museums