

MODULE

Creative Problem Solving

- Define *problem* and learn various methods of problem solving.
- Use software to complete a brainstorming activity.
- Given an open-ended challenge, apply the steps of a problem-solving model to develop a solution.

SESSION FOCUS

- 1 Identifying Problems
- 2 Brainstorming Solutions
Boys Venn
- 3 Problem Solving Model
Mobius Band Tests
Graphic Organizers
- 4 Lacing Patterns
Lacing Tests
- 5 Evaluating Test Results
Quantifying Results
- 6 Evaluation
Model Redesign
- 7 Serendipity
Putty Properties

Dear Parent,

As parents and teachers, we realize it can be hard to get a child to discuss what he or she is learning in school. We hope the information provided on this page will assist you in communicating with your child about what he or she is learning.

Your participation in the learning process is extremely important, as you are your child's best teacher.

For the next few days, your child will be learning about different problem-solving techniques while completing the *Creative Problem Solving* Module. They will also be learning about famous problem solvers and inventions.

Words students will learn in this Module include:

- serendipity
- hypothesis
- quantify
- qualify
- brainstorm
- prediction
- pilot
- criterion
- graphic organizer

Questions for Discussion

During the course of this Module, your child will be assessed on key concepts and activities. You might want to discuss these concepts and activities with your child. He or she will be asked to:

- Define *brainstorming*. (*This is a technique used by two or more people to find possible solutions to an identified problem.*)
- Identify the five steps of the Synergistic Problem Solving Model. (*The five steps of the Synergistic Problem Solving Model are identify, brainstorm, test, evaluate, and redesign or implement.*)
- Define *serendipity*. (*This is the instance of making discoveries by accident.*)

Student: _____

Parent: _____