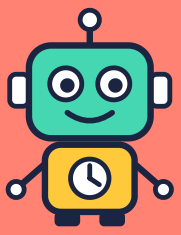
PRINT-AND-PLAY CREATIVITY GAMES

Spark Deck

Three fast idea games and a drawing challenge. For 2 to 6 players, or the whole class.



You need

The 27 cards (9 Object cards, 9 Limit cards and 9 Flip cards), paper and a pencil for each player, a one-minute timer and the thirty circles sheet.

Game 1: How many uses?

1. Turn over an Object card and start the timer.
2. Everyone writes down as many uses for the object as they can in one minute.
3. Read them out. Score 1 point for each idea, and 2 points for an idea that nobody else had.
4. Play three rounds. The highest total wins.

Game 2: Mash-up

Turn over two Object cards. Everyone has two minutes to invent something that joins them, give it a name and say what it is for. Take turns to present. Then all point to the mash-up you would most like to own. You cannot vote for your own.

Game 3: Flip the flop

Turn over a Flip card. Together, list five truly terrible features. Then each player picks one feature and flips it into a good idea. Put the flipped ideas together to design the best one ever.

The golden rule

While a round is running, nobody says "that won't work". Write everything down and judge later. Silly ideas often lead to clever ones.

Limit cards

For a harder round, add a Limit card to any game. Everyone must keep to the limit.

Thirty circles

Give each player a copy of the sheet. In three minutes, turn as many circles as you can into different things. Count them. Then count how many different kinds you made.

Print on A4 at 100% and cut along the dashed lines.

OBJECT CARD

HOW ELSE COULD YOU USE…

A sock

OBJECT CARD

HOW ELSE COULD YOU USE…

A paperclip

OBJECT CARD

HOW ELSE COULD YOU USE…

A cardboard box

OBJECT CARD

HOW ELSE COULD YOU USE…

A spoon

OBJECT CARD

HOW ELSE COULD YOU USE…

An umbrella

OBJECT CARD

HOW ELSE COULD YOU USE…

A brick

OBJECT CARD

HOW ELSE COULD YOU USE…

A rubber band

OBJECT CARD

HOW ELSE COULD YOU USE…

A bucket

OBJECT CARD

HOW ELSE COULD YOU USE…

A newspaper

LIMIT CARD

THE LIMIT

Only 30 seconds

LIMIT CARD

THE LIMIT

It must be for a pet

LIMIT CARD

THE LIMIT

Use exactly six words

LIMIT CARD

THE LIMIT

It must fit in a pocket

LIMIT CARD

THE LIMIT

No talking. Draw it

LIMIT CARD

THE LIMIT

It must help someone

LIMIT CARD

THE LIMIT

It must be silly on purpose

LIMIT CARD

THE LIMIT

Use only things in this room

LIMIT CARD

THE LIMIT

Every idea must be a different kind

FLIP CARD

DESIGN THE WORST EVER…

school bag

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

birthday party

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

playground

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

pet

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

lunchbox

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

bedroom

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

bike

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

holiday

Then flip it!

FLIP CARD

DESIGN THE WORST EVER…

robot

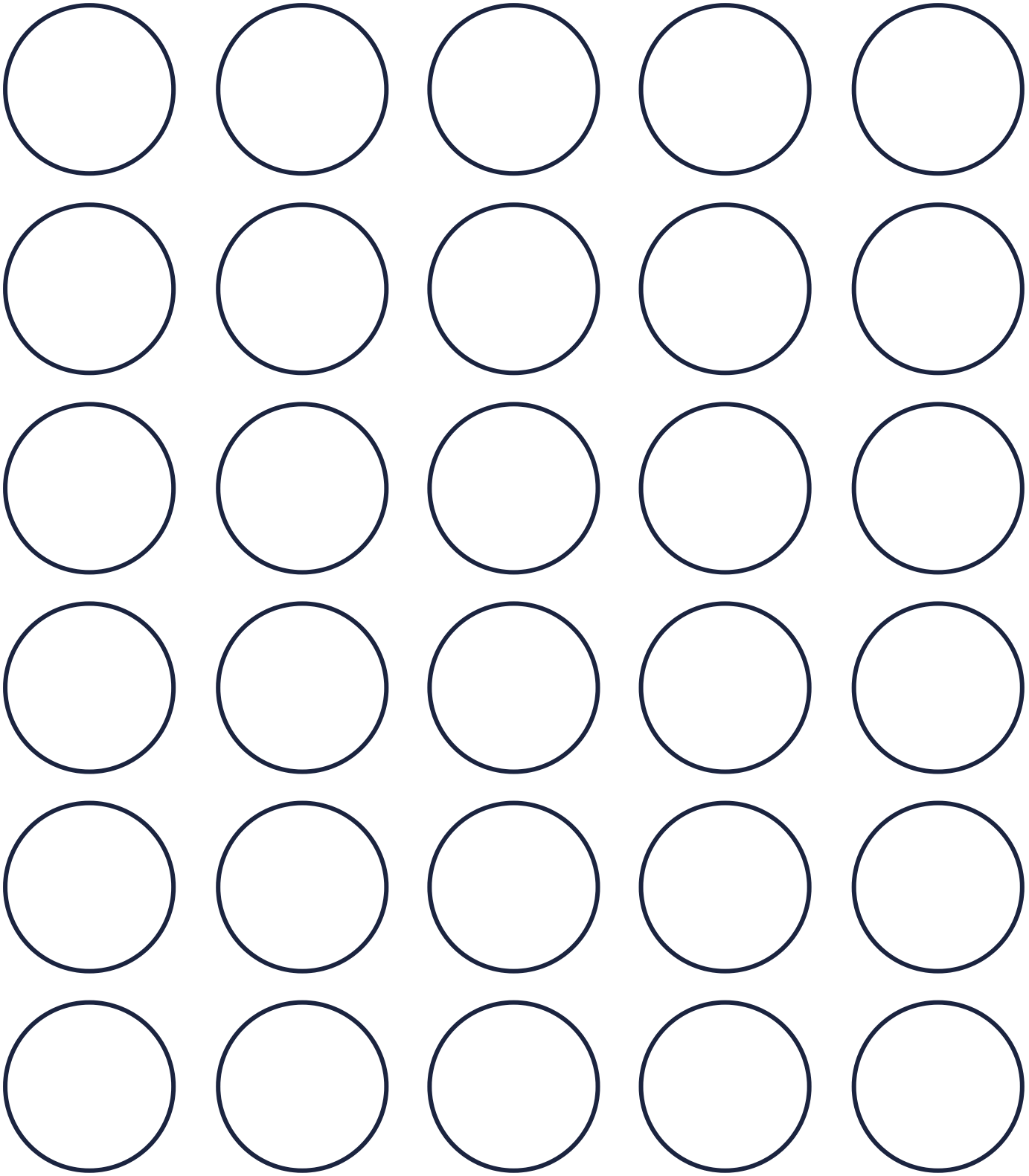
Then flip it!

SPARK DECK

Thirty circles

Inventor: _____

Three minutes. Turn each circle into something different: a clock, a pizza, a planet…



Circles I used

Different kinds of idea

HOW TO USE

Thinking prompts

Keep these cards on your desk. Stuck on a problem? Pick a card and ask yourself its question.

CREATIVE THINKING · CURIOSITY

1

Wonder and notice

ASK YOURSELF

What do I notice? What if...?

CREATIVE THINKING · BRAINSTORM

2

Lots of ideas

ASK YOURSELF

Have I gone past my first ideas?

CREATIVE THINKING · FLEXIBLE

3

Look another way

ASK YOURSELF

What else could this be?

CREATIVE THINKING · COMBINE

4

Mix and match

ASK YOURSELF

What could I join together?

CREATIVE THINKING · CONSTRAINT

5

Use the limits

ASK YOURSELF

How can a limit help me?

CREATIVE THINKING · REVERSE

6

Flip it

ASK YOURSELF

What is the worst idea, flipped?

CREATIVE THINKING · ELABORATE

7

Make it better

ASK YOURSELF

What could I add, take away or change?

CREATIVE THINKING · ORIGINAL

8

Share it bravely

ASK YOURSELF

Who could I show this to?