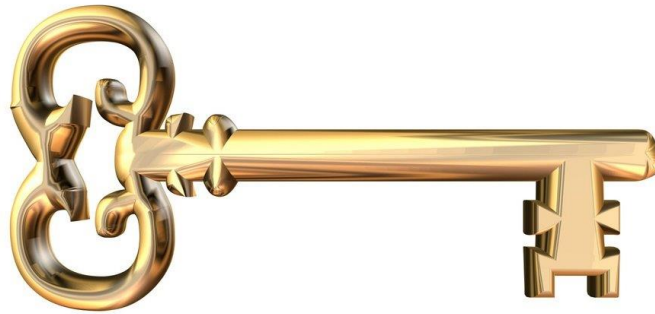


**Thinkers Keys are twenty powerful strategies for generating quality thinking in many learning situations.**



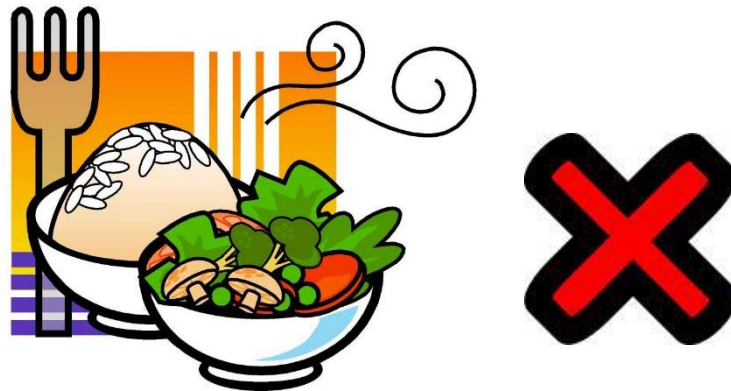
# 1. The REVERSE Key

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Place words such as **cannot**, **never** and **not in** a sentence.

## THE EXAMPLE:

Name 10 things that you would **not** eat.



## 2. The WHAT IF Key

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Ask a question by starting with 'What If...?'

### **THE EXAMPLE:**

What if you had a million pounds?



### 3. The **DISADVANTAGES** Key

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Choose an object, e.g. an umbrella, or a practice, e.g. playground duty, and list its disadvantages.

#### **THE EXAMPLE:**

List the disadvantages to trainers.



# 4. The COMBINATION Key

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List the attributes of 2 dissimilar objects, then combine the attributes to make a new product.

## THE EXAMPLE:

A leaf and a mousetrap.

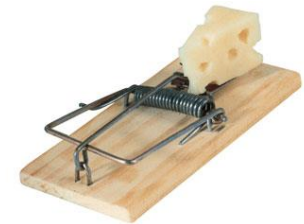
### The Leaf

- They change colours through the year.
- Insects often eat them.



### The Mousetrap

- They can kill mice.
- They can be left in lots of places.



### The Combination

- A miniature mousetrap for placing on leaves, that can kill insects when they try to eat the leaf.

## 5. The B A R Key

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The following acronym can be used to reinvent or redesign everyday objects.

- **Bigger**
- **Add**
- **Replace**

**THE EXAMPLE:**  
**B A R** a skateboard.



- **Bigger:** Extend the rear of the skateboard, making it much bigger, and put some shelves on it for storage space.
- **Add:** Add a small rocket motor near the back of the skateboard.
- **Replace:** Replace the wheels with a small hovercraft unit.

## 6. The ALPHABET Key

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Choose an object or category and compile a list of words from A to Z which have some relevance to the objects.

### THE EXAMPLE:

Place the letters A to Z down the side of the page. For each letter name a town or city.



## 7. The **VARIATIONS** Key

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Start each question with “How many ways can you ...”

### **THE EXAMPLE:**

How many ways can you communicate with someone without speaking?





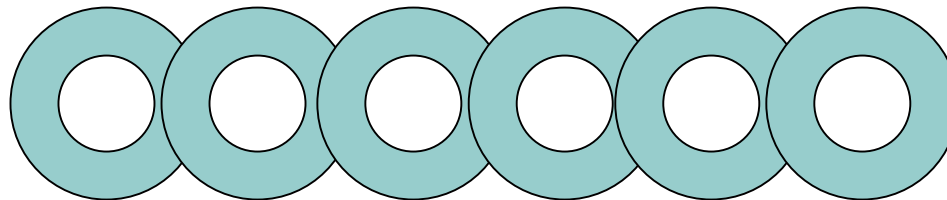
## 8. The PICTURE Key

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Draw a simple diagram which has no relevance to the area of study and the students then try to work out ways in which it could be linked with that area.

### THE EXAMPLE:

Make a list of ten things that this diagram could be.



## 9. The PREDICTION Key

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Make a prediction in regard to a particular situation, product or set of circumstances.

### THE EXAMPLE:

Predict what your computer will look like in 20 years time.



# 10. The DIFFERENT USES Key

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List some widely different uses for a chosen object.

## THE EXAMPLE:

Find 10 uses for a ball of string.



# 11. The RIDICULOUS Key

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Make a ridiculous statement that would be **virtually** impossible to implement, and then attempt to justify it.

## THE EXAMPLE:

The government should buy a brand new car for every person.

### Some consequences:

- 1. This would provide an incredible boost for the local car industry.
- 2. Less accidents would be caused by unroadworthy cars, with a subsequent lowering of costs associated with accidents.
- 3. Cars would be more fuel-efficient because of their modern design, leading to a reduction in air pollution and less wastage of petrol.



## 12. The COMMONALITY Key

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Decide upon 2 objects which would generally have nothing in common, and try to outline some points of commonality between them.

### THE EXAMPLE:

Find common points between a trophy and a set of cards.



# 13. The QUESTION Key

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Start with the answer, and try to list 5 questions which could be linked with that answer only.

## THE EXAMPLE:

The answer is **MIDNIGHT**.



1. When is it 12 hours after midday?
2. When did Cinderella's coach turn into a pumpkin?
3. What word is spelt M-I-D-N-I-G-H-T?

# 14. The BRAINSTORMING Key

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State a problem which needs to be solved and brainstorm a list of solutions

## **The Example:**

How to lower the crime rate.

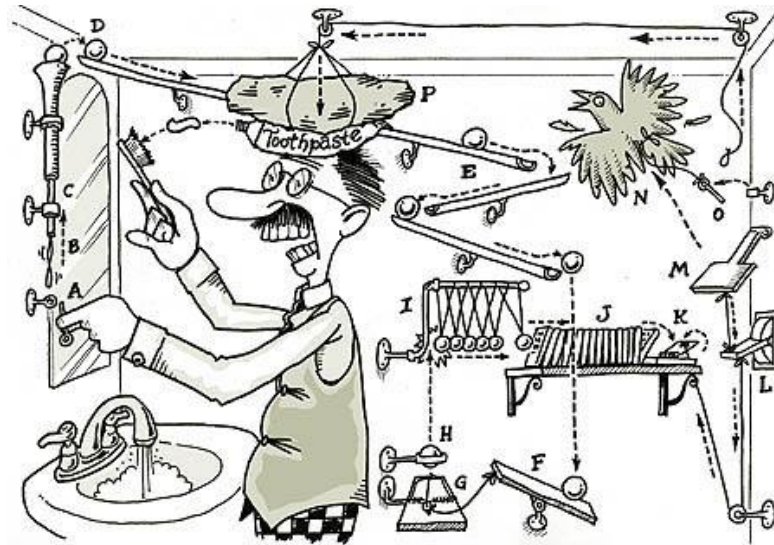


# 15. The INVENTIONS Key

Develop an invention which is constructed in an unusual manner.

## THE EXAMPLE:

Design a machine to help you dress in the morning





## 16. The **BRICK WALL** Key

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Make a statement which could not generally be questioned or disputed, and then try to break down the wall by outlining other ways of dealing with the situation.

### **THE EXAMPLE:**

Christmas has to be held at the same time each year.



# 17. The CONSTRUCTION Key

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Set up a variety of construction materials and build something.

## THE EXAMPLE:

How could you cross a river using a tennis ball, a rope and a brick?



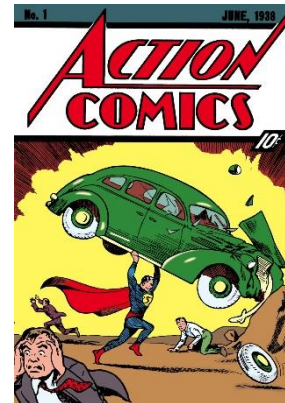
# 18. The FORCED RELATIONSHIPS Key

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Develop a solution to a problem by using a number of dissimilar objects.

## THE EXAMPLE:

You need to retrieve your kite from a very tall tree by using a packet of sweets, a hairbrush and a comic.



## 19. The **ALTERNATIVE** Key

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List ways to complete a task without using the normal tools.

### **THE EXAMPLE:**

Find 3 ways to clean your teeth without a toothbrush.



## 20. The INTERPRETATION Key

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Describe an unusual situation and think of some different explanations for that situation.

### **THE EXAMPLE:**

Your neighbour is making large circles in his backyard by pouring oil from a can. Why is he doing this?

