

## Introduction

This activity is best used in the context of the occupational specialism. In the first year students find out about a range of technologies and the possible solutions offered in this topic could be drawn from different technological applications.

Session Title/Details: Creative Thinking for DPDD
Approximate timing: 90 minutes
Group Details:
Session Objectives: In this session students will examine: <ul style="list-style-type: none"> <li>• The ways in which software development is a creative discipline</li> <li>• How you use creativity to solve problems</li> <li>• How creativity contributes to solution design</li> </ul>
Starter Activity: Ask students to define creativity. Ask students whether they are creative in problem solving or whether they feel they are more creative visually? How many students link creativity to music or the arts?
Session Activity:
Use the presentation called <b>Creative Thinking for DPDD – Presentation</b> to focus discussion.  Slide 2: Introduces the session by explaining that creativity for development can be split into two distinct categories – creativity in problem solving, and creativity in visual design.  From there on, the remaining slides consist of two problems, each of which has three possible solutions. The possible solutions are quite varied and therefore this is an opportunity to explain to students that the <b>most obvious</b> solution <b>may not be the only</b> solution.  Slide 3: Sets out the first problem and asks students for first thoughts. Spend some time discussing the problem and their proposed first solutions and use a flipchart to record some of the suggestions.  Slides 4 to 6 inclusive: Set out three possible resolutions. These should be introduced one at a time and discussed.  You could ask students to 'vote' for which they feel would be the most appropriate solution and ask them to explain their choice.  Slide 7: Sets out the second problem and again asks the students for first thoughts.

Slides 8 to 10 inclusive: Set out three possible resolutions. These should again be introduced one at a time and discussed.

You could ask students to 'vote' for which they feel would be the most appropriate solution and ask them to explain their choice.

Slide 11: Introduce the activities. These are web development specific:

Activity 1 is a problem solving exercise. Students will need:

**index.html** – is a development copy of a web page

**LVPlologo.png** – is an organisational logo

Students will create a .css during the activity.

Activity 2 is a visual design exercise. This does not require any additional files.

The outcomes to both should be presented to the whole class for discussion.

Plenary: You could use the solution to demonstrate one possible

**LVP Solution Files** – is a folder containing artifacts for a suggested solution:

**index-solution.html** – one possible solution

**LVPlologo.png** – is an organisational logo

**styles.css** – the css file containing the formatting data (separated per the activity instruction)

Homework: No specific homework is being suggested.

Resources Required:

**Creative Thinking for DPDD – Presentation** – slides containing two problems, each of which has been resolved in three creative ways

Flipchart

**Creative Thinking for DPDD – LVP Project – Teacher Notes** – specific notes for you to use to support the activity.

**Creative Thinking for DPDD – LVP Project – Activities** – sets out activities.

**index.html** – is a development copy of a web page

**LVPlologo.png** – is an organisational logo

**LVP Solution Files** – is a folder containing artifacts for a suggested solution:

**index-solution.html** – one possible solution

**LVPlologo.png** – is an organisational logo

**styles.css** – the css file containing the formatting data (separated per the activity instruction)