

Creativity in Innovation or In*Creativity*novation

After several quick creativity activities, participants will delve into the need for diversity when wanting to be creative, using *QuikDiSC*. The use and function of brainstorming will be examined. Participants will be introduced to the diverge/converge model. Storyboarding, I-Power, and the Good Things Report will be discussed. Several activities will round out the module.

Objectives

- ★ Provide opportunities to think out-of-the-box.
- ★ See where creativity fits in the decision making process.
- ★ Determine the value of diversity in creativity.
- ★ Provide ideas and tools for generating creativity when working alone or with a team.
- ★ Be aware of the sources of creative blocks.

Training Time

8:00 AM - 12:40 PM

Attendees

All employees, especially those who want to be more creative and use creativity to enhance their jobs

Recommended class size

6 - 30 participants

Recommendations

None

Requirements

- ★ Inscape's *QuikDiSC* per 21 participants. Contact Jessica Selasky at 513-336-9194 or www.confidencebuilders.com.
- ★ Roger von Oech's cards, *Creative Whack Pack*. Go to www.amazon.com to purchase the materials.

Investment

\$5,000. In other words, if you have 150 participants, it would cost \$33 per participant. You can do your own calculations to determine the actual price per participant for your needs: 250 participants = \$20 each; 500 participants = \$10 each.

This investment includes the Instructor/Facilitator Guide and Participant Guide. It may also include handouts, case studies, job aids, PowerPoints, wallet cards, and scenarios. The documents may be provided in Word and/or PowerPoint so that you may customize them to meet your needs.

Unlike other companies, you do NOT need to take certification classes before you can purchase and use the material. We can help you train your trainers, but that is not a requirement for purchase. Once you purchase the material, it is yours to use as you wish throughout your organization, as many times as needed, by as many trainers as necessary.

Would you like a sample of a complete Module? Check out our [Business Ethics Module](#).

Session 1 (115 minutes)

Welcome
Diversity in Creativity Introduction
Diverge/Converge Model
Brainstorming

Break

Session 2 (80 minutes)

Brainteasers
More Creative Ideas
Storyboards
I-Power Meetings
Good Things Report
Creative Blocks
Status Scene

Break

Session 3 (85 minutes)

More Brainteasers
Nail Exercise
You and Creativity
Creativity Tips
Application
Wrap Up