


Planning to use Thinker's Keys?

From Ryan, Tony. (198?). *Thinker's Keys for Kids*. South Coast Education Region.

Theme/ Context: Iquads Journey by Judy Harrington

<p><i>The Reverse Listing Key</i> Place words such as cannot, never or not in a sentence. Eg. Name 10 things that you could <i>not</i> clean.</p>	<p><i>List five places you wouldn't want I-Quad to visit.</i></p>
<p><i>The What If Key</i> You can ask virtually any What If question. Use the ideas wheel to record student responses. Eg. What If all cars turned into skateboards?</p>	<p><i>What if I-Quad got lost in cyberspace?</i></p>
<p><i>The Disadvantages Key</i> Choose an item and list a number of its disadvantages. Then list some ways of correcting or eliminating these. Eg. An umbrella, a computer, a hairbrush.</p>	<p><i>What are the disadvantages of having four eyes?</i></p>
<p><i>The Combination Key</i> List the attributes of two dissimilar objects, then combine the attributes into a single object. Eg. The telephone and a lounge chair.</p>	<p><i>How could you combine space travel with an animal farm?</i></p>
<p><i>The BAR Key</i> Make an item BIGGER, ADD something to it, REPLACE something on it. Eg. A skateboard, an umbrella, a freezer.</p>	<p><i>Make I-Quad bigger, add something to him and replace part of him with something else.</i></p>

<p><i>The Alphabet Key</i> Choose an object or topic and compile a list of words from A- Z which have relevance. Expand on these. Eg. Alphabet: Sports, Circus, Australia, Politicians.</p>	<p><i>Make a list of objects starting with each letter of the alphabet that I-Quad could collect from around the world and what country would each come from.</i></p>
<p><i>The Variations Key</i> Start each question with "How many ways can you..." Eg. How many ways can you: make new friends; wash an elephant?</p>	<p><i>How many ways can you say hello in different languages?</i></p>
<p><i>The Picture Key</i> Draw a simple diagram and students work out ways to link it to the topic.</p>	<p><i>Why would I-Quad take this on his journey?</i></p> 
<p><i>The Prediction Key</i> Ask for a series of predictions in regard to a particular situation, product or set of circumstances. Eg. Predict what schools will be like in 100 years.</p>	<p><i>Predict what would happen if I-Quad went to a family who liked him so much they wanted him to stay with him forever.</i></p>
<p><i>The Different Uses Key</i> List some different uses for items from your topic (emphasis on reusing and recycling). Eg. Find 10 uses for plastic noses.</p>	<p><i>What are ten things IQquad can do because he can morph himself into a computer, that you couldn't do?</i></p>
<p><i>The Ridiculous Key</i> Make a ridiculous statement that would be virtually impossible to implement, and then attempt to substantiate it. Eg. The Government should buy a brand new car for every taxpayer.</p>	<p><i>I-Quad should become the principal of your school.</i></p>

<p><i>The Commonality Key</i> Decide on 2 objects which would normally have nothing in common, and try to find common points between them. Eg. Kurwongbah State School and a circus.</p>	<p><i>What does your teacher and I-Quad have in common?</i></p>
<p><i>The Question Key</i> Start with an answer and list five questions that give that answer. Eg. Midnight, Seaweed, Monkeys, Migrants, Koalas.</p>	<p><i>These are the answers, make up a question for each one. Chocolate, school, a can opener, sleeping & school.</i></p>
<p><i>The Brainstorming Key</i> State a problem which needs to be solved and brainstorm a list of solutions. Eg. Too many people drive cars to work.</p>	<p><i>Brainstorm names of people that would be interesting for I-Quad to meet.</i></p>
<p><i>The Inventions Key</i> Inventions which are constructed in an unusual manner. Outline on paper and then possible construction. Eg. Invent: A combination knife and fork, an eggshell peeler. Children can draw a diagram.</p>	<p><i>Invent a relaxation device for I-Quad to use on his journey from things you find in your classroom.</i></p>
<p><i>The Brick Wall Key</i> 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. Eg. Governments need to collect taxes in order to provide necessary services.</p>	<p><i>I-Quad needs to travel all over the world to learn about Earth.</i> <i>What are other ways he could learn about earth without leaving Horsham?</i></p>

<p><i>The Construction Key</i> Set up a wide variety of construction problem-solving tasks and use lots of readily available material. Eg. Build the highest possible self- supporting structure using one sheet of newspaper, sticky tape and a pair of scissors. Children can draw a diagram.</p>	<p><i>Construct a craft for I-Quad to travel in using a shoe box, newspaper and sticky tape.</i></p>
<p><i>The Forced Relationships Key</i> Develop a solution to a problem using 3 totally dissimilar objects. Objects cannot be used for what they were intended. Eg. You need to catch a cat with a kite, a marble and a rubber band. Children can draw a diagram.</p>	<p><i>How can I-Quad help children learn?</i></p>
<p><i>The Alternative Key</i> List ways in which to complete a task without the normal tools. Eg. Work out three ways to clean your teeth without a toothbrush. Children can draw a diagram.</p>	<p><i>How could I-Quad travel from country to country in another way other than morphing himself?</i></p>
<p><i>The Interpretation Key</i> Describe an unusual situation and then think of some different explanations for the existence of that situation. Eg. Larry is standing in the middle of the empty oval.</p>	<p><i>You find I-Quad between the pages of a book in the library. How did he get there? How was he feeling?</i></p>

- How will you use these Thinker's Keys in the classroom? (Circle one or more, or add your own idea)

Contract Extension Activities Rotational activities Homework Journal Small group Whole class