



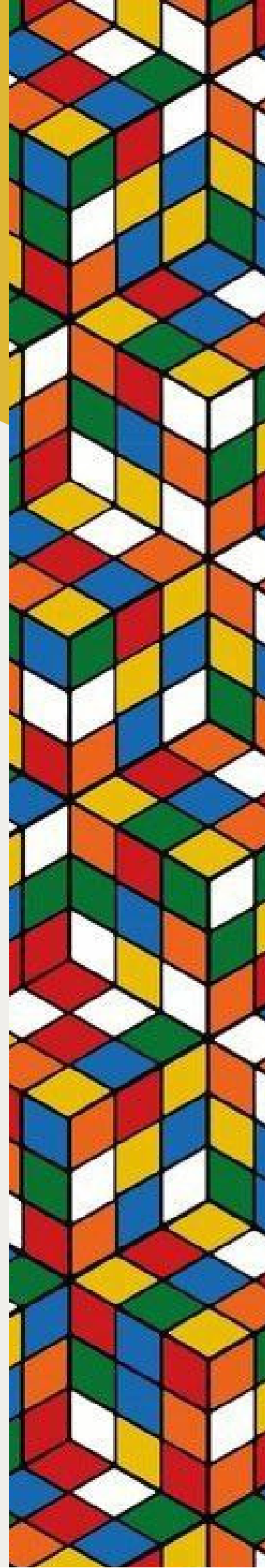
TOOLKIT ON

CRITICAL THINKING, CREATIVITY AND COLLABORATION IN YOUTH WORK

Created during Erasmus+ Training Course
CCC Training – Critical thinking, Creativity
and Collaboration in Youth Work

Gonio, Georgia

15-24 April 2023



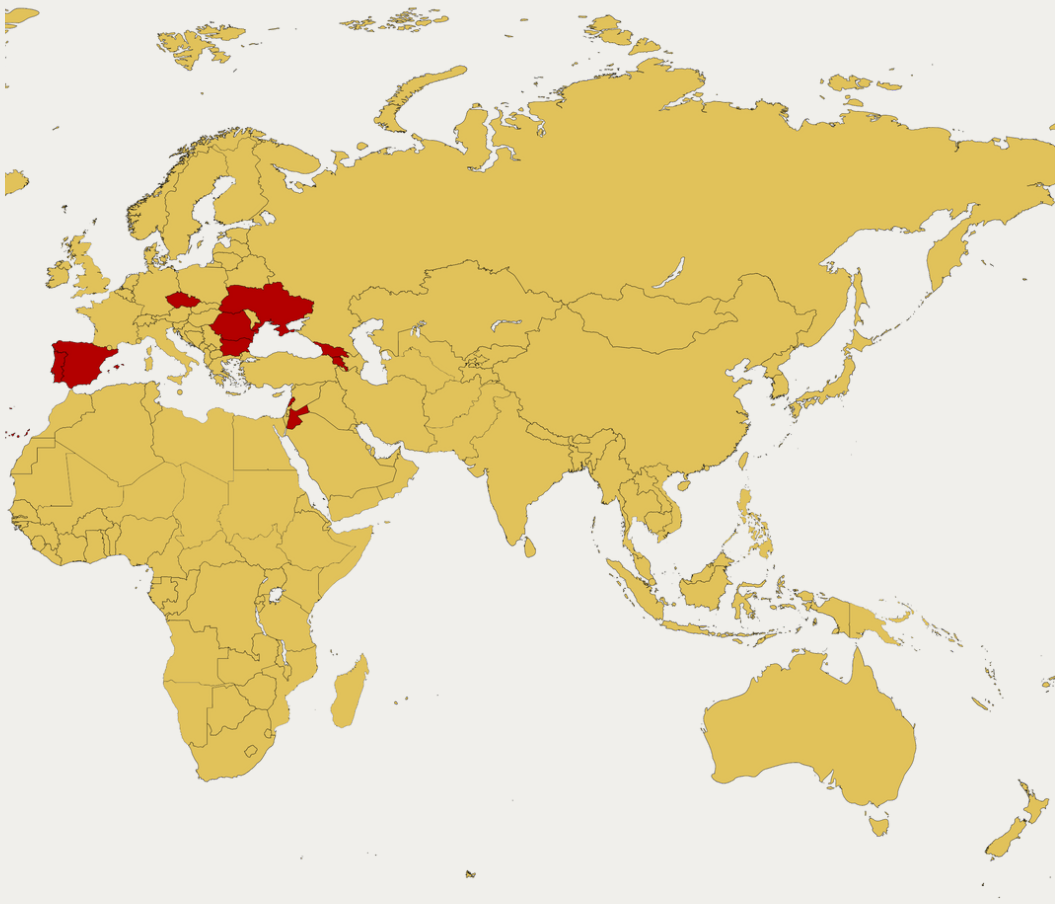
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INTRODUCTION

Welcome to our project toolkit on **C**reativity, **C**ritical thinking, and **C**ollaboration! It aims to explore the intersection between these three important skills and how they can be applied in various contexts to drive innovation and problem-solving.

Participating **C**ountries



INTRODUCTION

- **What is Creativity?**

The ability to generate new ideas, approaches, or solutions to problems.



Creativity is contagious, pass it on.

- Albert Einstein



- **What is Critical thinking?**

The ability to analyze information, evaluate arguments, and make sound decisions based on evidence and logic.



The essence of the independent mind lies not in what it thinks, but in how it thinks.

- Christopher Hitchens

- **What is Collaboration?**

The ability to work effectively with others towards a common goal.



Collaboration is the key to creativity and can be the bridge to success.

- Brian Tracy

CRITICAL THINKING



Critical thinking is a mental process of analyzing, evaluating, and synthesizing information and ideas to form reasoned judgments and conclusions. It involves **actively questioning, analyzing, and evaluating information**, arguments, and evidence in a systematic, logical, and objective way.

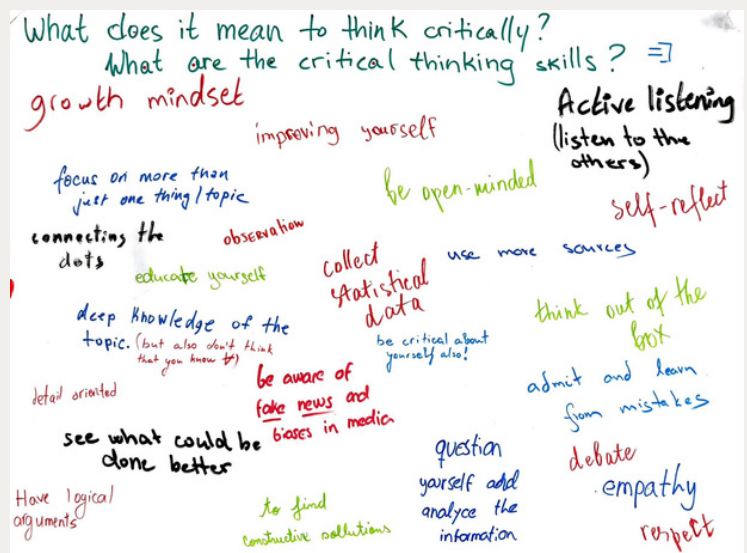
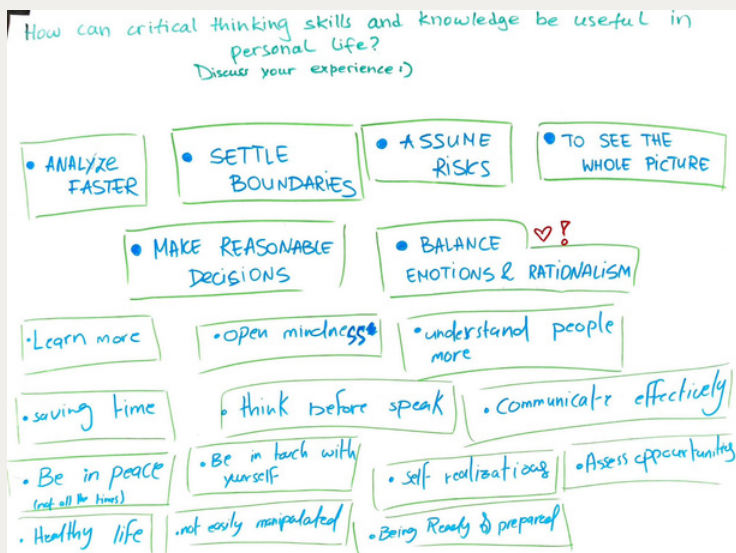


CRITICAL THINKING



Critical thinking helps people to **identify assumptions, biases, and logical fallacies**, and to develop more accurate, clear, and comprehensive **perspectives on complex issues**.

It involves using **various tools and techniques** such as logical reasoning, analysis, evaluation, and problem-solving to arrive at well-informed decisions and judgments.



CRITICAL THINKING

Activities to improve Critical thinking

SUDOKU

Game type: logic-based puzzle game

Number of participants: up to 5 participants per team

Duration: 20 minutes

Aim: to develop logical reasoning

Sudoku puzzles present a problem that needs to be solved. Working in teams they each will be given a puzzle & they need to figure out the correct placement of numbers to complete it. It also requires them to use deductive reasoning to eliminate numbers that can't fit into a particular cell, and to identify numbers that must be placed in certain cells. It is also important to identify patterns in the numbers that have already been placed in the puzzle and use them to make deductions about where other numbers should go.



CRITICAL THINKING

Activities to improve **Critical thinking**

CASH REGISTER



Game type: analysis activity

Number of participants: up to 7 participants per team

Duration: 30 minute

Aim: to develop synthesis and analysis skills and attention

EXAMPLE SITUATION

A businessman had just turned off the lights in the store when a man appeared and demanded money. The owner opened the cash register. The contents of the cash register were scooped up and the man sped away. A member of the police force was notified promptly.

TRUE OR FALSE

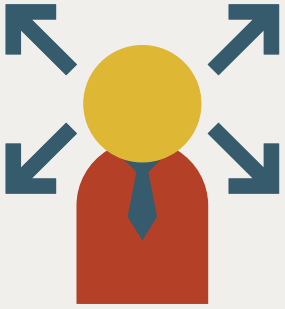
1. A man appeared after the owner had turned off his store lights. (Do we know that the business owner and the businessman are the same person?)
2. The robber was a man. (Do we know that this was a robbery? Perhaps the man was the rent collector or the owner's son).



CRITICAL THINKING

Activities to improve **C**ritical thinking

CRASHED AIRPLANE



Game type: decision making activity

Number of participants: up to 5 participants per team

Duration: 20 minutes

Aim: to develop persuasion, negotiation and analysis skills

The airplane has just crashed in an uninhabited island and will explode in 15 minutes. There are 15 objects in the airplane, 3 objects can be taken out of the airplane.

Within 15 minutes each group has to discuss which **3 objects** would be taken and bring arguments for the choice.



CRITICAL THINKING

Practising Critical thinking

ROLE PLAYING GAME: VILLAGERS

Activity type: simulation game

Number of participants: 2-3 teams from 4 participants per team

Duration: 90-180 minutes

Aim: to discover differences through observing and communication; practicing negotiation; team work and compromises.

Detailed description of the activity and handouts:

<http://toolbox.salto-youth.net/3302>



CRITICAL THINKING

Practising Critical thinking

CREATING MIND MAPS

Activity type: brainstorming activity

Number of participants: >2 people in a team

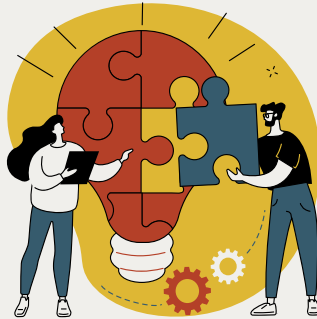
Duration: any

Aim: to summarize ideas on one place from more participants.

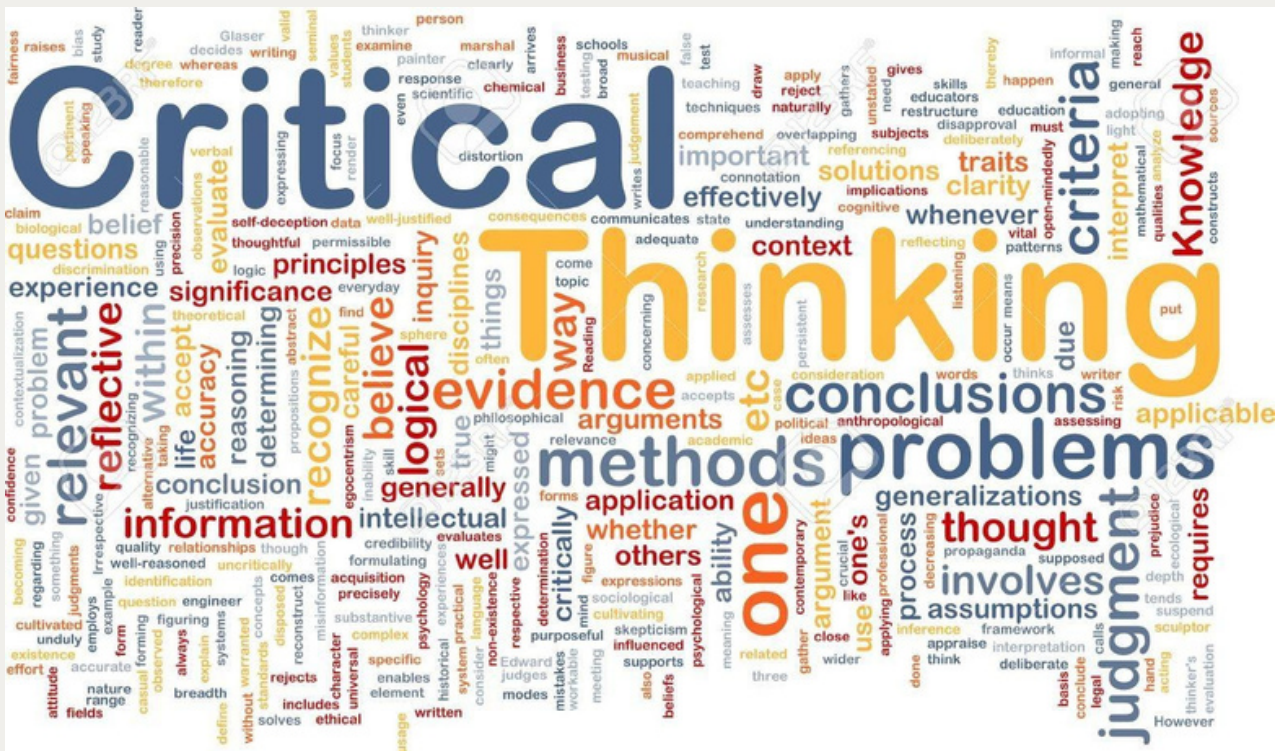
During the activity it is possible to discuss the aspects of Critical thinking, point out obstacles to it and get to know the applicability of Critical thinking in both youth work and real life.



CRITICAL THINKING



Remember, **C**ritical thinking is not just a skill, it is a mindset that can be developed through practice and persistence. So, let's start thinking critically and see where it can take us!



CREATIVITY

WHAT IS CREATIVITY?

Instead of adding definitions from Wikipedia, we have decided to develop our own.

"Creativity is the ability to find different approaches to some problems."

Leon

"Creativity is the distinctive way every human being chooses to do something. I may do something creative but someone might think it's not! Creativity is a process that reflects the uniqueness of every human being."

Fatima

"Creativity is when you are able to read between the lines and connect the ideas in an unusual way."

Anastasiya

"Creativity is the ability to think about a problem in a new or different way, from different perspectives, using your imagination."

Ioana

"Ability to rethink what's in front of you from a different perspective"

José

"Creativity is to invent something through using your imagination"

Yoana

"Creativity is the ability to grow new ideas through different techniques to solve problems, represent thoughts and ideas and communicate with others..."

Jinan

CREATIVITY

One of the most common misconceptions about Creativity is that you are either born with it or not and it cannot be developed.

Can we actually learn how to be creative?

One research tested creativity among 280,000 people. The test was given to the same participants from their early childhood to their adulthood.



Test results amongst 5-year-olds: 98% scored highly in creative thinking.



Test results amongst 10-year-olds: 30% scored highly in creative thinking.



Test results amongst 15-year-olds: 12% scored highly in creative thinking.










Same test given to 280,000 adults: 2% scored highly in creative thinking.








So...if uncritical thinking can be developed, can Creative thinking be developed too?

CREATIVITY

Creativity boosting tips

-  Practice. It may sound obvious, but practice is essential for creativity.
-  Discover Quality in Quantity. Creativity is not about perfection.
-  Look at the Ordinary.
-  Collaborate With Others.
-  Experiment With Different Styles.
-  Have Confidence.
-  Give Your Brain a Refresh.


Creativity blocking elements

-  Thinking That There's a "Right" Answer.
-  Being Too Practical.
-  Saying "No" to Tasks.
-  Being Afraid of Making Mistakes.
-  Trying to Tackle Everything at Once.

CREATIVITY

Activities to improve Creativity

ONE-SENTENCE STORY

 Up to 10 min (can be used as warm-up)

 Any

 Images or photos

Description

First of all, you need a variety of images which should show landscapes, cities, people, shapes or animals in many colors and perspectives. Next, lay everything down and ask each participant to pick one without looking at them. Then, everybody should sit in a circle and think about a one-sentence story linked to the picture, but each person must use a word from the previous person's story. Participants vote for the most interesting story.



CREATIVITY

Activities to improve Creativity

CREATIVE WRITING



45 mins



Teams of 5-6 people



Paper, pens



Description

Participants are divided into groups of 5-6 people and seated in circles. Each person receives a piece of paper and a pen and a facilitator proceeds with the instructions:

1. Each story has a character, so first we will create one. Draw a character (it doesn't have to be a person) in the left corner.
2. Write three adjectives that describe your character in the right corner.
3. Add the age and occupation of your character
4. Give a name to your character and write it on the top.
5. Now you will have 1-2 min to write the beginning of your story (one sentence). You can start your story with "Once upon a time..."
6. Now pass your paper to the person on your right and read the previous story

**give participants some time to read*

- Now you need to contribute and continue the story but make sure that your ideas are logically connected. You have 1-2 minutes.

**repeat the same action until the papers reach the people who started the story. You may increase reading time with each round if needed.*

- 8. Now you need to finish your own story.



Presentation stage:

Ask volunteers to read their stories (the number of stories depends on the size of a group).

Finish the activity with the QA debriefing.

CREATIVITY

Activities to improve Creativity

THE BABEL TOWER



40-60 mins



Teams of 3-4



Better to change materials everytime (e.g. Spaghetti, tape, papers, cups, marshmallows, straws, etc.)



Anywhere you find enough tables (kitchen, dining room, etc.)

Description

Start an activity with the introductory speech. Participants are split into several teams of 3-4 people. Team members should be from different countries. Teams will receive several objects (e.g.:spaghetti, tape, a piece of paper), which they have to use to build a tower. They have to collaborate without using English and find a way to understand each other. Any time a player uses a word in English, the team is punished by losing one of the objects that they had to use for building. They have 15 minutes to finish the task and after the time passes, the tower will have to stay still and not fall. The stability of the tower can also be checked with a marshmallow put on the peak of the tower. The winner is the tallest tower that is not falling.

*Introductory
Speech*

In the ancient world, humanity started to get so full of pride, that they thought they were as powerful as the Gods. They tried to conquer the Heavens, and for that they began to build a tower so tall that it would reach the kingdom of the Gods, the Tower of Babel.




To punish them, the gods twisted their tongues, and they started to speak different languages.

Now humanity has to prove that this is not an obstacle for them!

CREATIVITY

Activities to improve Creativity

SIX THINKING HATS

-  No specific time (Depends on the topic)
-  Groups of 6 or maybe less
-  A problem to solve ! (You can bring hats to make it funnier)



Description

It starts with all members deciding on one problem and then “wearing” the blue hat to identify how the meeting will go and what the goals and objectives will be. After that, the group can then proceed to “wearing” the green hat to generate ideas and solutions. In relation to this, the yellow hat allows the team to look at the new ideas from a positive viewpoint, laying down the potential benefits they can get from implementation. The next step is to use the red thinking hat to encourage everyone to express their feelings and instincts about the proposed solutions without having to justify what they feel. Lastly, the black hat is worn to challenge such ideas and probe the potential risks and how certain cautionary measures can be set in place in case the solutions fail. Finally, they can all move to the white thinking hat to present the needed information and what steps to take in gathering further details for the process.



It is a practical tool for everyday problem solving & way to understand and explore different types of thinking.

CREATIVITY



Organization & Planning

You draw an agenda, want to obtain conclusions to a problem



Creative Thinking

You explore a wide range of ideas to solve the problem



Feelings and Instincts

You follow your gut feeling without searching for a logical explanation



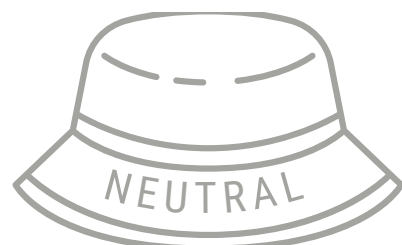
Benefits

You focus on the positive outcomes and valued added



Risk Assessment

You apply critical judgement to explain your concerns



Information Gathering

You share knowledge and look for reliable sources to find missing information

COLLABORATION

We will learn more about how **C**ollaboration can drive remarkable innovations, build connections, and make positive changes to our world.

Collaboration is very important for society to move **FORWARD**.

When people work **TOGETHER**, they combine their resources, skills, and knowledge to achieve a common goal.

Collaboration helps to create synergy and breaks down barriers between individuals or organizations, leading to a shared vision.



COLLABORATION

Workshops, organized by participants to develop Collaboration

"SEX EDUCATION"

COLLABORATION AND RAISING AWARENESS IN RESPECT OF SEXUAL EDUCATION



AIM:

Freedom of speech on such a controversial and tabooed topic

ENERGIZER:

"Banana-Apple-Orange" : Each fruit has its move and sound

TASKS:

- Discussing own background and experience in sexual education;
- Practicing pronunciation of 6 words related to sex;
- Discussing myths and stereotypes related to sexual sphere;
- Discussing the concept of norm;
- Activity "I love... and it's normal".

OVERALL:

The tool enhances group collaboration, fosters trust and safety, and can be used for working with young people. However, if the culture is conservative regarding sex-related topics and participation, caution is advised.

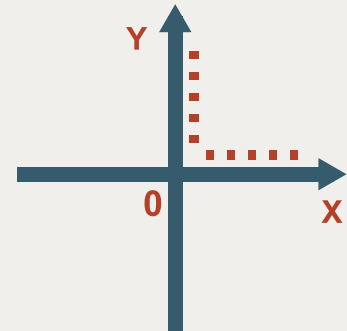


COLLABORATION

Workshops, organized by participants to develop Collaboration

"X & Y: COMPETITION VS COLLABORATION"

THE GAME TESTS STRATEGY, COLLABORATION, AND TRUST



AIM:

Using strategies to improve the Collaboration skills

ENERGIZER:

"Electric Cable" : Participants form two lines holding hands, One person pushes the hands of the first person from each team simultaneously, while the other raises the winning team's hand

TASKS:

4 teams compete to earn points over 10 rounds.

Each round, teams choose between X and Y, which correspond to different point values displayed at the start.

After the fifth round, there's a negotiation period where representatives from each team discuss the remaining rounds. Final team points will be recorded on paper and also displayed in a diagram showing the total points earned per round.

OVERALL:

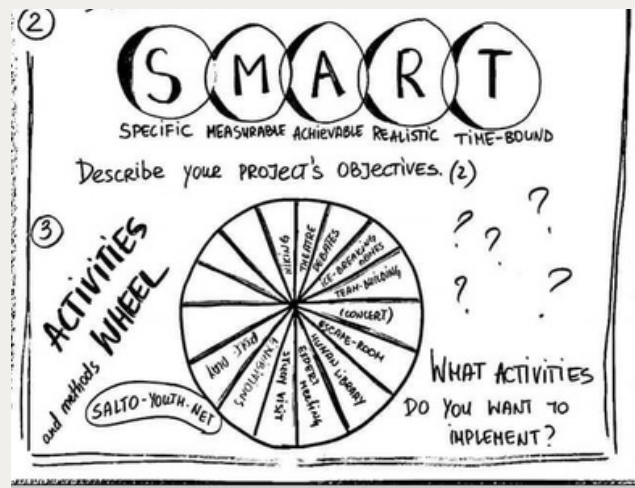
After results are presented, organizers compare the game to everyday experiences. Participants share opinions and feelings about the game.



COLLABORATION

Workshops, organized by participants to develop Collaboration

"HOW TO WRITE A YE PROJECT"



AIM:

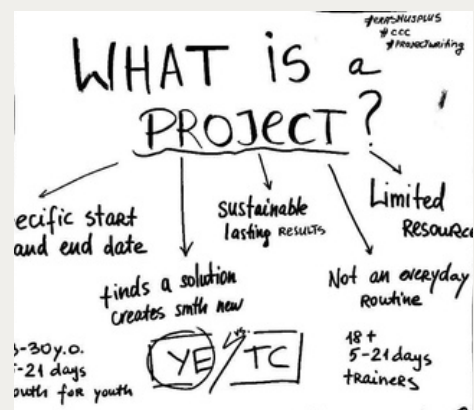
Basics of project writing, tools and overview of Youth exchanges

ENERGIZER:

"The Dance": Participants need to pass the move

TASKS:

Facilitator asks about YE experience. Presentation on project writing basics follows. Participants form teams of up to 5 people, receive a project writing template, and brainstorm within a limited timeframe. Teams present project results using an elevator pitch format, with a two-minute time limit per presentation.



COLLABORATION



All the main themes of this project have something in common. They create a core part of our identity.

Very long time ago, when a person broke their bone, they would usually die, just like other animals. But then once someone stayed and took care of the other, which saved their life.



Collaboration is what makes us human. It brings us closer, creates new bonds.

COLLABORATION

We want to surround ourselves with people we trust, who understand and respect our points of view, and who work well with others.



We were lucky to meet several of these!

The activities in this project gave us an opportunity to discover new ways to Collaborate.



Through finding ourselves more alike, we created *an environment where solving problems feels easier*. We learned that common collaboration-skilled people can always achieve uncommon results.

FEEDBACK



VALDEORRAS VIVE (SPAIN)

Aleksandra Galkina

In this training, I was able to look at some of the activities that I knew before from a new angle. Georgia received us with incredible hospitality and left memories that will warm us for a long time to come.

FEEDBACK



YDO (LEBANON)

Fatima Charaf Eddine

It was my first project and I didn't expect it to be so impactful and life changing as it was. I learned a lot and I am sure I will go to another Erasmus+ project in the future.

FEEDBACK



ADAMASTOR (PORTUGAL)

Rita Repolho

People are what give meaning to experiences in life, especially in Erasmus+ projects. This course made me get out of my comfort zone and I was only able to do it because all together we created a safe space. The trainers and organizers, the participants and the local people we met contributed highly to be one of the best moments and memories of my life.

FEEDBACK



JYIFS (JORDAN)

Hadeel Al-Haddad

This project was an intense experience! I met creative and kind people and we were guided by amazing trainers. Also, all sessions were different from each other.

FEEDBACK



EDUCATIO NGO (UKRAINE)

Vladimir Kozachun & Sofia Chernaia

This project was unique in terms of group dynamic and participants inputs! This inspires us to keep on creating such kind of non-formal learning activities further on and to develop ourselves as well! Never stop learning!

FEEDBACK



PROACTIVE GROUP GEORGIA (GEORGIA)

Giorgi Agirbaia

It always feels so much inspiring when you see and contribute the transformation and progress participants passed through during the CCC Erasmus+ TC, which turned out to be an outstanding opportunity to empower youth workers, leaders, and educators. Empowered participants will lead a positive impact and drive progress in their communities.

FEEDBACK



ACTIVE VITORAZSKO Z.S. (CZECH REPUBLIC)

Markéta Kabelová & Karin Říhová

I learned that hiding myself is not the only way I can protect my boundaries and that self-reflection should be an opportunity to know myself better and not to punish myself for mistakes.

It is easier for me now to talk with people, to not take things personally and communicate better in general.

FEEDBACK



FUTURE IN OUR HANDS (ARMENIA)

Nune Hakobjanyan

This project helped me to develop creativity skills and to work in teams, especially with people with different needs and cultures.

FEEDBACK



WALKTOGETHER (BULGARIA)

Yoana Doncheva

This was an amazing experience and also one of the best project that I have been to. I met really open minded people that inspired me!

FEEDBACK



SCOUT SOCIETY (ROMANIA)

Dan Toma

This is one of the best projects I've ever participated in because of the quality of the workshops and the people involved. Also, I highlight the fact that not only European countries participated in this project.

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