

How Many Ideas Can You Fit in Your Head?

COMPETENCIES

Get curious

Video/ Slide show

Show your students several paintings by René Magritte.

How do they react? What are their impressions? Each student selects one painting, reflects on what it shows and gives it his or her own title. Next, you should check in turn how different the titles the students have given to particular paintings are.

Creative expression

The students invent the ways they could clean their teeth if they found themselves on an alien planet with no water.

Carry out brainstorming, encouraging your students to propose as many ways to clean their teeth without water as possible. You can write down their ideas.

Get going

Movement game

Students participate in a movement game, in which they move around imaginary planets and exercise creative thinking.

Constructing

The task of each team is to construct “The Most ... Tower” which will become the symbol of their planet.

Elaborate on a follow-up to the plot: After a short while spent on the common planet, you want to come back to your own planets (those from Round 2). To be able to tell one’s own planet from other ones after the trips are over, it is necessary to construct “The Most ... Tower” – the symbol of a given planet.

Brainstorming

Students come up with what ordinary objects could become on an alien planet.

Sit in a circle. Ask each of your students to draw one item from the chest/case you prepared earlier. Each student invents a new, unusual application for his or her object on the planet they are currently on.

Get practicing

Writing

Students write a one-minute essay on the following topic:
What is the most popular game on the planet you have just
landed on, which is unknown on Earth?

They can describe the rules of the invented game, or they can simply write about what the inhabitants of the planet do during parties and social gatherings.
