

story creation, idea generation and mind mapping for a completely creative, fun, learning experience

1. We discuss the goal of the session and introduce ourselves to the group.
2. We participate in an entertaining ice-breaker game for 10 minutes.
3. Participants learn the basic principals of mind mapping and story generation.
4. We split into two or three teams of 5 people.
5. Each team begins with a game of tale craft and individuals create their own story.
6. We then move to the ThinkCube and groups brainstorm and workshop their story ideas using a hand drawn mind map and idea cards.
7. Each person then refines their story and mind map then presents their mind map to the group.
8. We laugh, we imagine, we brainstorm, we clap, jump around and we speak English.
9. Give out free mind mapping software and some useful accelerated learning info.

ThinkCube



What is it?

ThinkCube is a complete solution that provides you with all of the tools you need to innovate. It represents the culmination of 10 years of research in creative thinking and synthesizes today's leading creativity tools, techniques, and processes. Whether you use it alone or in a group, ThinkCube trains your brain and lets you exercise your creative muscles.

To brainstorm utilizing the ThinkCube, you first define your challenge as specifically as possible. To stimulate ideas, you shuffle all of the Idea, Word and Mutation cards into one deck, and then randomly draw six cards from it. This starts you out with a collection of ideas and stimuli from diverse fields and topics.

One of the core principles behind the design of ThinkCube is that the best ideas occur at the intersection of two unrelated disciplines. Therefore, to generate ideas, you combine the contents of two or more of the cards, to see what ideas those random combinations suggest. Ideas can be written down on one of the Idea notepads that are included with ThinkCube.

Talecraft



What is it?

Talecraft is a Philippine based story-telling card game developed by Ria Lu. It aims to promote the creation of stories by means of randomly picked cards that decide the key elements of the author's narrative.

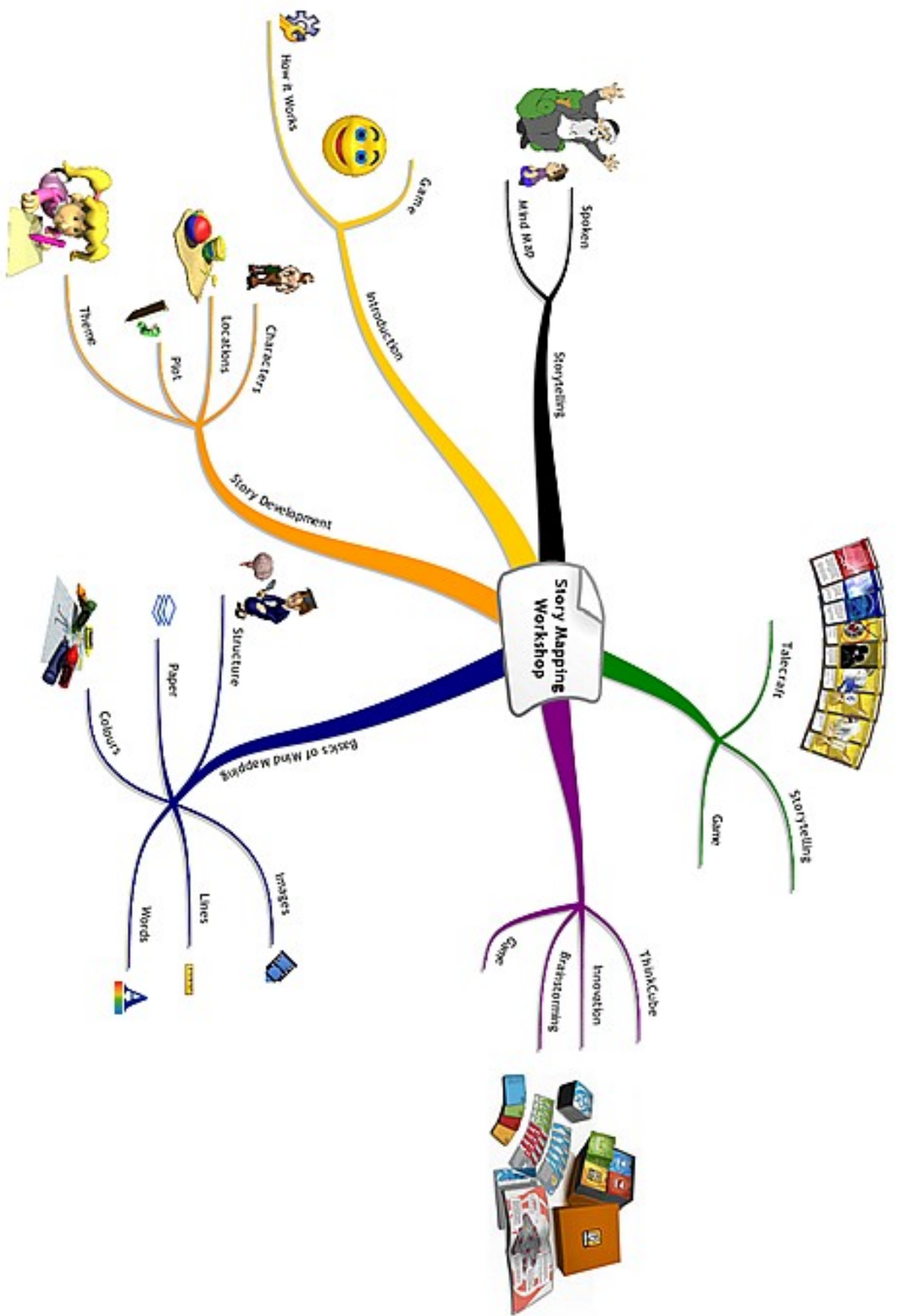
Game mechanics

The card set is divided into three stacks: Genre, Archetype, and Key. The Genre stack decides the genre of the story. The Archetypes define the characters, and the Key determine the plot line or the keywords that are required to be used.

At the beginning of each game, each player randomly picks one card from genre, two from archetype, and six keys. They are then asked to formulate a narrative based from the cards they have received. If the player got a key card known as "Pick", the player is required to get a card from either the Genre or Archetype stack and add it into his story. Meanwhile, the "Swap" key card allows the player to discard one of any of his cards at hand and chooses a new card from the same stack as the discarded.

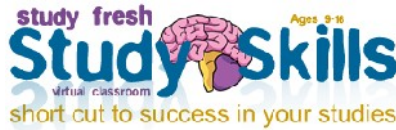
All the players are given five minutes each to create their stories, after which they share their tale with their peers.

Given that the quality of stories are based on personal tastes, the game is often played with no winners being declared. However, this is not a requirement, as the game could be played in different variations, where authors of the best stories could be decided upon by votes or non-player judges.



story-mind for schools and youth groups

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