

# SESSION 1: GET INSPIRED

## Starter activity guide



5 mins

### For starters

#### What they will do across the whole project

Explain to participants that they are going to explore creativity, develop their own creative profile, start a portfolio and create a display exhibition that they are going to develop that by working together, through play, drawing games and using their imagination.

#### The Play Pact

Introduce guiding principles: everyone involved should sign the document (including the adults) - to create a sense of validation, respect and collaboration for all.

### Chat: But what is creativity exactly?

#### Slide 2: Art = extreme creativity

What does creativity mean to them? When you ask people what creativity is, they often say music, painting, sculpture, etc. But art is actually an extreme expression of creativity, when the urge to create is stronger than anything else! So people who don't identify as artistic will often think they are also not creative.

#### Slide 3: Creativity - brain tickles

Know that feeling when your brain gets a little tingly? A better way to define creativity is that's it's about our brain making connections, coming up with ideas, solutions, exploring the world and making sense of it. That is creativity in action, and we use it all the time when we stretch our perceptions and allow ourselves to think 'otherly'.

#### Slide 4: Creativity is everywhere

Explain that any object around us has been created to solve a problem and can be built upon (think of how many types of seats there are for example). Ask them to think about examples of creative thinking in every life - from cooking to memes, TV shows, comedy, games...



10 mins



5 mins

### Warm up : Brain Sparkers Play Sheet

Think of all the things they enjoy and record them, It' what makes them who they are and it's valid - all the parts come together to create a vision of what we are like - and choose top five activities. Keep for session 3.

**TOP  
TIP**

Let doodling, fiddling, fidgeting happen  
to keep those hand busy and minds open...

# SESSION 1: GET INSPIRED

## Core activity guide



1-2 mins

### Main course: Snapshot creation!

In this activity, the group is going to work together to create their first piece of collaborative work - using shapes collected around them, and their imagination, to create something completely unique.



### Shape Hunter challenge

#### Collect

Challenge them to find as many unusual or fun shapes as they can around the room, and draw their outline on the sheet. But they only have five minutes!! How many can they find? What's the most curious or pleasing shape they found?

#### Select

Now give them coloured paper, pen and scissors. Ask them to choose their favourite shape and get them to draw or cut out as big as possible on A4 coloured paper, and keep the off cuts

#### Bring together

Cut a 2m long piece of roll paper and get them to work together to arrange the cut outs on it. They could use pens, paint, off cuts to complement the artwork - or anything they want to!

### Appreciate!

Ask them to take a step back and reflect on what they have created, and how this is an expression of how they view this space as a group

- What do they think of their collaboration
- how do different personalities come through?
- What's their favourite part?
- Did they have fun?

### Expand

For those who want to do more, the **Hero, Shero Theiro Play Sheet** is a place to record information about people who inspire their creativity - they can do it in the session if they have time or in their own time at home.

### Materials

PPT slide 11  
Shape Hunter  
play sheets  
pencils/pens  
scissors  
glue  
A4 coloured paper  
roll of paper



5 mins



10-15 mins



5 mins



## TOP TIP

Stretch them by trying to spot shapes that might not be too obvious...

# SESSION 2: PLAY TIME!

## Starter activity guide



1-2 mins

### For starters

In this session, they will explore what play really is, why it is essential to unlocking creativity, and why understanding what we like or dislike is important to develop it and create a selfie portrait.

### Chat: Why do we play?

#### Slide 13: Play - just games?

One definition of play is an activity that we choose because we enjoy it, not because it's an obligation. Using the examples on the slide to encourage discussion.:

**what does the word play mean to them? What does playing feel like?**

#### Slide 14: Not just for little kids

Play is officially recognised by the United Nations as essential for children entire development. But it's equally true for people of all ages. When we play, we give ourselves permission to try things without pressure, to challenge ourselves - play is a way to unlock what we think is possible. And this is why play and creativity are such good friends. **Think of examples of how people of all ages might play.**

#### Slide 15: play = fun at work

But that doesn't mean that play cannot be serious, or hard rock! When we enjoy something, we often put more effort in. And while it may not be obvious why we are doing something to external eyes (or our own!), what we are doing is exploring ideas or activities on our terms and learning from them. **Think of activities that you do that you enjoy that are not typical play? what projects have you done or liked in your own time that were really hard work?**

#### Slide 16: play + creativity: it's personal

The other thing that play and creativity have in common is that the way we play and we come up with ideas is completely unique to us. What is fun for us is not always someone else's cup of tea. we might prefer an environment that is quiet or noisy, be in company or alone, etc. Understanding what we enjoy and our personal likes is important to develop our sense of play and creativity.

**TOP  
TIP**

**Use play language during the activities  
to support their creative mindset**

# SESSION 2: PLAY TIME!

## Core activity guide



10 mins

### Warm up: Likes visualiser Play Sheet

Get them to look at each line and colour in depending on what they prefer. Maybe they will like both aspects on each line equally, or not at all. There are no rules, colour as they wish. This will create a visual profile completely individual to them. Keep for session 3.



1-2 mins

### Main course: Group portrait

In this activity, the group is going to work together to create their second piece of collaborative work - making portraits and bringing them together.

#### Selfie Sketch

##### Create

Using collage, drawing, cut outs, or whatever else they have available or suitable, participants create a portrait that reflects who they are. It can be a realistic or abstract as they like, on a piece of A4.

They can keep this in their portfolio, that they will continue to develop over the next session.

##### Appreciate!

Ask them to take a step back and reflect on what they have created.

- How do different personalities come through?
- What makes them stand apart, what do they have in common?
- What do they like most about each?

#### Materials

PPT slide 18  
Selfie Sketch  
play sheets  
pencils/pens  
scissors  
glue  
A4 paper  
roll of paper



20 mins



5 mins

### Expand

For those who want to do more, the **Ideas Log Play Sheet** is where to note down ideas, things to do, make, create, and keep in your portfolio for later.

**TOP  
TIP**

Get the A4 portraits to expand out of the paper to create a unique shape

# SESSION 3: CREATIVE YOU

## Starter activity guide



1-2 mins

### For starters

This session is all about revealing what their unique creativity looks like, from starting to build their own portfolio of creative work to discover their creative 'shape'.



5 mins

### Warm up: Personal Play List Play Sheet

Get them to write down how they like to spend their free time, inspired by icons - and choose their top five activities and keep for later.



15 mins

### Chat: What's a creative portfolio for?

#### Slide 20: You're more than a grade

Grades and school work shouldn't be the only thing to define how well someone is doing. Any creative activities is a way to explore skills that are really useful in life. In any future job, creative experience will be useful to come up or explain ideas, find solutions, work together or solo, think critically.

What are examples of when finding solutions or explaining ideas might be useful? Ask them to discuss the sort of creative activities they do and what they might want to include in their portfolio inspired by:

#### Slide 21: Your portfolio

Anything creative that is part of what makes them themselves! A portfolio is really a chance to show their personality and skills and can be as varied and different as they are.

#### Slide 22: Artwork

Before we learn to write, we draw. It's a natural way to express ideas - sometimes it's easier to draw something than try to explain it with words. Like anything else, we get better at what we practice. A

#### Slide 23: Writing

There is definitely more to writing than grammar and spelling. Humans love stories and they can take many forms - children's books, short stories, novels, films, cartoons, but they also appear in ads, memes, puns, on social media, in texts even. And it can really help to write down stories we want to tell. Writing is one way to capture them - it can be a draft story, a poem, a stream of consciousness, something invented or something from real life.

**TOP  
TIP**

**encourage them to recognise creative skills in every day activities and hobbies**

# SESSION 3: CREATIVE YOU

## Core activity guide

### Slide 24: Digital

Taking and editing great photos, memes or graphics has become very accessible and require a tonne of creative skills: choosing the right images, filters, edits, adding elements or text.

### Slide 25-26: Animations/ videos

Making videos, vlogs, films and animations has become much easier with smartphones and tablets and platform like TikTok or YouTube. It's essential in social media, and will continue to be part of every day life and work. It requires bringing visual, graphics, music and message together in just a few seconds.

### Slide 27: Ideas

Ideas and thoughts don't have to be fully formed to be worth remembering. Making notes or ideas you might have, new or building on things you have seen/ observed, can be super useful at a later time. So it's worth jotting things down on a document, notes as things you might want to work on more later.

## Main course: Shape of you

In this activity, the group is going to work together to create their second piece of collaborative work - making portraits and bringing them together.

### Creative Profiler Play Sheet

#### Create

Look back at the top fives in the **Likes Visualiser** and the top fives on the **Personal Play List** and map all ten words on the Creative Profiler, Then get them to add a dot for how important each of these values is to them and link them as a spidergram. They can colour in and cut out the the shape, which is completely unique to them.

They can keep this as part of their portfolio.

#### Appreciate!

Ask them to take a step back and reflect on what they have created, what they have expressed as a group

- What do they think of their display?
- Do they want to give it a title?
- What would they tell others about it?

#### Expand

For those who want to do more, they can watch zoom Q&As with top professional creatives in the world of comics, writing, music and film on [hackney.yourplay.space](https://hackney.yourplay.space).

## Materials

PPT slide 29  
Creative Profiler  
Filled in Likes Visualiser  
and Personal Play List  
sheets  
pencils/pens  
scissors  
glue