APPENDIX - II

THINKING CREATIVELY WITH WORDS
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Adapted in Gujarati -
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Name:
School:
Birth-date

Age:
Std.
Sex:

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The first three activities will be based on the drawing below. These activities will give you a chance to see how good you are at asking questions to find out things that you don't know and in making guesses about possible and consequences of happenings. Look at the pictures. What is happening? What can you tell for sure? What do you need to know to understand what is happening. What caused it to happen and what will be the result?
Activity 1. ASKING. On this page, write out all of the questions you can think of about the picture on the page opposite this one. Ask all of the questions you would need to ask to know for sure what is happening. Do not ask questions which can be answered just by looking at the drawing. You can continue to look back at the drawing as much as you want to.
Activity 2: GUESSING CAUSES: In the spaces below, list as many possible causes as you can of the action shown in the picture on page 2. You may use things that might have happened just before the things that are happening in the picture, or something that happened a long time ago that made these things happen. Make as many guesses as you can. Don't be afraid to guess.
Activity 3: Guessing Consequences: In the spaces below, list as many possibilities as you can of what might happen as a result of what is taking place in the picture on page 2. You may use things that might happen right afterwards or things that might happen as a result long afterwards in the future. Make as many guesses as you can. Don't be afraid to give a guess.
ACTIVITY 4: PRODUCT IMPROVEMENT: In the middle of this page is a sketch of a stuffed toy elephant of the kind you can buy in most dime stores for about one to two dollars. It is about six inches tall and weighs about a half pound. In the spaces on this page and the next one, list the cleverest, most interesting and unusual ways you can think of for changing this toy elephant so that children will have more fun playing with it. Do not worry about how much the change would cost. Think only about what would make it more fun to play with as a toy.
ACTIVITY 5: UNUSUAL USES (Cardboard Boxes): Most people throw their empty cardboard boxes away, but they have thousands of interesting and unusual uses. In the spaces below and on the next page, list as many of these interesting and unusual uses as you can think of. Do not limit yourself to any one size of box. You may use as many boxes as you like. Do not limit yourself to the uses you have seen or heard about; think about as many possible new uses as you can.
ACTIVITY 6: UNUSUAL QUESTIONS: In this activity, you are to think of as many questions as you can about cardboard boxes. These questions should lead to a variety of different answers and might arouse interest and curiosity in others concerning boxes. Try to think of questions about aspects of cardboard boxes which people do not usually think about.
ACTIVITY 7: JUST SUPPOSE: You will now be given an improbable situation—one that will probably never happen. You will have to just suppose that it has happened. This will give you a chance to use your imagination to think out all of the other exciting things that would happen if this improbable situation were to come true.

In your imagination, just suppose that the situation described were to happen. THEN think of all of the other things that would happen because of it. In other words, what would be the consequences? Make as many guesses as you can.

The improbable situation—JUST SUPPOSE clouds had strings attached to them which hang down to earth. What would happen? List your ideas and guesses on the next page.