

me-we-Us-THEM TM

EPLS Linked-Domain Model TM

'Art of Creative
Thinking and
Problem Solving'



"Getting out of the box"

The Art of
Creative Thinking
and Problem Solving

Creatively Improving
your Personal and
Professional
Thinking

Course Purpose: Creatively Improving Personal and Professional Thinking

Brain Research

Understanding and Improving Thinking Patterns

Realizing ability to Learn, Grow, Change and Improve

Practical real-world case studies designed to improve thinking

Course Design: Two-Day participative seminar, adult learning format

Course Focus: Evaluation of thinking patterns to improve outcomes

Understanding Brain Function through Current Research

Hemispherical Dominance

Stroop Effect and Automaticity Model

The Brain's System One and System Two

Corpus Callosum Function and Differences

Applied Creative Thinking

Problem Solving

The Decision-Making process

Plan-Do-Check-Act



Course Takeaways: Creative Thinking and Problem Solving

The **Essence of Thinking**, Creating and Problem Solving

Evaluating Examples of Creative Thinking and Problem Solving

Current Brain research -Left Brain Right Brain

Reticular Activating System (**RAS**)

Applied Creative Thinking

Creativity and the Four Behavioral Styles

Paradigms -Five Key Principles

Creative Thinking Questions and Behaviors

Assumptions, Beliefs, Generalizations

The **Decision-Making** process

Twelve ways to get out of your box

Killing Creativity (case study)

Creative Problem Solving

Applied Creative Writing

The Brains Preferred Approach to Problem Solving

System one and **System Two** Thinking

Thinking Characteristics of the Two System Approach

Creativity and the Problem-Solving Process

The Problem-Solving Process

Plan-Do-Check-Act

Personal Action Plan



Course Content: The Art of Creative Thinking and Problem-Solving (ACT)

The **Art of Creative Thinking and Problem-Solving** (ACT) is a case studies based, engaging, interactive learning experience. The ACT provides the opportunity to practice using the tools, models, and insights gained from the Art of Leadership Developmental Learning System. The ACT is programed with practical real-world case studies amplifying the lessons learned from current Brain Research. Additionally, the ACT teaches tools to improve Creative Problem Solving and Decision Making.

The material contained in the ACT is based on 50 years of exhaustive research in the field of developing human potential. The Woods Consulting Firm has found that all successful men and women utilize four domains to unlock their potential and the potential within their organizations. From success on the athletic field to success in the organizational world, these four domains are the same; **E P L S: Ethos, Pathos, Logos,** and **Sophos.** The epistemological roots of this model date back to the Greek philosopher Aristotle 384-322 BC who learned it from Plato 427 – 347 BC and taught it to Alexander the Great 356–323 BC.

The **E P L S** 'Linked–Domain Leadership Model' is the foundation of the Art of Leadership Developmental Learning System (AOLDLS). The ACT teaches 4 tools within the **Logos** domain to improve creativity:

- 1. The first domain is Ethos (me) your Character—Mastering Attitude, Values and Actions. Evaluating our Habits and creating our Ethics. Mastering Self first every day. *This is personal success found in the Intrapersonal domain.*
- 2. The second domain is **Pathos** (we) your Connections Mastering influence, effectively and efficiently communicating Expectations. Valuing to other people. *This is people success found in the Interpersonal domain.*
- 3. The third domain is **Logos** (**Us**) your Competence—This is the leader's responsibility for creating the environment to produce organizational results. This domain involves: Creative Thinking, Problem Solving, and Critical Thinking, Everyday learn something new! *This is professional success found in the KSA Impact domain.*
- 4. The fourth domain is **Sophos** (**THEM**) your Commitment to Change and Intentional Growth. This higher order thinking domain requires: analyzing, evaluating, and creating change. This iterative domain promotes personal and organizational growth and improvement through learning and mentoring. It is having the discipline and courage to do what doesn't come easy! It is moving your comfort zone, raising your expectations and facing the fear of failure

 -to lead through change.

This is progressive success found in the Iterative Learning domain.



The Art of Creative Thinking and Problem Solving (ACT)

Agenda

Day 1

08:00 a.m. - 11:15 a.m. The Essence of Thinking

The Essence of Creating

The Essence of Problem Solving

Examples of Creative Thinking and Problem Solving

Brain research

The Essential Elements of Creative Thinking

Tool #1 The Human Brain -Left Brain Right Brain

Applied Creative Thinking

Creativity and the Four Behavioral Styles

Speaking the Four Different Languages

11:15a.m. – 12:15 p.m. Lunch

12:15 p.m. – 4:30p.m **Tool #2 Reticular Activating System (RAS)**

Paradigms -Five Key Principles

Creative Thinking Questions and Behaviors

Assumptions

Beliefs

Generalizations

The Decision-Making process

Twelve ways to get out of your box

Killing Creativity (case study)



Day 2

08:00 a.m. - 11:15 a.m.

Tool #3

Creative Problem Solving

Applied Creative Writing

The Brains Preferred Approach to Problem Solving

System one and System Two Thinking

Thinking Characteristics of the Two System Approach

Applications (Case Studies)

Creativity and the Problem-Solving Process

11:15a.m. – 12:15 p.m.

Lunch

12:15 p.m. – 4:30p.m

Tool #4

The Problem-Solving Process

Identify the Problem

Understanding the Problem is usually not the Problem

Develop Alternatives

Select the Best Alternative

Implement Plan-Do-Check-Act

Space Shuttle Problem Solving Scenario

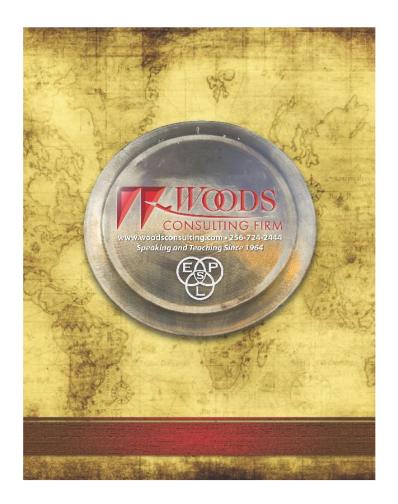
Application and Takeaways

Next Steps

Personal Action Plan

Wrap Up







Action is eloquence. ~William Shakespeare