

Creativity Cards

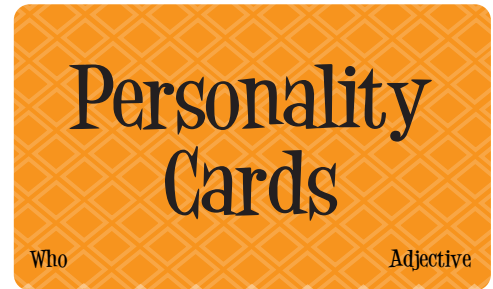
Contents and Features

Contents

- ◆ 500 cards
- ◆ 10 color-coded sets
- ◆ 50 cards per set
- ◆ Wild cards (10)
- ◆ Durable, portable box
- ◆ Plastic tabs (10)
- ◆ Instructions booklet
 - 100+ activity ideas
 - Arts integration
 - Literacy/ELA
 - Master lists (10)

Features

- ◆ Playing card quality
- ◆ Engaging colors
- ◆ 3x5 size easy to hold
- ◆ Readable from distance
- ◆ Sub-categories (30)
- ◆ Bonus choices (800+)
- ◆ Literacy connections
- ◆ Vocab levels: K-12



Creativity Cards

Card Design



Creativity Cards

Educational Uses

Combining Cards & Ideas



1 set only
-simplicity
-clarity
-fit a topic

Inspire Creativity

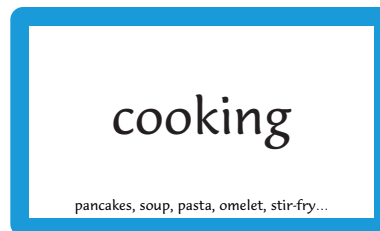
-Variety
-Detail
-Challenges
-Discoveries

Build Vocabulary

-See it, Hear it, Do it!
-All 3 learning styles
-Ideal for EL/ESL
-Nouns, verbs, adjectives



2 sets
-add detail
-develop ideas
-solve challenges



3 or more sets
-add details
-create sentences
-develop stories
-solve challenges

Drama/Theatre

- ◆ Acting details
- ◆ Pantomime
- ◆ Improvisation
- ◆ Storytelling
- ◆ Playwriting
- ◆ Speech & debate

Literacy/ELA

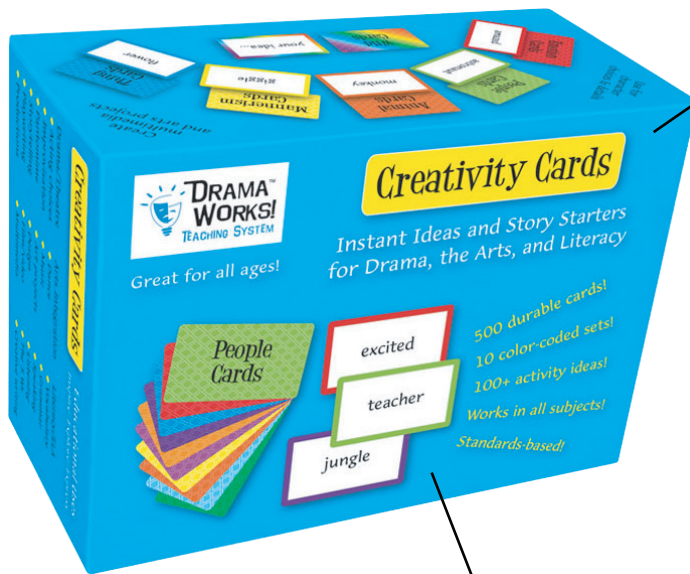
- ◆ Creative writing
- ◆ Building vocabulary
- ◆ Story analysis
- ◆ Grammar
- ◆ Speaking & listening
- ◆ Story dramatization

Arts Integration

- ◆ Creative movement
- ◆ Music & movement
- ◆ Artistic expression
- ◆ Art projects
- ◆ Video/film projects
- ◆ Theatre productions

Creativity Cards

Box Features



Full-color lid
with 4 sides

Box top slides
over bottom

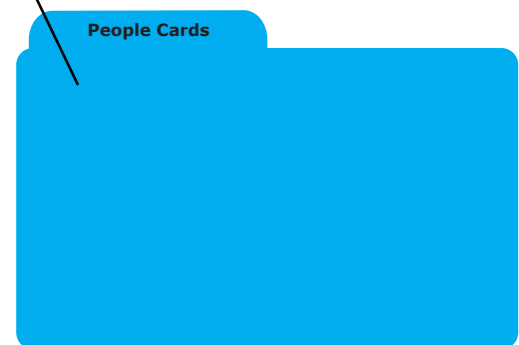


Plastic tabs keep
cards organized

Extra space to
easily remove cards

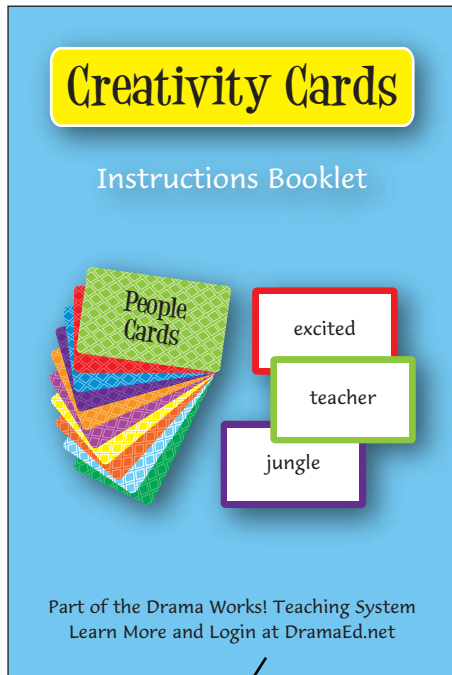
Summary

- ◆ 2-part box with removable lid
- ◆ Top slides over bottom
- ◆ Contents securely protected
- ◆ 10 plastic tabs organize cards
- ◆ Extra space makes it easy to remove and replace cards in box



Creativity Cards

Instructions Booklet



Cover

Summary

- ◆ 26 full-color, glossy pages
- ◆ Instructions and tips
- ◆ Literacy connections
- ◆ Arts integration strategies
- ◆ 100+ activity ideas
- ◆ Master lists for all 10 sets

Creativity Cards: Philosophy

Purpose
Use these cards to spark creative choices and personal interpretations of words, concepts, and topics in drama, the arts, and literacy. There is no right or wrong answer when it comes to creativity. "Say yes" is a core principle of improvisation, so have players accept and use any card they get. This also encourages creative problem solving, especially for unusual card combinations.

The "See it, Hear it, Do it" Method
The 3x5 size with large type helps players read the card from across the room, which also reinforces spelling (See it). When the leader or player says the word aloud, pronunciation is reinforced (Hear it). Acting helps players to connect to words physically (Do it). Show the card, say the word, and act the meaning to integrate visual, auditory, and kinesthetic learning styles. This approach helps increase players' vocabulary.

Why No Pictures?
The cards show words only (no definitions or pictures) to allow players to interpret and express meaning in their own way. A picture can limit the imagination and creative ideas.

Using The Creativity Cards

Preparation and Selection
Place the cards in separate stacks on a table for easy access during the lesson. Presort and select cards to a) match players' reading levels, b) connect with a chosen topic, or c) integrate with a specific subject area. The leader and/or players can select the cards.

Card Combinations

fairy	1 set -simple -clear -fits topic	2 sets -add detail -develop ideas -creative challenges
forgetful	fairy	3 or more sets -more details -create sentences -develop stories
forgetful	fairy	cooking

Showing the Cards
Hold a stack in hand to flash new ideas to the group. Grab the top card from two different sets to show ideas to combine (e.g., grumpy baker). Display selected cards in pocket charts, on a document camera, or with magnets on the white board to build vocabulary and sentences.

Teacher tips for using the cards

SETTING CARDS ~ NOUNS ~ WHERE		OBJECTIVE CARDS ~ VERBS ~ WHY	
airplane	hot air balloon	to achieve	to encourage
attic	house	to acquire	to enjoy
backyard	inside the body	to amuse	to escape
barbershop/beauty salon	jungle	to annoy	to flatter
beach	market	to attack	to flirt
boat	meadow	to avenge	to heal
bus	mountain	to bargain	to help
cabin	office	to be loved	to impress
campsite	outer space	to beg	to insult
car	park	to belong	to learn
carnival	pond	to blame	to love
castle	restaurant	to bribe	to marry
cave	roof	to bully	to master
center of the Earth	room	to calm	to protect
covered wagon	school	to charm	to prove
desert	ship	to cheat	to provide
deserted island	store	to cheer	to question
farm	submarine	to comfort	to reason
forest	swamp	to confuse	to solve
front porch	the Arctic	to conquer	to stall
garage	tide pool	to create	to survive
ghost town	train	to criticize	to tease
graveyard	truck	to defend	to threaten
haunted house	underwater	to distract	to trick
hospital	zoo	to embarrass	to win

Master lists for quick reference

See all cards in each set

Creativity Cards

Sets and Categories

People Cards

Who

Noun

Emotion Cards

Who

Adjective

Occupations

baker

Feelings

embarrassed

Character Types

warrior

knight, gladiator, samurai, Viking, Apache, musketeer...

Physical States

hungry

Summary

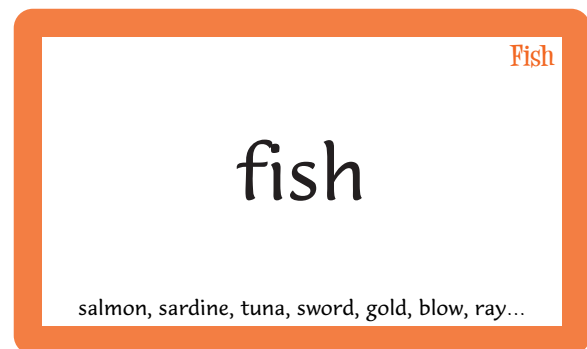
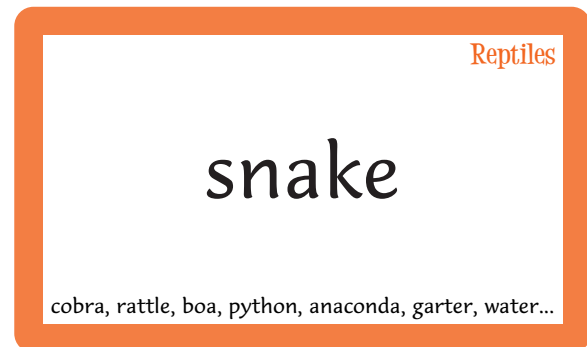
- ◆ 50 People Cards
- ◆ 25 Occupations
- ◆ 25 Character Types
- ◆ 70+ bonus choices

Summary

- ◆ 50 Emotion Cards
- ◆ 42 Feelings
- ◆ 8 Physical States

Creativity Cards

Sets and Categories



Summary

- ◆ 50 Animal Cards
- ◆ 20 Mammals
- ◆ 10 Birds
- ◆ 10 Invertebrates
- ◆ 10 Reptiles, Amphibians, & Fish
- ◆ 70+ bonus choices

Creativity Cards

Sets and Categories



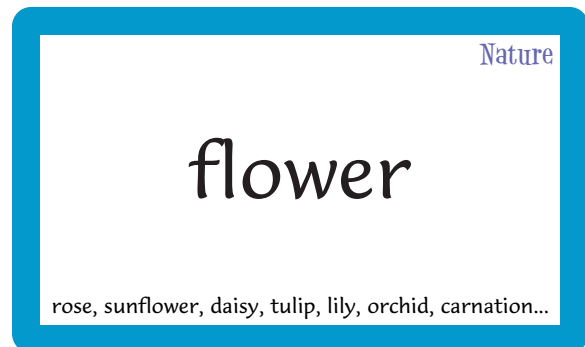
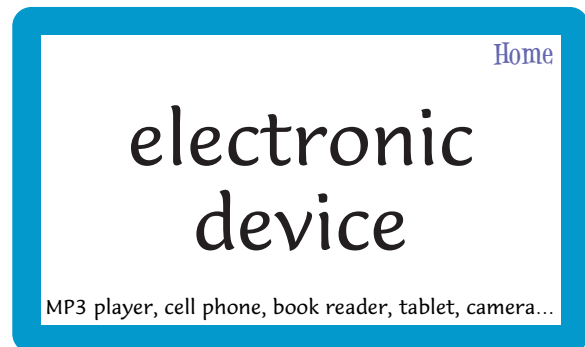
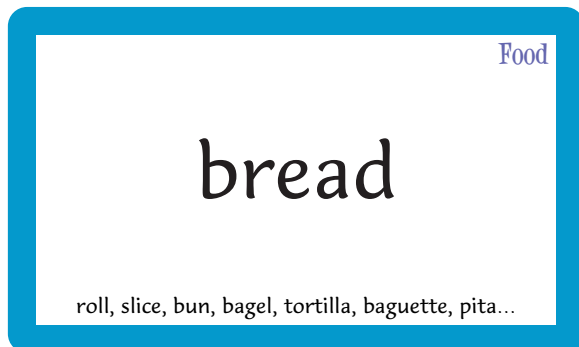
Summary

- ◆ 50 Creature Cards
- ◆ 10 Fairy Tales & Fantasy
- ◆ 10 Halloween & Horror

- ◆ 10 Famous Characters
- ◆ 10 Greek & Roman
- ◆ 10 Science Fiction
- ◆ 50+ bonus choices

Creativity Cards

Sets and Categories



Summary

- ◆ 50 Thing Cards
- ◆ 10 Food
- ◆ 10 Toys & Games

- ◆ 10 School
- ◆ 10 Home
- ◆ 10 Nature
- ◆ 275+ bonus choices

Creativity Cards

Sets and Categories

Mannerism Cards

Who

Verb

Physical Habits

give
thumbs up

Vocal Habits

cough

Activity Cards

What

Verb

cooking

pancakes, soup, pasta, omelet, stir-fry...

riding

a bike, motorcycle, horse, elephant, magic carpet...

Summary

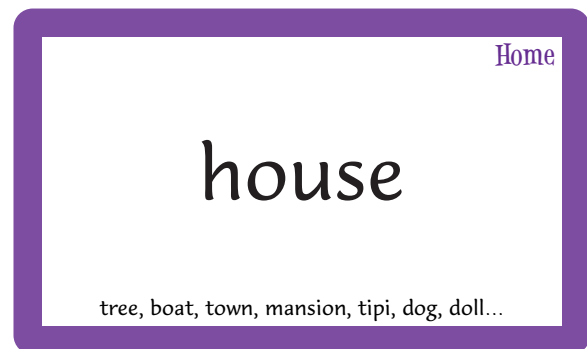
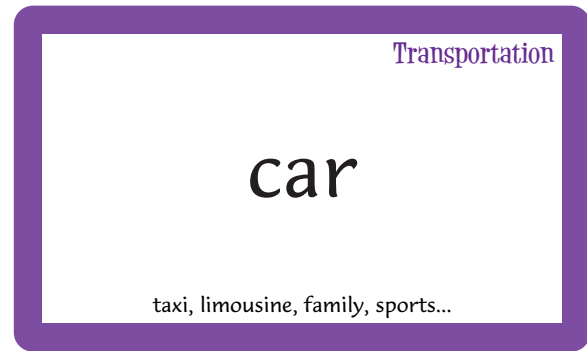
- ◆ 50 Mannerism Cards
- ◆ 25 Physical Habits
- ◆ 25 Vocal Habits

Summary

- ◆ 50 Activity Cards
- ◆ 50 Activities
- ◆ 150+ bonus choices

Creativity Cards

Sets and Categories



Summary

- ◆ 50 Setting Cards
- ◆ 10 Nature
- ◆ 10 City & Town

- ◆ 10 Transportation
- ◆ 10 Home
- ◆ 10 Creative
- ◆ 60+ bonus choices

Creativity Cards

Sets and Categories

Objective Cards

Why

Verb

Objectives

to acquire

fame, fortune, land, power, status, possessions...

Tactics

to beg

get on knees, clasp hands, puppy dog face, whine...

Personality Cards

Who

Adjective

bossy

forgetful

Summary

- ◆ 50 Objective Cards
- ◆ 20 Objectives
- ◆ 30 Tactics
- ◆ 150+ bonus choices

Summary

- ◆ 50 Personality Cards
- ◆ 50 Personalities

Creativity Cards

Bonus Wild Cards



Summary

- ◆ 10 Wild Cards
- ◆ 3x5 size same as other 500 cards
- ◆ Add to any set for challenge and fun
- ◆ Inspire creativity and originality
- ◆ Develop vocabulary and problem solving
- ◆ Create anticipation and spark spontaneity