



Nurturing Innovation, bringing creative approaches to projects and processes with Ed Cousins

We agreed on an understanding that innovation could be considered as collective collaboration, the vehicle which operates between change and continuity. It is an essential component in Erasmus Plus projects and at the core of all professional update.

Innovation is the means to manage creativity.

In our workshop we practiced collective creativity through exercises designed to engage everyone in the room.

Our objective was to stimulate debate and dialogue and to formulate suggestions for positive change in the global E+ experience.

As participants found their way to the room we rearranged the chairs into a U shape and played the game of **Secret Conversation**. The subject discussed was European Citizenship.

After this activity we reflected on the components of creative processes, identifying association and conflict, attracting and repelling each other as context and foreground for our morning's work.

We played the game **Threesomes**, a practical and lively opportunity to illustrate how to build on the ideas of others. This connects with the way that innovation unlike invention takes existing structures or organisations as its starting point and looks to improve what is already there.

From here we moved to a game illustrating conflict, or the combining of unlikely elements. The conceit we used in the game of **Creation Myth** is that of personification, that is to say we can endow concepts or things with human characteristics and tell their story in an entertaining way.

The Creation Myth requires teams to adopt an almost biblical approach to a given subject, to imagine and describe a world before their subject exists giving clear indication of how necessary it was for the subject to be created. They should then describe the process of creation and show us the better world now the subject is established.

Our subjects were The National Agency, The Mobility Tool, The European Association of Training Providers and Inter Cultural Exchange Visits.

Spontaneously the participants decided to present their Creation Myths as short pieces of theatre.

Finally well warmed up and working successfully as a team we began the Round Robin. Teams devised innovations in the forms of reports on Evaluation, Application, European Dimension and Communication between Stakeholders. Results of this intense consultation were reported to the plenary.



The activities Secret Conversation, Threesomes and Creation Myth are described in the Playing CLIL handbook available for free download at <http://www.playingclil.eu/this-is-the-playingclil-ebook/>