

# Intelligence and **Creativity**

Module 4



### Before you read

**Expository Text** 

Think of what you can do with these objects other than their intended purpose.





Creativity is using your imagination to create something original. Everyone is creative, but some people act on their ideas and others don't.

There are many ways of being creative and creativity can help us solve many different problems.

### 1 The evolution of ideas

Creativity is not only about dramatic new ideas, it is also about making gradual improvements to existing ideas. Car development is an example of this. If a car designer creates a more comfortable car, he builds on many changes made by designers in the past.

### 2 Putting ideas together

Two or more ideas can be **combined** to create a new idea. If you join the ideas of a computer and a network, you get the Internet.

### 3 Changing how we do things

Sometimes new ideas bring about a change in how we do things. In the past, all surgical operations involved cutting into the patient. But now doctors can send a small tube with a camera into a person's body and treat the patient from the inside.

### 4 Finding a new use for things

Creativity doesn't always involve inventing something new. If you look at something that exists, you can often think of another use for it.

Some of the best scientific developments have come this way. In the 19th century, plastic was developed for making balls. In 1889, a man discovered that you could use it for photographic film.

### 5 Changing approach

When we try to solve a problem, we often use one way to deal with it, which may not work. If you change your approach, you can sometimes find a different solution. For example, most city planners slow traffic down with speed **restrictions** and signs. But one planner proved that if you 82 take all the signs away, cars go slower! This is because drivers have to be more careful.



### Read the text, then fill in the table below:

No.	Type of creativity	Example	Give your own example
1	Developing	A car designer uses changes made by designers in the past	
2	Putting ideas together	Two or more ideas can be combined	ned to create a new idea.
3	Changing how we do things	Sometimes new ideas bring about a	change in how we do things.
4	Finding a new use for things	Plastic for making balls used for photographic film	
5	Changing approach	When we try to solve a problem, we often use one	way to deal with it, which may not work.

**3** Grammar in context Suffixes (-ment/- able/- ed/- less/ -ful)

A suffix is a letter or a group of letters added to the end of a word to change its meaning.

Find the words in the text that end with suffixes:

( comfortable / developed / careful / discovered / )

- 4 Add the right suffixes to the words in brackets:
- I like to be (help) ....helpful ..... at home.
  The (fear) ..... fearful .... boy saved the cat.
- The teacher wanted to see (improve) ....improvement.... in my grades this month.

### Writing Part 1:

Be creative. In groups, design a character profile for a person from your imagination.

Draw a face and give it a name. Write four things to describe the person's appearance. Write four more things to describe the person's personality, then write three things that the person likes doing

# **Appearance** 1. 2. .....

	Personality
1.	
2.	
3.	
4.	

19.	
Likes	
1	ġ Ø
2	
3	
4	Name

-ment

action

process

-less

without

-able

can be done

-ful

full of

# **Creative Thinking**

### Listening







2 11.1 Listen to Lee Johnson, an **expert** on creative thinking, and complete the following diagram:

# Six Secrets of Creativity Carry a notebook and a pen. To write down ideas Exercise gives energy to the brain Read a lot of books. Don't watch a lot of TV It makes you more creative Have a positive attitude.

### Speaking

- What do you think of Johnson's tips? Do you agree with all of the tips?
  - What tips would you give to make the lessons more fun?

Add Your Own Tips				

### 4 Grammar in context Double comparatives

### (The + comparative adjective, the + comparative adjective)

e.g. The *more* books I read, the *more* I learn.

The *older* we grow, the *wiser* we become.

### a. Complete the following sentences:

- 1. The more you study the better your marks will be.
- 2. The more time I spend with my family, .the wiser I will become.
- 3. The faster you move the sooner you arrive.

### b. Rewrite the sentences using 'double comparatives':

- 2. If the sun is brighter, I will be happier.

  The brighter the sun is, the happier I will be.



### Writing Part 2:

- In groups, work on ideas for the <u>first draft</u> of a short story about the character you decided on **previously**.
- Choose one of the following ideas for your story or create your own.
- ✓ It was the best/ worst day of his/her life.
- ✓ He/She has been left alone on an island or so they assumed until he/she wakes up to find a message written in the sand.



- focus on getting your ideas down in the first draft rather than perfecting your word choice.
- Add events and include details to describe actions, thoughts, and feelings. **Think of the following questions:**
- Where was he/she? (time/ place)
- What happened to him/her?

- Was he/she alone?

- How did he/she feel?
- Now, use your notes to write your own story.
  - Search the internet or other sources for more pieces of advice on how to be creative. Prepare a poster or a presentation and add pictures and quotes about creativity.

# Strange or Creative

# **Expository Text**





# Look at the pictures; Do you know any of these people? What did they do?

It is very important to know that being creative doesn't equal being perfect. Even the most creative people in the world can have strange or even unusual habits. You'll read below about three creative people that were unusual in their own way.

1 This English crime novelist, short story writer and playwright didn't write at a desk. She never even had an office!

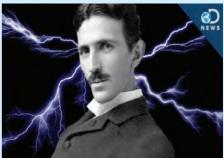
Agatha Christie wrote over sixty books in hotel rooms, on kitchen tables or in her bedroom. Sometimes she started writing before she even had a plot. She generally started with the details before moving on.

2 Charles Dickens, the author of many novels including, "David

Copperfield" and "A Tale of Two Cities", had some truly strange habits. He only slept and wrote

facing north and believed that this practice improved his creativity. He was also obsessed with the need for tidiness. He always required that his furniture, pens and ink be specially arranged to help him think.

3 This is Nikola Tesla, one of history's greatest inventors. Remember his face every time you are showered with the blessings of electricity. But this genius was also called "mad" because of the strange things he did. He rarely slept for more than two hours straight. This harmed his physical and psychological



health. Once he stayed awake for eighty-four hours! He also loved pigeons so much that he would go out and look for injured ones to take to his home and nurse them back to health.

# Read the text and answer the following questions:

- 1. What was strange about each of the three characters?
- 2. What is the purpose of the writer?
- 3. Give another title for the text.

### Read again and choose the correct answer from a, b, c and d:

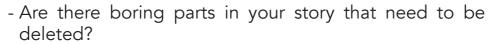
1.	1. The opposite of the underlined word "details" in the first paragraph is						
	a. facts	b. whole	c. items	d. pieces			
2.	2. Charles Dic <mark>kens was</mark> interested in						
	a. Science	b. Psychology	c. H <mark>i</mark> story	d. Literature			
3. The underlined word ' <b>mad</b> ' in the third paragraphs means							
	a. angry	b. upset	c. crazy	d. strict			

### Writing Part 3:



### a. In groups, write the <u>final draft</u> for your short story. Edit your story by answering the following questions:

- Does your story have a beginning, a middle and an end?
- Is the setting described clearly?
- Are all the events and details clear? Can you offer more details to explain your characters or events?



- Did you check for grammar, spelling and punctuation?
- b. Read your story to the class.

## Speaking



Work in groups to **vote** on the most creative story. Make notes about why you think it is the best one, then explain your opinion to your group.

