



3.4 IDEAS BANKS

One of the first steps you can take towards rediscovering your creativity is to invest in ideas banks.

An ideas bank is not a traditional bank where money is the asset that is kept, yet in many ways it is like a bank with the main difference being that the assets being stored, managed, or exchanged are not financial in nature but creative instead. Ideas banks are resources which can utilise many platforms including websites, management software, social media, hardcopy books or internal organisation documents where people can describe, discuss, and exchange ideas. These resources can sometimes be open source and thus free and other times can be subscription based where a fee is required. Moreover, access to ideas banks can in some cases be public and other times exclusive to members of a corporation, work setting, community, or club/society.

Theoretically, their goal is to have people collaborate on an idea that can be implemented in a setting/situation whether that be professional or personal with the mission to bring about improvement or solutions to problems. For many, ideas banks are used to innovate and develop new technologies or inventions.

A great example of an ideas bank is TED conferences or TED talks, which are influential videos from expert speakers on many topics including education, tech, and business. Their very slogan is TED - Ideas worth spreading.

Pinterest, Instagram, and Facebook are great social media platforms where you can find ideas. All you have to do is type in a browser your question “how to teach multiplication in a fun way”. People as individuals can also be an ideas bank. Anyone can have a great idea really which you can take, alter and tailor to your teaching needs.

Two of the most important groups of people that can themselves be ideas banks are teachers, your colleagues and the youth group you work with, especially the latter. Invite them to tell you about their latest interests and use their passions to deliver your content in order to motivate engagement. For example, if someone was teaching geometry and knew their students like basketball, they could make it a rule that in order for a team to be able to shoot they will have to stand in formations that make up the shape that the teacher has called out, let's say a square, a rectangle or a triangle. The team that manages to stand in an accurate formation first and reply to their teacher's questions correctly gets to throw the basketball from the place that they are standing. Each player within that team that has answered a Math question correctly gets to throw the ball. They get two points for the correct answer and one point if the ball goes in. The team that gets the most points at the end wins. However, the teacher or youth worker would have to make it clear that in order to leave the classroom they need to study the content they will be questioned on to be eligible to throw the basketball and get points for their team. So via this example, as youth workers we can take that general thought process and use it in your context by tapping into different ideas that interest our youth group.



Another ideas bank is you, yourself, and your enthusiasm. What makes you enthusiastic, Is it Indiana Jones? Do you love treasure hunts? What are your hobbies and passions? Bring them into your youth group or your classroom. You will find that your enthusiasm will be contagious to your youth group.

Another idea bank can be found in games. Games as well as gaming are sources of engagement and fun for young people all over the world. If we are honest, they are sources of engagement and fun for adults as well. We will go more into gaming and specifically gamification in the next section of this module.