# Using "Yes-No" Game and Riddles for Teaching OTSM-TRIZ and Various Regular School Subjects

## March 20-21, 2008, The Netherlands
## 1,5 Day Training Workshop

### GOAL

A goal of this unique training is to teach participants how to apply "yes-no" game during TRIZ education and develop and include the games for teaching different schools subjects.

### THE COURSE

To simplify OTSM-TRIZ education to children and young people, a non-linear approach was developed by the members of *Jonathan Livingston* Project targeted at teaching OTSM-TRIZ to children. The approach is aimed at developing a system of practical thinking skills for managing complex non-typical problem solving.

Teaching OTSM-TRIZ is a new subject and developing appropriate skills takes time and often creates difficulties for teachers and parents. In order to integrate teaching OTSM-TRIZ with other school subjects or family activities, a training system based on the Yes-No games and creating and solving various riddles was developed by Nikolai Khomenko and Alla Nesterenko. Her book *The Country of Riddles* is available free of charge at www.jlproj.org.

After the training course, the acquired skills can be used by teachers and parents for creating educational games to teach kids and youngsters to main concepts of Classical TRIZ and OTSM and develop a system of appropriate thinking skills. These skills are helpful not only for further studying TRIZ and OTSM but for many regular school subjects by creating and playing "yes-no" games, inventing tasks and riddles for the games, and simultaneously studying other subjects.

The course will be conducted in 3 parts: full day (morning and afternoon) and morning of next day. The course involves intensive practice.

### TRAINER

Nikolai Khomenko, TRIZ Master, founder and leader of Jonathan Livingston Project posessing 28 years of experience with TRIZ and OTSM.

Currently he is a professor of Graduate School of Science and Technology (INSA) in Strasbourg and founder of Insight Technologies Lab in Toronto, Canada.

### TARGET AUDIENCE

School and pre-school teachers, principals, parents, as well as specialists in technology of education who would like to learn how to develop power thinking skills in kids and teach them to basics of Classical TRIZ and OTSM.

### PROGRAM

- Introduction to OTSM-TRIZ for kids.
- Basic concepts used in OTSM-TRIZ for kids.
- What is "Yes-No" game and how it can be useful by educators (from Preschoolers to Universities professors and lifelong education).
- System of Yes-No games:
  - Linear (one dimension)
  - Planar (two dimensions)
  - Spatial (three dimensions)
  - "Guess What I keep in Mind"
  - "What is it?"
  - Situation for detective investigations.
- How all these kind of games could be used for teaching students of various ages.
- How to create your own Yes-No games to teach kids and further develop their thinking skills.

### LOCATION

The course location will be Utrecht or The Hague. Exact location will be confirmed as soon as possible but no later than one month before the course.

### PRICE

The fee per seat is Euro 250,- (excl. VAT/BTW). Price includes courseware, refreshments and lunch.

### REGISTRATION

For registration please visit (link is clickable):

www.xtriz.com/trizforkids/registration.htm

### MORE INFORMATION

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TRIZ stands for "Theory of Solving Inventive Problems"
OTSM stands for "General Theory of Power Thinking"

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