

To Think or Not To Think

An activity using Edward de Bono's Six Thinking Hats. It is meant to evoke different parts of our thinking abilities.



1. White hat = facts & objective information
2. Red hat = elicit feelings, mood, and intuition
3. Yellow hat = look for possible opportunities, benefits, and rewards
4. Green = find new, creative ideas
5. Black hat = why a proposal or theory might not work; inspire a helpful “devil’s advocate”
6. Blue = control hat to manage the thinking process, get an overview, create a summary, explore inspiration

Activity example:

How can we increase the library’s ability to develop creative and innovative thinkers?

How can I improve morale in my department or branch?

Go through all 6 hats, limit the time per hat to less than 1 or 2 minutes each, and keep notes on your observations:

- A. White – what facts do I need and how do I get them?
- B. Red - how do I feel about this? (Quick 30-second answer.)
- C. Yellow – what are all the possible advantages/benefits?
- D. Black – what is the potential downside? how can you prevent it?
- E. Green – what new approaches can I generate?
- F. Blue – what inspires me to solve this challenge? sum up what I have learned in this process. Next step?

Adapted from *Six Thinking Hats* by Edward de Bono. Use individually or in a group setting. *All rights reserved.*
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Discover what it means to make great thinkers your peers!

Activate Peer Learning in Your Library and Community by Dorothy Stoltz with Elaine Czarnecki, Betsy Diamant-Cohen, Carrie Sanders