

## ACTIVITY

# SCAMPER

**Directions:** This activity is called **SCAMPER**. It stands for: **S**ubstitute, **C**ombine, **A**dapt, **M**odify, **P**ut to another use, **E**liminate, and **R**everse. When you **SCAMPER** something, you think about changing it in some way to come up with something new.

In the chart below, you'll **SCAMPER** a plain cheese pizza. Look at the list of questions next to each step to find out what part of the pizza you will change. We've also included an example of how we might **SCAMPER** a plain cheese pizza. Fill out the chart about how you would!

PROCESS	QUESTIONS	YOUR IDEA
<b>Substitute</b>	What materials or parts could you swap? Example: <i>Change Marinara sauce to Alfredo.</i>	
<b>Combine</b>	Can you combine this item with another? Example: <i>Try new topping combinations you haven't had before.</i>	
<b>Adapt</b>	How could you adjust or change this product to serve a new purpose? Example: <i>Cook your pizza like a pie or a flat-bread.</i>	
<b>Modify</b>	How could you change the shape, look, or feel of your product? Example: <i>A personal pizza or large pizza.</i>	
<b>Put to another use</b>	Can you use this product somewhere else or in another way? Example: <i>Compost the pizza.</i>	
<b>Eliminate</b>	What can make the item small, lighter, faster, or simpler? Example: <i>Remove any ingredient.</i>	
<b>Reverse</b>	What if you changed the order? Could you reverse the order? Example: <i>Adding a cheese crust.</i>	

Caregivers, brainstorming isn't about making decisions, yet. Even if the ideas they come up with are wild and seem impossible, encourage your children to keep going!

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## A COOKIE

Now you'll **SCAMPER** something in real life. This one should be fun! Grab any cookie with filling and other snacks from the kitchen. Use **SCAMPER** to brainstorm how you could change up the cookie using the other things you find to create a new delicious snack! Then try making at least one of your ideas.

PROCESS	QUESTIONS	YOUR IDEA
<b>Substitute</b>	What materials or parts could you swap?	
<b>Combine</b>	Can you combine this item with another?	
<b>Adapt</b>	How could you adjust or change this product to serve a new purpose?	
<b>Modify</b>	How could you change the shape, look, or feel of your product?	
<b>Put to another use</b>	Can you use this product somewhere else or in another way?	
<b>Eliminate</b>	What can make the item small, lighter, faster, or simpler?	
<b>Reverse</b>	What if you changed the order? Could you reverse the order?	

# ACTIVITY: SCAMPER

## A PRODUCT

You can follow the same **SCAMPER** steps for anything - a laptop, a sofa, or a watering can!

Think about a product or object you love. Write it here:

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Now come up with new ideas for ways to improve the product using **SCAMPER**.

PROCESS	QUESTIONS	YOUR IDEA
<b>Substitute</b>	What materials or parts could you swap?	
<b>Combine</b>	Can you combine this item with another?	
<b>Adapt</b>	How could you adjust or change this product to serve a new purpose?	
<b>Modify</b>	How could you change the shape, look, or feel of your product?	
<b>Put to another use</b>	Can you use this product somewhere else or in another way?	
<b>Eliminate</b>	What can make the item small, lighter, faster, or simpler?	
<b>Reverse</b>	What if you changed the order? Could you reverse the order?	

Caregivers, this activity asks children to think about a common object in a new way. Support them by asking them questions that help them brainstorm if they get stuck. Even a question like "What else could you change?" can help.