

Farmer

✿ ACES ✿

of Exploration



Assess

Construct

Enhance

Select

MORE
INSPIRATION

Memory

Observation

Research

Enquiry



RRR

Remember



Research

Remember



see SAW



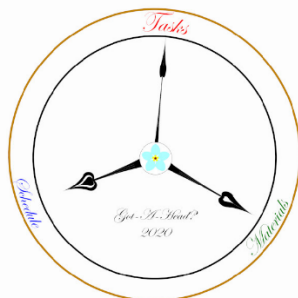
SEARCH

AWARENESS

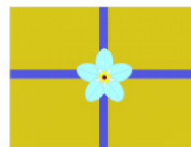
WAITING

TIMES

Tasks : Materials : Schedule



WRAP



&

REMEMBER

Farmer

see-SAW

Reminds you of the three styles of observation.

Searching where you think something might be.

Awareness when you need clues to where something is.

Waiting when you know where something will be.

RRR

Reminds you of how to learn about any subject.

Remember what you know already.

Research to build on that knowledge.

Remember what you have just learnt.

MORE Inspiration

Think about where you can find ideas to use in your wondering (or other thinking): what you can remember, notice, or find out about (either by independent study or asking people).

ACES

Explore the ideas you have come up with in the wonder stage.

First **Assess** them, then **construct, enhance or select** ideas to create grounded solutions.

Wrap and Remember

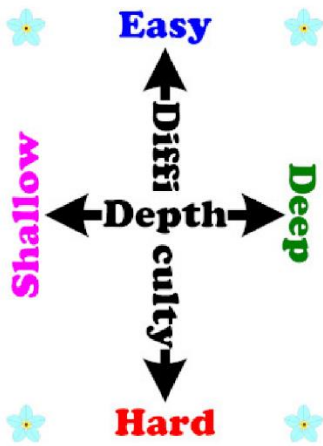
At the end of YaY!
If your QWERTY went well, and you want to do something similar again, summarise what you did and save it for next time you need it.

TIMES

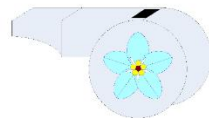
When planning to hit your target, you need to decide on the different **Tasks** you need to undertake, the **Materials** they require, and when you will **Schedule** them in your day.

Judge

Axes to Grind



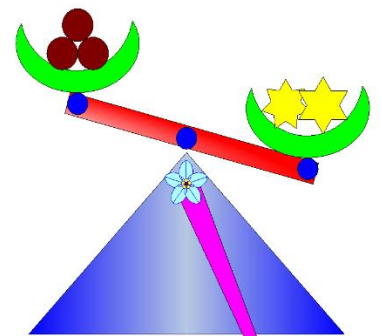
REF



Review
Evaluate
Feedback



WEIGH



To GO

Judge

More or Move?

Keep looking in the same place or develop deeper understanding of a topic
or
look elsewhere or explore a related topic, or different source material.

Give it a WhiRL!

Consider three main elements:
Will it work?
Is it right? (i.e. should you be doing it?)
Do I like it?
Also **Gave it a WhiRL!** to look back at what you did.

Gave it a WhiRL

When reviewing your work, consider three main elements:
Did it work?
Is it right? (i.e. should you have done it?)
Do I like it?
Also **Give it a WhiRL!** to decide on a course of action.

Axes to Grind

When finding out about something, first think and save time. Do you need to know all about it, or just part of it, do you need to know a little or in full detail? Do only the work you have to!

Weigh to Go

When ranking, think of the key features that distinguish your options. Then P!C your way through them to weigh them up.

TIDES

When thinking about the tasks you will need to do; consider the **time** they will need, their relative **importance**, their **difficulty**, any **extra** things you need to do, and the **space** you will require to do them.

REF

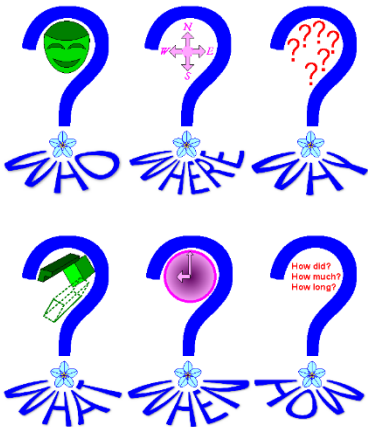
Review what you have done so far.
Evaluate how well (or not!) it is working.
Feedback into what you are doing, so that any necessary improvements can be made as you go along.

P!C

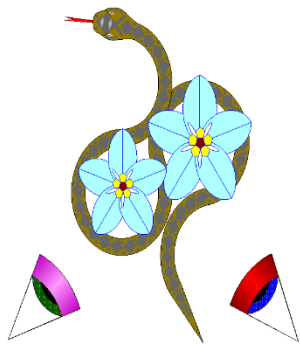
Whenever you are considering something, bear in mind the **pros** (i.e. advantages or positive benefits), **cons** (disadvantages or drawbacks) and any other elements that are **interesting**.

Pioneer

6 Honest Men



ADD A



Alternative Directions
Different Angles

ANTICIPATE



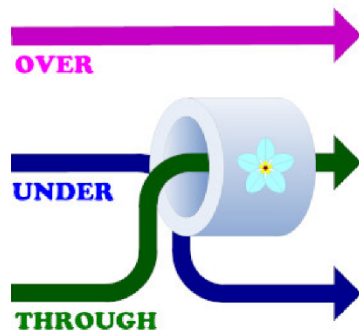
HOME



IN

Look

OUT



Whose



Views?



Pioneer

Home In

Prioritise. When searching or researching go for the most likely places first to find what you are looking for!

When doing, reach your goal by the quickest practicable route.

Anticipate

Think about what/who might affect something (e.g. where might a particular person have put something; what effect would element A have on element B?)

ADDA

Approach things from a different direction or angle.

Physically change your angle in Observation (or the direction you are coming from) and metaphorically do so in Thinking or other areas.

Six Honest Men

**I keep six honest serving men,
(they taught me all I knew);
their names are
What and Why and
When
and How and Where
and Who.**

Rudyard Kipling

Whose Views?

In your planning, consider other views (as well as, not instead of, your own!).

How/why might those views differ?

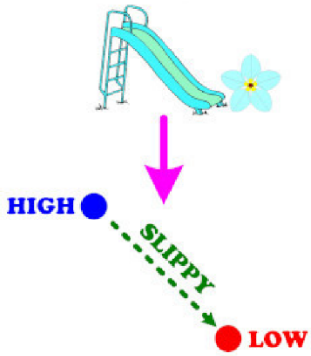
Look OUT

Literally, look over, under and through obstructions when searching.

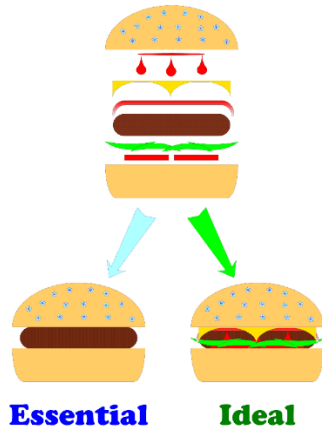
Figuratively, think defensively. 'Look' over the 'other side of the hill', under rocks, through other people's arguments.

Scientist

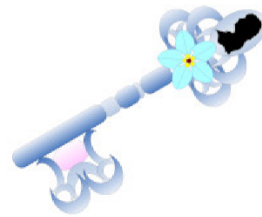
ESSENCE



Hamburger



KEY



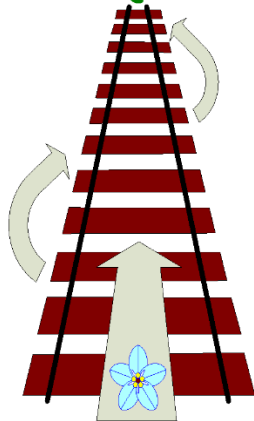
Features

Coach

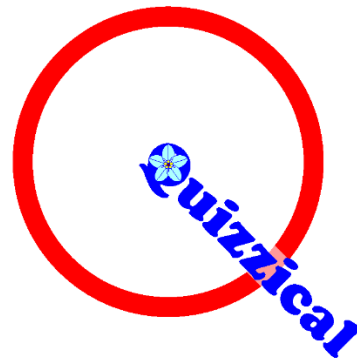
Conduct



Keep On



Track



Scientist

Key Features

Key features are the **main** things that describe something or distinguish it from other things. They start where **Essence** stops.

Hamburger

When creating something, what is essential and what do you need to make it ideal? Make sure you have all the essentials before adding features to make it ideal.

Essence

What **must** something have in order to be that thing? For instance, a slide just needs to allow you to slip from one point to a lower one; a tree must have a trunk and branches. When you strip the concept down, what other things will do the job?

Coach

Quizzical

Keep questioning yourself.

Am I on the right track?

Can I remember what I have learnt?

What new avenues are there to explore?

Keep on Track

Keep a clear idea of the Question you are trying to answer, or the thing you are looking for.

Don't digress or get side-tracked.

Conduct

Conduct all the different tasks you need to do so that they fit together

Conduct yourself well so that you do a job that does you credit!