

# Got-A-Head?

## QWERTY®

### Beta Test Project

**Why might this document be of interest to you?**

**You care about your child's education. Inspired by our own efforts to educate our daughter, we have developed QWERTY®, a thinking technique that we believe will enhance your child's learning, as it has our child's.**

**QWERTY® is also part of something bigger: our Got-A-Head®? learning skills system.**

**We are looking for volunteers to help us beta test QWERTY®. Will you help us? Let's tell you a little bit more about who we are and what we are trying to do. There are plenty of links in the document if you want to delve deeper.**



#### **Who are we?**

**Mark Lawrence and Rowena Love**

**We are a husband-and-wife team of well-qualified professionals who specialise in:**

- **teaching**
- **writing**
- **software development**
- **system design**

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Registered in UK 8042372





We have decided to pool our skills to do something important:  
help children learn better.

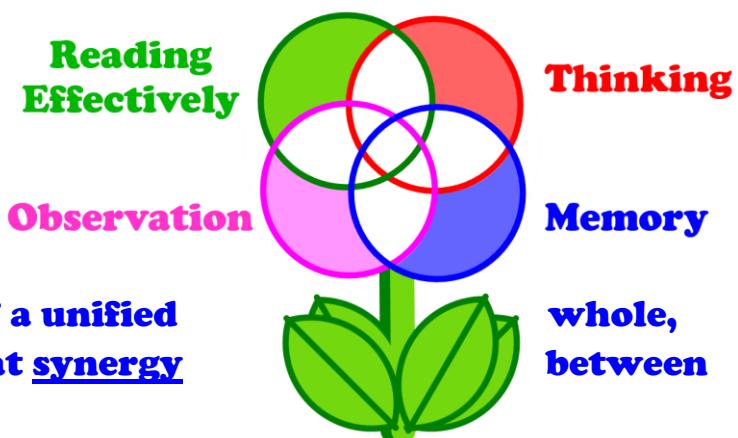
Both of us are Enhanced DBS-checked.

### What is Got-A-Head®?

Got-A-Head® is a learning skills programme that has four core elements:

They are : Memory,  
Observation, Reading Effectively and Memory,  
or MORT for short!

We teach these as parts of a unified  
as we believe there is great synergy  
between them.

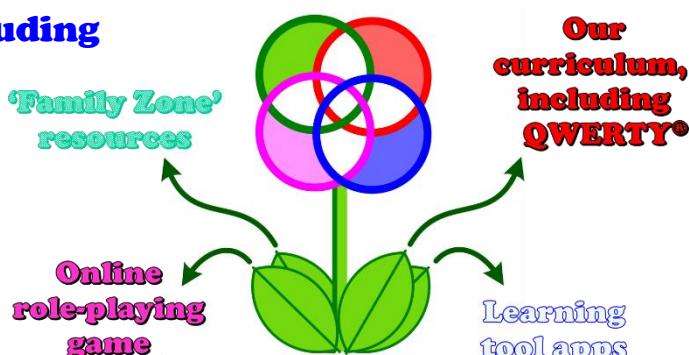


### How will we deliver Got-A-Head®?

This is what we do (or are developing).

Click on the links for more information.

- Our curriculum, including QWERTY®, to teach children learning skills
- 'Family Zone' resources, where you will find blogs, activities & training for families
- Online role-playing game to foster regular practice of their skills
- Learning tool apps to support learning at home and at school



It's QWERTY® that we want to talk about here.





## **What is QWERTY®?**

**QWERTY®** is a flexible thinking technique designed to aid creativity. Its purpose is to provide 'scaffolding' to help children

- come up with better ideas
- build the ideas into better solutions
- bring those solutions to fruition



## **QWERTY® stands for:**

<b>Q = Question</b>	<b>Decide what you need to do</b>
<b>W = Wonder</b>	<b>Generate ideas</b>
<b>E = Explore</b>	<b>Build ideas into solutions</b>
<b>R = Rank</b>	<b>Decide on the best option(s)</b>
<b>T = Target</b>	<b>Get the job done!</b>
<b>Y = YaY!</b>	<b>Learn for the future</b>

## **What is QWERTY® useful for?**

**A lot!**

**Amongst many others:**

- Project work or homework
- Devising novel solutions
- Practical tasks
- Design tasks
- Artistic activities





- **Problem-solving**
  - **Working as individuals or groups**
  - **Bringing tasks to fruition**
  - **Continuous improvement**
  - **And more...**
- **... and there are two situations, in particular, where it really helps:**



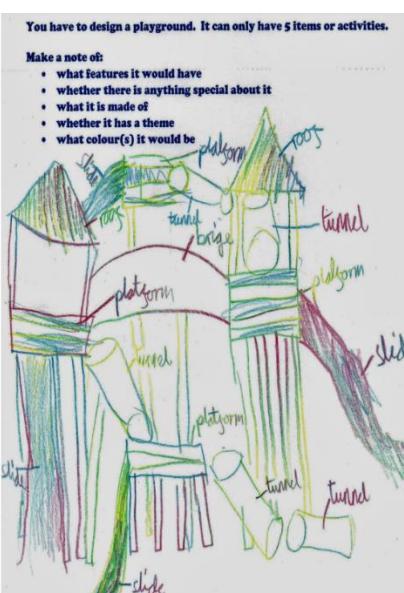
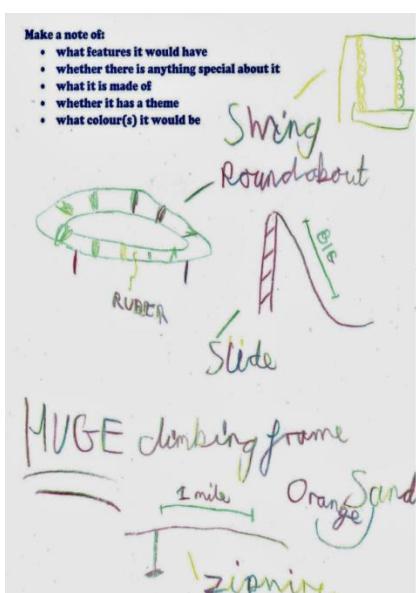
**that blank page moment when you don't know where to start**

**and when you have too many ideas and don't know which one(s) to pick.**



## **What are the benefits of QWERTY®?**

**Let's start with a real example, where we look at a couple of pictures drawn by some 8-year-olds when they were asked to design a playground.**



**Before using QWERTY® the designs are:**

**Straightforward.**

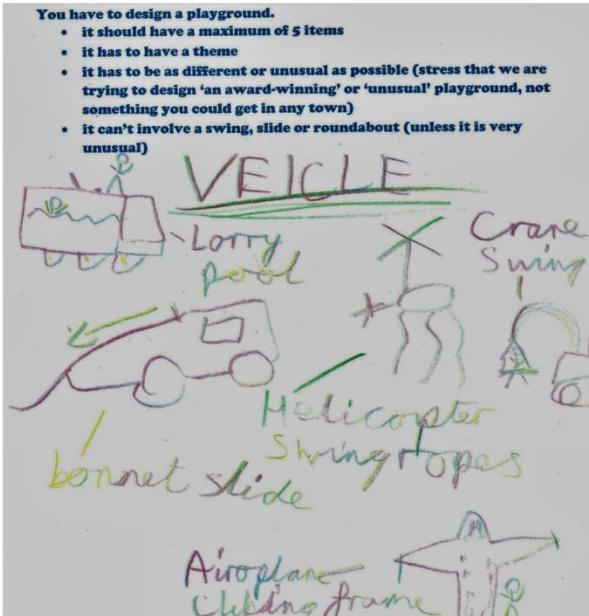
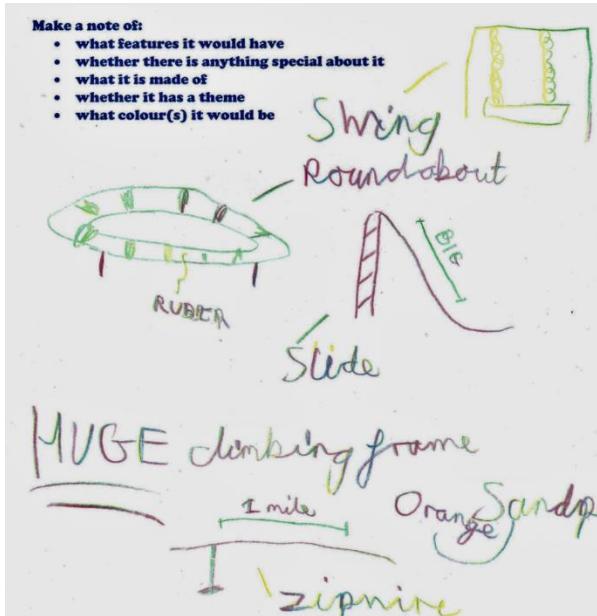
**Attractive.**

**But, basically, just a swing, roundabout, slide and a few tunnels and platforms.**

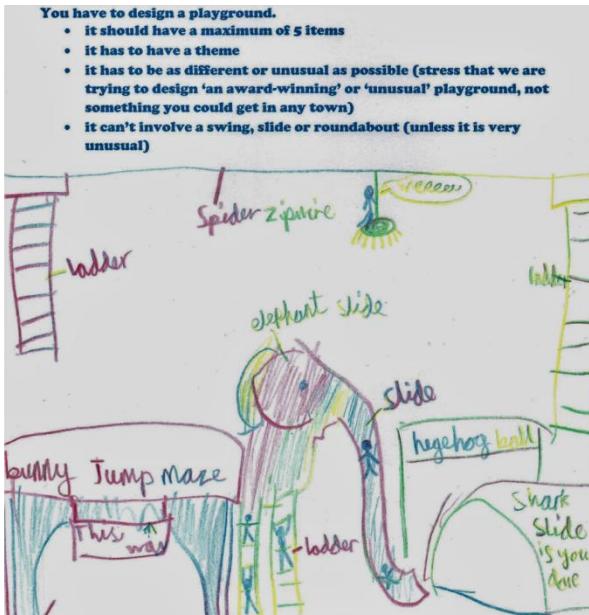
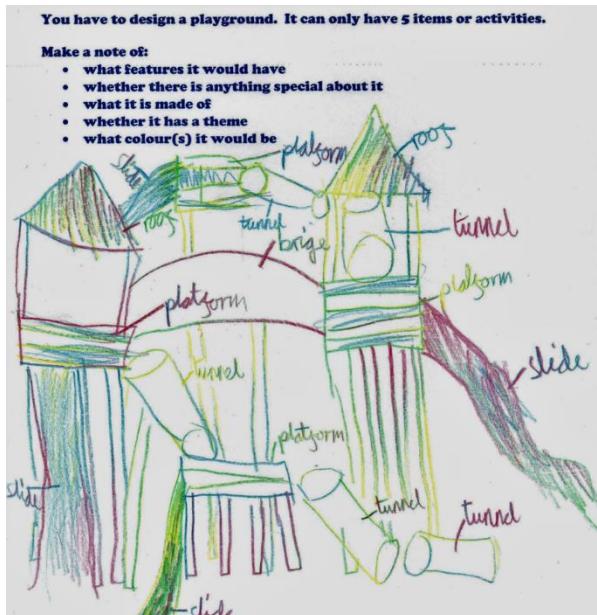




The pictures you'll see now are drawn by the same children after a QWERTY® session. You will see how much more creative the designs are after using QWERTY®.



There is still a slide, but it is down the bonnet of a car. There are swings, too, but they hang from cranes and helicopter blades.



The zipwire is now a spider swinging from web to web. Post-QWERTY®, the slide is down an elephant's trunk or through a Perspex tube in a shark tank.





**The second playgrounds, after using QWERTY®, are much more creative and interesting. The children have upped their game. QWERTY® ramps up what a child can achieve by giving them the support to think creatively and for themselves. This gives a child more of a stake in their work.**

**As well as increasing their creativity, using QWERTY® can improve their:**

- lateral thinking and grasp of abstract concepts
- memorisation, as it gives them more 'hooks' with which to retrieve stored information
- engagement in tasks as, by using their imagination and their own ideas, it personalises their work

**The Target Stage helps learners organise themselves, giving them a framework to plan and track their work.**

**Continuous improvement occurs as a result of the YaY! Stage, where they review what they've done, evaluate it and remember for the future.**

### **To Recap**

**Using QWERTY® will enhance your child's learning. It should improve their engagement, creativity and fun in their work.**



**QWERTY®, being a flexible multi-purpose technique, can help you and your child in a wide range of circumstances.**

**Would you like to know more?**





## **How can we get you started?**

**QWERTY® is very straightforward. If you want to go it alone, there is plenty of information on our website. Start [here](#).**

**However, we would really like you to be one of our beta testers. We will be pleased to support you while you explore how to use QWERTY®. The timing can vary to suit you and the project(s) where you want to try using it.**

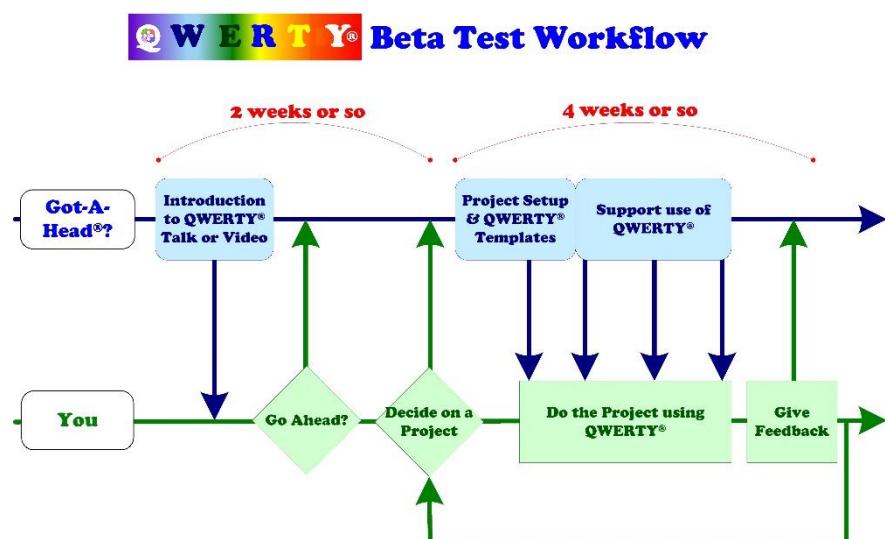
## **Your First QWERTY® Project**

**You could try it with a range of smaller thinking tasks, or one big project. You could think about using it for:**

- **designing a poster**
- **a craft or science project**
- **holiday planning**
- **creative writing**
- **or something entirely different...**

## **What support would we offer beta testers?**

- **An initial seminar on QWERTY® and how to use it, in person or via video.**
- **A follow-up session once you have chosen how you want to use QWERTY®, so we can help you plan how to implement it for your particular project.**
- **Ongoing support via phone, email and/or Skype as you put it into practice.**



**Your workflow might look like this**



## **Interested?**

**This is what you do next:**

**Click on this link to register that you would like to take part in our test programme.**

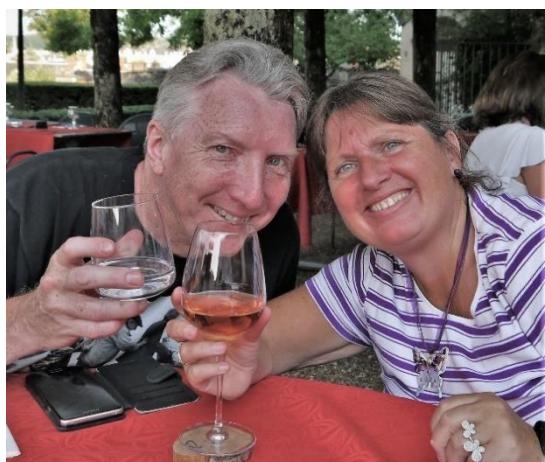
**We'll be in touch to schedule a start to your introduction to QWERTY®.**

**By way of thanks, if you complete our beta test programme**

- we'll give you a free one-year subscription to our "QWERTY® Creative Thinking" app when it comes out in 2020**
- and 50% off an upgrade to the "QWERTY® in the Classroom" version when that comes out**

**If you have any questions, please do:**

- Phone us: 01438 715793**
- Email us: [got-a-head@querytree.com](mailto:got-a-head@querytree.com)**
- You can also find out more about us and our techniques on our website: [www.got-a-head.com](http://www.got-a-head.com)**



**Regards,**

*Mark R* *Ronleya*

