

A Facilitator's Guide to Photo Jolting: *Six Thinking Hats*

61 Ways to Increase Clarity, Creativity, and Conversation
by Glenn Hughes and Sivasailam 'Thiagi' Thiagarajan

Six Thinking Hats, by Edward de Bono – the world's leading 'thinker about thinking' – is the international bestseller that changed the way many of the world's most successful businesses think. The book – and the tool – is simple, clear, and inspiring. If you want your thinking to be more complete, more efficient, and more effective, *Six Thinking Hats* shows you how.

[Photo Jolts](#), created by SMARTasHell.com founder Glenn Hughes and interactive learning guru Thiagi, are a great way to stimulate learners and workshop participants. The use of images makes abstract concepts more concrete; helps generate ideas; and initiates dialogue. Below, we've identified 61 ways that you can use *Photo Jolts!* with *Six Thinking Hats*. Learn more about *Photo Jolts!* activities in [Photo Jolts! Image-based Activities that Inspire Clarity, Creativity, and Conversation](#).

Note: We're not suggesting that you use all 61 in one workshop! We would recommend that you use one or two Photo Jolts! in areas where your participants require more clarity, creativity, or conversation. In the following activities, 'Share' = one-way conversation, while 'Discuss' = a pair or group conversation.

Thinking

1. Choose an image that serves as a metaphor for *Thinking*. Share.
2. Choose two images: one that serves as a metaphor for *Good Thinking* and one that serves as a metaphor for *Poor Thinking*. Share.
3. Choose an image that serves as a metaphor for *Acting*. Consider the sentence, "act at being a thinker and you will become one". What does this sentence mean? Share.
4. Choose an image that represents *Your Thinking Style*. Share.
5. Choose an image that represents a your *Current Topic of Thought*. Share
6. Form groups of four. Ask each participant to select an image that represents a *Thinking Role*. Share. What roles did your group identify? Discuss.

White Hat

7. Choose an image that represents *Neutrality*. Share.
8. Choose an image that represents *Objectivity*. Share.

9. Choose an image that represents *Facts*. Share.
10. Choose a random image. What do you *Know* about the image? What do you *Need to Know* about the image? Share.
11. *Facts vs. Interpretation*: Select a partner. Choose one random image. One partner will list facts about the photo, while the other partner interprets the facts. Discuss the difference between facts and interpretations.
12. *Facts vs. Interpretation Game*: Form pairs. Choose one random image. One partner will comment on the photo. The other partner will characterize each comment as 'fact' or 'interpretation'. Discuss the difference between facts and interpretations.
13. *Facts vs. Likelihood vs. Belief*: Select a partner. Choose one random image. One partner will comment on the photo. The other partner will characterize each comment as 'fact', 'likelihood' or 'belief'. Discuss the differences.
14. Play *Photo Jolt 17: Ethnographer* from [Photo Jolts! Use the White Hat to explore this image](#). Discuss.
15. The *Spectrum of Likelihood*: Form triads. List the 'spectrum of likelihood' on a piece of paper – always, usually, generally, by and large, more often than not, half the time, often, sometimes, occasionally, possible, never, false. One partner will comment on the photo. The other partners will characterize will place each comment on the spectrum of likelihood. Discuss the differences.

Red Hat

17. Choose an image that represents *Emotions*. Share.
18. Choose a random image. What *Emotion does it trigger*? Share.
19. *The Red Hat*: Choose a random image. Comment on the photo using guesses. Then comment using intuition. Then make judgments about the image. Express your emotions. Finally, express any opinions you have not expressed. How does it feel to make comments that aren't 'white'. What value lies in these comments? Discuss.
20. *Rant*: Select a partner. Choose one random image. One partner will comment on the photo using emotion, opinion, or intuition. The other partner will 'top' that comment by being even more emotional or opinionated. Continue to (or past) the point of absurdity. Discuss.
21. *Hunches*: Select a partner. Choose a random image. State five hunches you have about the scene in the image. Start with, "I think..." or "I have a feeling..." Discuss which hunches, if any, might be useful.
22. *No Justification*: Form teams of three to five people. Place a deck of [Photo Jolts! images](#) in the center of the table. Turn over the top card. Participants state their emotional reaction to the image, with no justification. Flip over the

- next card and continue for as long as time allows. Discuss how it feels to share your emotion without the need for justification.
23. Play *Photo Jolt 07: Emotional Rescue* from [Photo Jolts!](#) *Can emotions be useful in thinking? How?* Discuss.

Black Hat

24. Choose an image that is *Negative*. Share.
25. Choose an image that represents what *Can't be Done*.
26. Choose a random image. Identify all that is *Negative about it*. Share.
27. Choose a random image. Identify all that *Does not Fit*. Share.
28. Choose a random image. Identify *Risks in the image*. Share.
29. Choose a random image. Identify all that is *Wrong*. Share.
30. Choose a random image. Identify all that *Does not Match Your Experience*. Share.

Yellow Hat

31. Choose an image that is *Positive*. Share.
32. Choose an image that represents *Hope*. Share.
33. Choose an image that represents *Benefits*. Share.
34. Choose an image that represents what *Can be Done*.
35. Choose a random image. Identify all that is *Positive about it*. Share.
36. *Likelihood*: Choose a random image. Identify something positive about it. Is this aspect proven to happen, likely to happen, unlikely to happen, or a long shot?
37. *No Sides, No Argument*: The object of this game is to gather facts. Form triads. One player wears the Yellow Hat. One player wears the Black Hat. The third player is the judge. In Round One, deal an image. Player one makes a Yellow Hat comment. Player two makes a Black Hat comment. Continue until the judge catches one player making a Red Hat (emotion, judgment, opinion) comment.

Green Hat

38. Choose an image that represents a *New Idea*. Share.
39. Choose an image that represents a *Alternatives*. Share.
40. Choose an image that represents *Growth*. Share.
41. Choose an image that represents *Creativity*. Share.
42. Choose a random image. What is *Creative about it?* Share.
43. Choose a random image. Identify *10 ways to use items in the photo*. Share.
44. Choose two random images. How can you *Combine* these images to create something new?

45. *Provocation*: Form teams. Your team must identify 10 ways to improve a blog or website. Deal a random image. What actions does this image suggest that will improve the blog or website? Deal as many images as necessary to generate 10 ideas.
46. Play *Photo Jolt 24: Sunny Monkey* from [Photo Jolts!](#) *What useful similes can you generate?* Discuss.
47. *What if*: Deal a random image. Your goal is to create a product for sale. Using the image, ask, “What if…” about the image until you generate 5 new product ideas.

Blue Hat

48. Choose an image that represents *Control*. Share.
49. Choose an image that represents *Process*. Share.
50. Choose an image that represents *Organization*. Share.
51. Choose an image that represents *Focus*. Share.
52. Choose a random image. What *Processes are at play* in the image? Share.

Six Hats

53. Choose an image that represents the *White Hat*. Share.
54. Choose an image that represents the *Red Hat*. Share.
55. Choose an image that represents the *Yellow Hat*. Share.
56. Choose an image that represents the *Black Hat*. Share.
57. Choose an image that represents the *Green Hat*. Share.
58. Choose an image that represents the *Blue Hat*. Share.
59. Play *Photo Jolt 13: Categories* from [Photo Jolts!](#) *Quickly sort an entire deck of images into six piles, based on which hat they reflect?* Discuss.
60. *Six Hats*: Form teams. Choose a random image. Your team is thinking about buying the object in this photo. Use the six thinking hats to assess the purchase. Would you buy it? If so, how much would you spend? What would you do with it?
61. *10-minute review*: Choose any 20 of the core concepts covered above. Ask each participant to select an image that serves as a metaphor for his or her concept. Recap the learning by sharing these concepts in order.

Learn more:

- About *Six Thinking Hats* at edwdebono.com
- Buy *Six Thinking Hats* from Amazon.com
- Attend the *Six Thinking Hats workshop* at deBono Consulting
- About *Photo Jolts!* at www.PhotoJolts.com

- Or www.youtube.com/smartashellvideo
- Buy *Photo Jolts! Image-based Activities that Inspire Clarity, Creativity, and Conversation* from Amazon.com
- Did you create a new *Photo Jolt*? Share it with us at info@smartashell.com
- About Glenn Hughes at www.SMARTasHell.com
- About Thiagi at www.Thiagi.com

Glenn Hughes is an award-winning photographer and facilitator, Director of Global Learning at KLA-Tencor, and founder of SMARTasHell.com. His instructional design credits include Nancy Duarte's *slide:ology* workshop, Ed Muzio's *Make Work Great* workshop, and Rick Gilbert's *Speaking Up* workshop. In 2013, Glenn received two 2013 Facilitation Impact Awards from the International Association of Facilitators, recognizing the world-class results that he and his clients have achieved. He is a frequent speaker at international conferences, including ASTD, ISPI, IAF, and TRAINING.

Dr. Sivasailam 'Thiagi' Thiagaragan is the resident mad scientist at The Thiagi Group, an organization with the mission of helping people improve their performance effectively and enjoyably. Thiagi has published 40 books, 120 games and simulations, and more than 200 articles. His credits include *Jolts*, *More Jolts*, *Thiagi's 100 Favorite Games*, *Design Your Own Games and Activities*, and *Barnaga*. Thiagi has been president of ISPI, NASAGA, and ASET. He is a popular speaker at conferences around the world.