


IDEAS TAKEN FROM THIS BOOK



GREAT MINDS AND HOW TO GROW THEM

Wendy Berliner and Deborah Eyre



- ▶ Being a little more targeted in how we parent our children can make a real difference to how successful they are – Growing Great Minds!
- ▶ Focus on creating opportunities that enhance cognitive performance characteristics and the values, attitudes and attributes needed for success.
- ▶ These characteristics and behaviours can be learned by anyone and parents can develop conversation and discussion at home to underpin this.

THINK RIGHT / BEHAVE RIGHT

THINK RIGHT – HELP YOUR CHILD THINK
THEIR WAY TO HIGH PERFORMANCE BY
FLEXING THOSE LEARNING MUSCLES



▶ 4 characteristics that relate to thinking about thinking:

1. Meta-cognition
2. Self-regulation
3. Strategy planning
4. Intellectual confidence

This set of characteristics allows children to be aware that they have a repertoire of skills to dip into and the self-awareness to know which tool is best to use for the job. This gives confidence because no matter how difficult the job, they can think of a way to tackle it.

META-THINKING

▶ 6 characteristics about linking what you learn together:

1. Generalisation
2. Connection finding
3. Big picture thinking
4. Abstraction
5. Imagination
6. Seeing alternative perspectives

This set of characteristics in which children link things they have learned. Ability to see learning as part of a larger scheme as opposed to a series of single events.

LINKING

- ▶ 3 characteristics about thinking logically and carefully:
 1. Critical or logical thinking
 2. Precision
 3. Complex and multistep problem solving

Advanced performers tend to be careful and logical in their approach to work even when being creative. They know how to think for themselves.

ANALYSING

▶ 5 characteristics focused on creative thinking and learning

1. Intellectual playfulness
2. Flexible thinking
3. Fluent thinking
4. Originality
5. Evolutionary and revolutionary thinking

These characteristics help children cope independently when other adults are not there to help solve problems. Offer the possibilities for solving problems we cannot even yet anticipate.

CREATING

▶ 2 characteristics that make use of all the previous ones in a form that best ensure high performance.

1. Automaticity
2. Speed and accuracy

The characteristics relate to efficient learning. There is much to learn and they can move on much more quickly in their learning if they learn to do some things so well that they can do them without thinking because that saves them mental time and space.

REALISING

These behaviours help create a rounded, thinking and caring learner. Fully rounded individuals who tend to thrive most. Strong moral compass that guided them. Different from just being well behaved.

BEHAVE YOURSELF – DEVELOPING HUMAN VALUES,
ATTITUDES AND ATTRIBUTES ASSOCIATED WITH
SUCCESS

➤ 3 behaviours that look at the way individuals approach both working alone and with others to do well.

1. Collaborative
2. Concerned for society
3. Confident

Has its roots in understanding and sharing the feelings of others – even when you disagree with them. Helps become an advanced learner because you aren't shut off from the positive influences of others. You can develop a moral compass which enables you to distinguish right from wrong. Able to effectively evaluate the quality of what you do. Believe you have the capacity to learn.

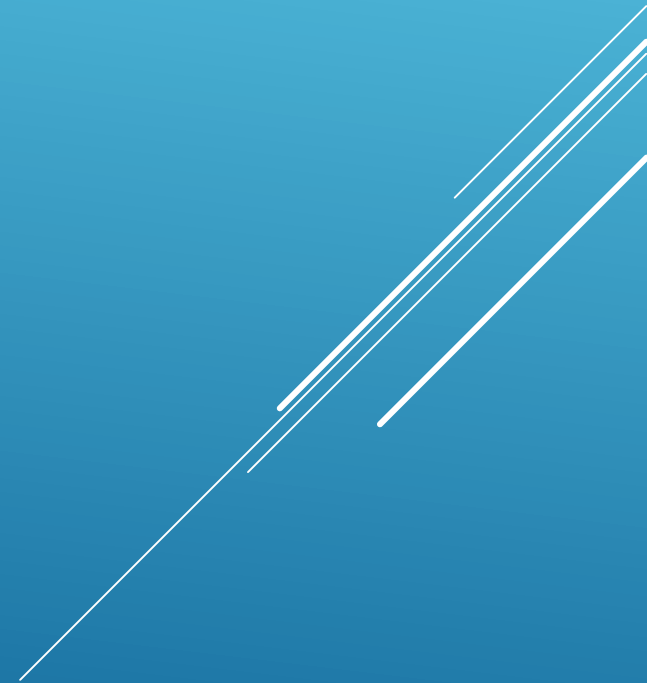
EMPATHETIC

➤ 4 attitudes that relate to being intellectually agile.

1. Enquiring
2. Creative and enterprising
3. Open-minded
4. Risk-taking

About a desire to learn and an ability to use multiple approaches to achieve good outcomes.

AGILE



➤ 3 behaviours needed to learn new things and get better at them as well as having a mindset that allows you to keep going when the going gets tough

1. Practice
2. Perseverance
3. Resilience

You need to practise to get good at anything; you need to persevere when you are learning something otherwise you won't learn it; you need resilience to learn because learning anything inevitably involves setbacks; and you need to have the stickability to be able to work through them.

HARD-WORKING