Children's Story Book on Thinking: Tita and Toto's Thinking Adventures

Margarita Christofidou • BS Science of Education • MS Instructional Design and Diversity

Education • Specialty Gifted and Talented Education

## **Abstract**

The aim of this poster is to present a children's story book on thinking. Specifically, through the adventures of Tita and Toto on earth, the author aspires to analyze what thinking is all about. At the same time, this story book uncovers the complexity of the Visible Thinking approach as it explains in simple words how certain conceptions of thinking can be implemented in real life situations. The ultimate goal of the project is to enhance people's understanding how to apply a variety of thinking tools in multiple contexts.

*Keywords*: Children's story book, Visible Thinking, conceptions of thinking, thinking routines, cultural forces, informal education

Children's Story Book on Thinking: Tita and Toto's Thinking Adventures

The initial purpose of this project was to explore and express what is thinking, how

people perceive it and why teaching thinking is crucial in the 21<sup>st</sup> Century. Studying and learning
the Visible Thinking approach enabled me to examine what is thinking in many ways. Also, it
enhanced my understanding on how we can teach thinking skills through the implementation of
different thinking tools. However, what I value most is that the Visible Thinking approach
sparked my own imagination and creativity to write a book about thinking.

In order to analyze and define thinking in simple words I developed a children's story book. The book consists of 10 chapters describing the explorations of Tita and Toto on earth. Tita and Toto are two little weird creatures that appeared on earth after a huge storm. These two little creatures come from planet "Nowonder". On their planet they sing, dance and play but they lack the ability to wonder. After their arrival on earth they met three friends, Mia, J.C. and Rob. The

three friends supported Tita and Toto to discover how to wonder by playing different thinking games. After, seven days on earth another huge storm occurred that transported Tita and Toto back to their planet. But, something was different... They decided to rename their planet from "Nowonder" to "Wonderland". Now, Tita and Toto know the importance of wondering and they want to transfer their knowledge to their alien friends.

In my effort to explain and teach thinking to my young students and other educators I came with the idea to develop a simple yet, valuable story. Through this story, people can gain a deeper and better understanding of how certain conceptions of thinking are implemented daily in the context of informal education. Moreover, the story reveals how we can master the eight cultural forces, developed and analyzed by Project Zero researchers. Time, opportunities, routines and structures, language, modeling, interactions and relationships, physical environment and expectations are powerful forces that successfully lead us to teach thinking.

For the past few years, researchers have been investigating ways to build Cultures of Thinking at schools and within our classrooms. The importance of this story book is that it goes beyond of what is taught in the classroom. It teaches us that certain thinking tools can apply in real life situations and therefore it helps us to broaden our thinking community.