INNOVATIVE
ACTIVITY

EVEN BETTER IF.........

DURATION: 60 mins approx.

PURPOSE:
To consider things the team does well and look at how it could be even better as a way to generate ideas for Continuous Improvement.

PREPARATION:

- Prepared Flipchart or Whiteboard *(can be Teams Board/Pad if remote)* with the heading: **We could do _____ even better if...**
- Post It notes and pens

STEPS:

- Ask the team to identify some things they already do well and choose one or more to work on
- Split the team into pairs or 3s
- In the small groups, ask people to come up with as many things they can think of to make it 'even better if....'
- Tell the group to be as creative as they can in identifying the things that would make it even better - remind them not to stifle their creativity by using the 'but' word!
- Ask each group to share their ideas with the rest of the team by completing a post-it note for each idea and putting them on the flipchart/whiteboard
- Consider each idea and discuss how it might be developed further or implemented
- Identify any actions and the steps needed to succeed

SUGGESTED FOLLOW UP ACTIVITIES:

- Pull together an action plan with each member of the team assigned a task/tasks
- Follow up at the next meeting.

INNOVATIVE

Curious,
Creative,
Solutions finders

"We value people for their creativity and update our knowledge and practice to enhance the student experience and improve our institutional performance."

WHAT ROLE MODELS DO:

- **Creative** - Look inside & outside of the University for inspiration.
- **Curious** - Are open to ideas, asking questions & challenging respectfully.
- **Solution-Finders** - Look for ways to continually improve & taking risks to make it happen.

LEADERS ALSO:

- **Creative** - Challenge the status quo & encourage others to do the same.
- **Curious** - Create a safe environment where teams can share new ideas.
- **Solution-Finders** - Enable others to make improvements.

INNOVATIVE

TALENT DEVELOPMENT | Learning Culture Builders

University of Sunderland