



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**

Toy Box Leadership – YO-YO



History: Historians agree that the yo-yo is one of the oldest toys in history. One of the most unusual theories about how it evolved and came to be is that it was once used as a sixteenth-century weapon used by hunters in the Philippines. The name “Yo Yo” comes from a Filipino toy called by its island name – yo yo.

Today people of all ages still love the yo-yo because of its simplicity and limitless possibilities.

Creativity is much like a yo-yo – nothing much happens until It is released!

CREATIVITY is the fuel for growth and opportunity! Creative solutions can often be better than expensive ones.

EVERYONE has the ability to be more creative when the conditions are right and allow them to.

Perhaps you do not consider yourself to be creative, well, then at best, surround yourself with people who are!

The requirements of CREATIVITY:

1. Creativity requires **RELEASING**. A yo yo is just a paperweight or a dust collector until you pick it up and let it go! When creativity is squashed or the strings(ideas) are cut by creativity stealers, then **NOTHING HAPPENS**. One has to let creativity **GO AND FLOW**.
SHOW PICTURE OF THE SWAMP. What do you see when you look at this? What could it be?
Walt Disney – does anyone know who he was? (Founder of Disney World’s Magic Kingdom)
He said: “The only way to get started is to quit talking and start **DOING**.”
Flip the photo over and show them what the swamp **BECAME** because of courageous creativity!
2. Creativity comes with **CONFIDENCE** – believing you have greatness. Great ideas come bunched in with the silly ones.
3. Creativity learns to thrive over and above criticism. The yo-yo is not fun if we just let it go. It is just as fun and productive when it returns to us. So it is when we let our ideas out, they may come back to us with comments, criticism, compliments, etc. A strong leader knows when to keep pressing and picking up the ideas even after someone has tried to cut the string.

Team Activity: First have the group line up from shortest to tallest. Split the group in half and have them form two lines facing each other. Have them shake hands with the person across from them and say “goodbye for now.” You now have two teams. Give each team an object/s and allow them 60 seconds to come up with inventive ways that they could use the product. Assign someone to be secretary, taking down notes. Present the item/s to each team in a paper bag. Say go. Time – 60 seconds. (For example, two bags, items within could be a fork & a toothbrush)

*Allow each group a few minutes to present their ideas.

*Rules – we listen and we respect **ALL IDEAS**. (Remember Walt Disney)

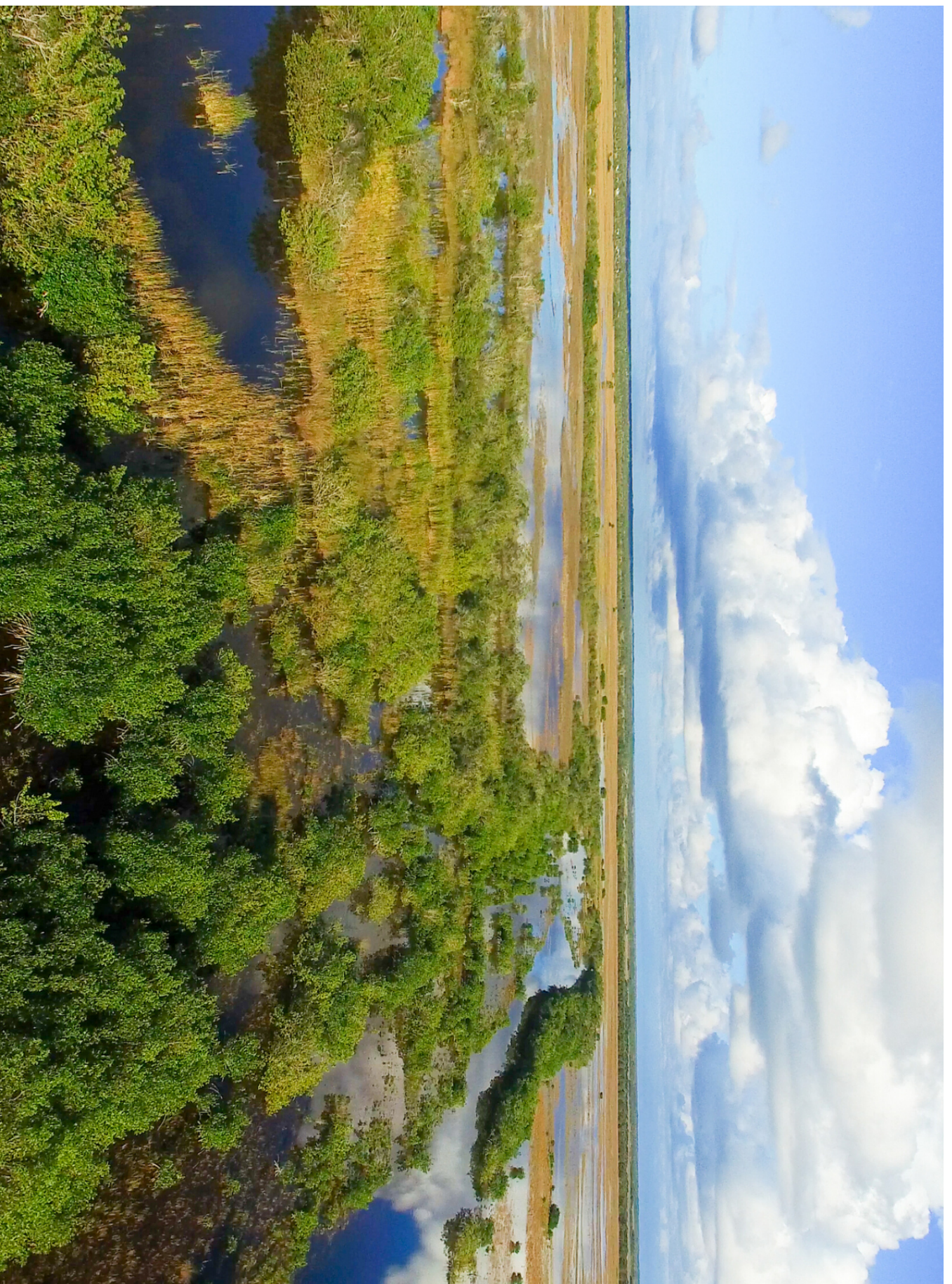
*No such thing as a dumb idea.

SLICED bread was once considered a ridiculous concept. WONDER was the first to grasp this. =)

A watch without hands – that will never fly.

Another chicken recipe, please Colonel Sanders. (KENTUCKY FRIED CHICKEN)

History tells us time and time again about famous inventions that were first laughed out, thrown out over and over and over again.





Walt Disney World Resort entrance, Denis Adriana Macias, Date=2010-09-06, commons.wikimedia.org/wiki/File:Walt_Disney_World_Resort_entrance.jpg