# 3 Examples - Torrance Tests of Creative Thinking (TTCT)

**Figural**

## Table 2. Description of the Torrance Tests of Creative Thinking (TTCT): Figural

<table>
<thead>
<tr>
<th>Name of Test and Subtests</th>
<th>Description</th>
<th>Rationale</th>
<th>Creative Factors</th>
</tr>
</thead>
</table>
| Activity 1 Picture Construction | The person constructs a picture using a pear shape or jelly-bean shape as a stimulus on the page. The shape must be an integral part of the composition. | This activity gets at the tendency to find a purpose for something that has no definite purpose and to elaborate it so that a clear purpose emerges. | - Originality  
- Abstractness of titles  
- Elaboration  
- Checklist of creative strengths |
| Activity 2 Picture Completion | This activity requires a person to use 10 incomplete figures to make and to name (label) an object or picture. | This activity calls into play the need to structure, integrate and present an object, scene or situation. | - Fluency  
- Originality  
- Abstractness of titles  
- Elaboration  
- Resistance to premature closure  
- Checklist of creative strengths |
| Activity 3 Lines and Circles (repeated figures) | This activity consists of three pages of lines or circles; the person makes objects or pictures using the lines or circles and adds titles or names at the bottom of each picture. | This activity requires an ability to return to the same stimulus again and again, perceiving it differently each time, disrupting structure to create something new. | - Fluency  
- Originality  
- Elaboration  
- Checklist of creative strengths |
3 Examples - Torrance Tests of Creative Thinking (TTCT)

**Figural**

<table>
<thead>
<tr>
<th>Torrance Test</th>
<th>Starting Shapes</th>
<th>Completed Drawing</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>More Creative</strong></td>
<td><strong>Less Creative</strong></td>
</tr>
<tr>
<td><strong>Use</strong></td>
<td><img src="image" alt="Circle" /></td>
<td><img src="image" alt="Mickey Mouse" /></td>
</tr>
<tr>
<td><strong>Combine</strong></td>
<td><img src="image" alt="Line" /></td>
<td><img src="image" alt="King" /></td>
</tr>
<tr>
<td><strong>Complete</strong></td>
<td><img src="image" alt="Line" /></td>
<td><img src="image" alt="A fish on vacation" /></td>
</tr>
</tbody>
</table>
3 Examples - Torrance Tests of Creative Thinking (TTCT)

**Verbal**

Appendix 1: Torrance Tests of Creative Thinking

Table 1. Description of the Torrance Tests of Creative Thinking (TTCT): Verbal

<table>
<thead>
<tr>
<th>Name of Test and Subtests</th>
<th>Description</th>
<th>Rationale</th>
<th>Creative Factors</th>
</tr>
</thead>
</table>
| Activity 1 Ask and Guess  | This activity requires the person to ask questions based on drawings on a page. | The Asking activity reveals a person's ability to sense what a person is unable to discern by looking at a picture and to ask questions to fill in gaps in knowledge. Curiosity is the indispensable element of inquiry and scientific creativity. | • Fluency—relevant responses  
• Flexibility—different categories/shifts in thinking  
• Originality—uncommon, original responses |
| Activities 2/3 Guessing Causes and Guessing Consequences | These activities require the person to make guesses about causes and consequences of happenings related to a drawing. | The Guessing Causes and Guessing Consequences activities are designed to reveal a person’s ability to formulate cause and effect. | |
| Activity 4 Product Improvement Activity | The person thinks of as many ways as possible to change a toy animal to make it more fun to play with. | This activity taps the person’s ability to develop and play with ideas. | • Fluency  
• Flexibility  
• Originality |
| Activity 5 Unusual Uses Activities | The person devises as many uses as possible for objects, such as tin cans or cardboard. | This activity tests a person’s ability to think originally. | • Fluency  
• Flexibility  
• Originality |
| Activity 6 Just Suppose Activity | The person predicts possible outcomes and consequences of an improbable situation. | This activity is a test for the ability to “play with” ideas and consequences, and often is an indication of degree of imagination. | • Fluency  
• Flexibility  
• Originality |