



Creative Roles Questionnaire

In any creative process, different roles are essential to move from inspiration to realisation: Explorer, Artist, Judge and Warrior. Read the descriptions of each role below and reflect on how comfortable you feel taking on that role.

Rank the four roles from 1 to 4, where 1 means “this suits me best” and 4 means “this feels least like me”. Please note, there are no right or wrong answers; your responses help form balanced and diverse teams.

Name _____

The Explorer

Ideas don't appear out of nowhere. They're built from raw materials: facts, concepts, experiences, memories, observations, knowledge, emotions. Gathering those materials is the Explorer's role.

The Explorer is endlessly curious. They seek out new input from a wide range of sources, never limiting themselves to one area of knowledge or perspective. They read, observe, listen and ask questions, always looking for patterns, insights and inspiration.

To come up with original ideas, you first need plenty of 'dots' to connect. The Explorer provides that essential fuel for creativity.

Rank #: ____

The Artist

The Artist turns raw materials into new ideas. Building on what the Explorer has gathered, they combine elements in original and imaginative ways.

When people talk about someone being “creative”, they're often thinking of the Artist. This role thrives on experimentation: rearranging, flipping and reimagining things. The Artist follows intuition, explores multiple angles and embraces the unexpected.

Playful and open-minded, the Artist isn't too concerned with what others expect. Their focus is on possibility, not perfection.

Rank #: ____



The Judge

The Judge is all about keeping things grounded. Their job is to assess whether the Artist's bold ideas are workable in the real world.

The Judge asks critical questions, weighs up options and analyses feasibility. They challenge assumptions, spot weak spots and make the tough calls. Even if the Artist's idea feels exciting, the Judge looks at the evidence and decides whether it's worth pursuing.

This role often gets a bad reputation, mainly because it's brought in too early. Judging an idea too soon can kill creativity. But done at the right moment, the Judge plays a vital part: helping filter out the unworkable and sharpen the promising.

Rank #: ____

The Warrior

Once an idea is ready to be put into action, you'll quickly discover that the world doesn't always welcome new ideas with open arms. Challenges may come from outside, e.g. competition, scepticism or misunderstanding. But often, the biggest obstacles are internal: resistance, excuses or fear of failure.

The Warrior's role is to turn ideas into reality. That means having a clear plan, staying focused and putting in the work, even when it's tough.

The Warrior keeps going. They show resilience, take initiative and adapt to setbacks. They know how to rally support, communicate their vision and do whatever is needed to get the job done.

Rank #: ____

Once completed, please submit this form to your teacher.