

Learning Guide *Creativity and Innovation*



Use this Learning Guide after viewing



Questions for Reflection and Discussion:

- Think of a recent experience that led you to think creatively and find innovative solutions. Drawing upon your own experience, why is the development of this competency important?
- Incorporating creativity and innovation may require a pedagogical shift. How might you champion that shift in your curriculum/classroom/school? What might look and/or sound different?
- How can a focus on creativity and innovation help students achieve the learner outcomes? How might it apply and/or look different in your subject area and grade level?
- What type of classroom environment supports creativity and innovation?
- How might we adapt our practice to guide students at various levels of readiness to develop this competency?
- How might we lead students to approach this competency with a growth mindset, take risks and learn to value the process, not just focus on the end product?
- Brainstorm examples of what feedback would look like/sound like to foster student growth in creativity and innovation.
- How do we instill in our students an appreciation for generating and applying new ideas, exploring possibilities, and considering viable alternatives?

For more information:

[10 ways to Improve Student Brainstorming](#)

John Spencer, The Creative Classroom

[The EPL Makerspace What Will You Make?](#)

Edmonton Public Library

[Sparking Student Creativity: Practical Ways to Promote Innovative Thinking and Problem Solving,](#)

ASCD

[Famous Failures,](#) Motivating Success, YouTube

[27 Ways to Help Your Students Be Innovative](#)

Mia MacMeekin, An Ethical Island

cainesarcade.com

Sample Strategies for Educators:

- Model and use creativity and innovation skills, attitudes and vocabulary in your classroom.
- Ask students open ended questions that invite curiosity, wonder and risk taking.
- Encourage students to approach ideas from different perspectives.
- Provide tools and opportunities for tinkering with objects or ideas.
- Support students to choose and explore creative projects that connect with or challenge their interests or abilities.
- Highlight stories of innovation; e.g., invention of sticky notes, origin of ketchup, etc.
- Create time and space for students to freely generate ideas.

Sample Student Learning Tasks

- **Imagine-** new possibilities
- **Explore-** ideas or techniques
- **Play-** with elements, objects or ideas
- **Design-** to purposely shape objects, materials or procedures
- **Compose-** select and combine elements to create something of value
- **Deconstruct-** books, poems, or objects into smaller parts to see how they were created and could be re-created
- **Improvise-** spontaneously compose, say, execute or arrange ideas or objects
- **Connect-** join two or more objects or ideas together to come up with something new