



Involves generating and applying ideas to create something of value. Students recognize opportunities to apply ideas in new ways. They are open to, and play with ideas, take risks and adapt to changing conditions. Students demonstrate optimism, initiative and ingenuity.

Alberta students:

Imagine, create, play, manipulate, adapt, and explore

Alberta students value:

Opportunities, optimism, initiative, ingenuity, resourcefulness, risk-taking, and perseverance

CREATIVITY AND INNOVATION INDICATORS:

- ✓ Recognizing opportunities and imagining possibilities to apply ideas in new ways
- ✓ Exploring or playing with ideas, materials or processes to create something new
- ✓ Evaluating and adapting ideas, materials or processes in response to feedback or emerging conditions
- ✓ Demonstrating initiative, resourcefulness and perseverance when transforming ideas into actions, products or services

ENABLING STUDENTS TO BE CREATIVE AND INNOVATE:

Teachers design learning opportunities in which students ...

- make purposeful, authentic choices about what they create.
- use diverse materials, mediums, and resources to create.
- experiment with concepts, prototypes, and simulations.
- use their imagination to look at the ordinary in new or unusual ways and to reconfigure ideas.
- explore, collaborate, and brainstorm to generate new ideas.
- create something unique or valuable.
- seek feedback, learn from mistakes, adapt concepts or ideas, and strive to improve them.
- use digital and assistive technology to create and innovate.
- reflect on their ability to be open and resourceful, to persevere, and to take initiative.

Source: Gini-Newman, G. & Case, R. (2015). Creating Thinking Classrooms: Leading educational change for a 21st century world.

