







CREATIVITY AND INNOVATION

A Competency Defined in the Ministerial Order for Student Learning #001/2013






LEARNER PROFILE

Creativity and innovation 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.

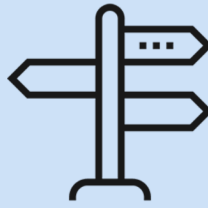
HOW DOES A STUDENT EXHIBIT CREATIVITY AND INNOVATION?

1 RECOGNIZE



Recognize opportunities and imagine possibilities to apply ideas in a new ways.

2 EXPLORE



Explore or play with ideas, materials or processes to create something new.

3 EVALUATE



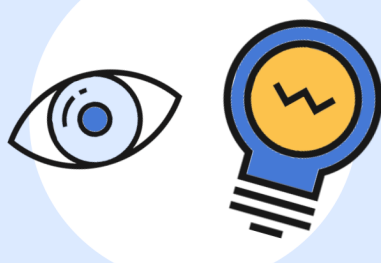
Evaluate and adapt ideas, materials or processes in response to feedback or emerging conditions.

4 DEMONSTRATE



Demonstrate initiative, resourcefulness and perseverance when transforming ideas into actions, products or services.

STRATEGIES AND IDEAS



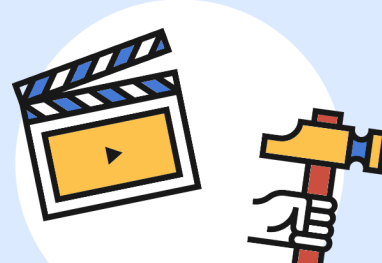
Create learning opportunities that reflect the language of innovation, "What if we tried...?"



Highlight stories of innovation - invention of sticky notes, Velcro, origin of ketchup, etc., to encourage fluency (creating many ideas), flexibility (modifying those ideas) and the ability to connect unrelated ideas in interesting ways.



Have models, prototypes or simulations as part of the learning so that students can experiment and evaluate and adjust or modify ideas to suit intended purposes.



Stock a Makerspace with everything from Lego Kits, switches and batteries, pipe cleaners and Popsicle sticks, 3D printers, Makey Makeys, and Ozobots to items from the Reuse Centre.



Alberta students are resourceful, optimistic, curious, and open to new and diverse ideas or concepts.

REFERENCE LINKS:

COMPETENCY INFORMATION SHEETS
COMPETENCY LEARNING GUIDE
ALBERTA EDUCATION



EDMONTON PUBLIC SCHOOLS