CREATIVITY AND INNOVATION

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 find play with ideas, take risks and adapt to changing circumstances. Students demonstrate originality, initiative and ingenuity.

HOW DOES A STUDENT EXHIBIT CREATIVITY AND INNOVATION?

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

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

3. EVALUATE
   Evaluate and share ideas, materials or products to create something new.

4. DEMONSTRATE
   Demonstrate initiative, resources and ideas in different and unconventional ways.

STRATEGIES AND IDEAS

Create learning opportunities that reflect the language of innovators. "What if we tried..."

Highlight sources of innovation - inventors of scientific, medical, culinary inventions, etc., to encourage inquiry (looking at many ideas), innovation (choosing three ideas), and the creation of a different context or ideas in exploring ways.

Have models, prototypes or simulations as part of the learning so that students can experiment with ideas and apply them to their own purposes.

Stock small workshops with resources: Tinker Kits, Scratch and Battleships, pipe cleaners and Playfoam, etc. Allow students to draw from the House Centre.

REFERENCE LINKS:
COMPETENCY INFORMATION SHEETS:
COMPETENCY LEARNING GUIDE: ALBERTA EDUCATION