Use this Learning Guide after viewing Creativity and Innovation www.bit.ly/competencyvideo3

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