

CAS: CENTER FOR LEADERSHIP AND INNOVATION

CREATIVITY & INNOVATION:

In the 21st Century classroom, students develop original ideas and create products by applying critical thinking, research methods, communication tools, and collaborative processes. Teachers provide experiences that allow students to create unique ideas and products.			
		Evidence:	<i>D = Developing</i> <i>A = Accomplished</i>
<i>Launching the Project</i>			
Define the Creative Challenge	Understands the purpose driving the process of innovation. (Who needs this? Why?)		
<i>Building Knowledge, Understanding, and Skills</i>			
Identify Sources of Information	In addition to typical sources, finds unusual ways or places to get information (adult expert, community member, business, organization, literature).		
<i>Developing and Revising Ideas and Products</i>			
Generate and Select Ideas	Uses idea-generating techniques to develop several original ideas for product(s). Asks new questions, takes different perspectives to elaborate and improve on the selected idea.		
Originality	Is new, unique, supprising. Find new uses for common materials or ideas.		
Value	Is seen as useful and valuable; it solves the defined problem or meets the identified need. Is practical, feasible.		