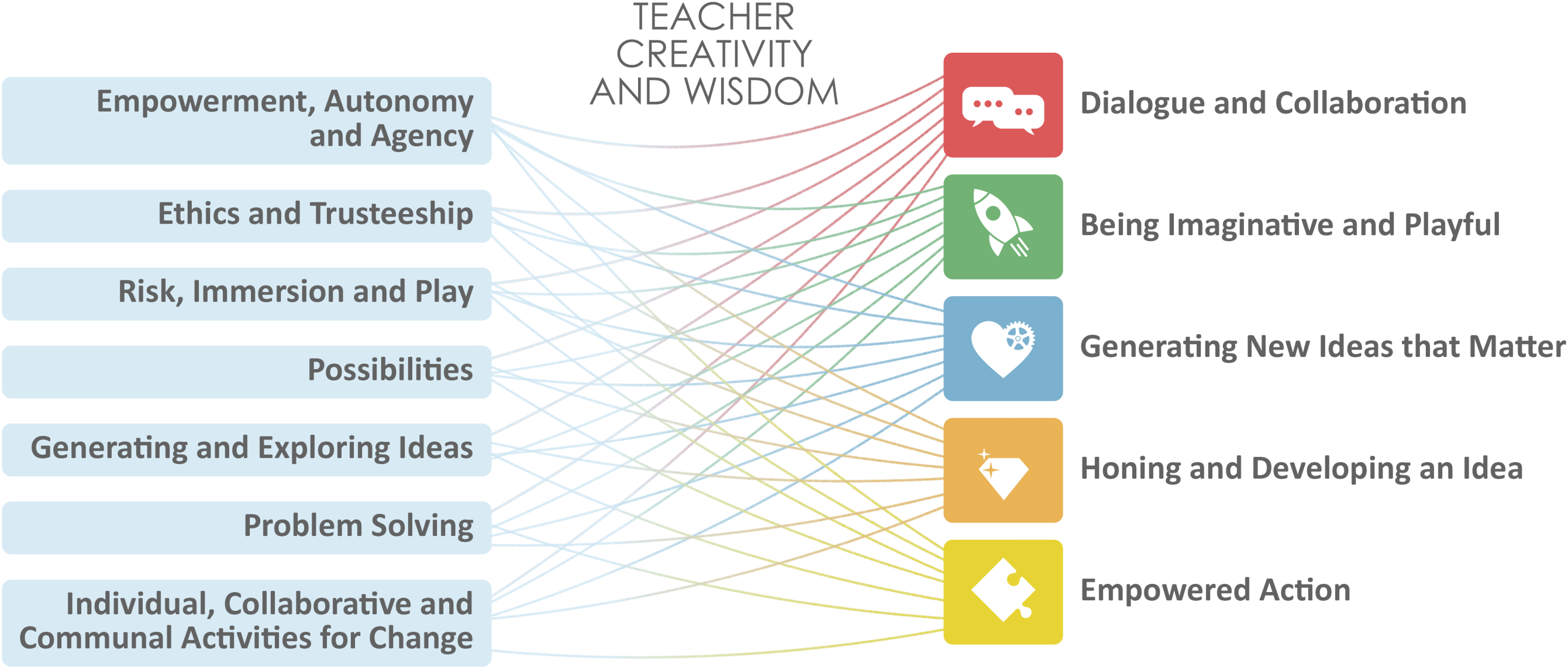# TEACHING FOR CREATIVITY

Creativity is... Imaginatively generating and developing new ideas, processes and products that matter, through empowered action, dialogue and collaboration.

Creative PEDAGOGIES

Creative SKILLS

TEACHER CREATIVITY AND WISDOM

- Empowerment, Autonomy and Agency
- Ethics and Trusteeship
- Risk, Immersion and Play
- Possibilities
- Generating and Exploring Ideas
- Problem Solving
- Individual, Collaborative and Communal Activities for Change

- Dialogue and Collaboration
- Being Imaginative and Playful
- Generating New Ideas that Matter
- Honing and Developing an Idea
- Empowered Action

Creative PEDAGOGIES

Approaches to foster
and encourage creativity
in the classroom.

Ethics and trusteeship

- Consider the **implications** and **impacts** of creative processes and products.
- Think about *who* holds **the values** in question - now and in the future.

See it in action: science and art with **Global Science Opera**

Empowerment, autonomy and agency

- Give students **ownership** of their learning; to act **independently**, giving students **power**.
- Teachers and learners having a sense of **autonomy** and self-determination in teaching and learning.
- **Empower** students to develop and try out their **own ideas**, independently and with others.

See it in action: Key Stage 1 and 2 **Learning Friends**

Possibilities

- Encourage students to **explore multiple possibilities**.
- Create **spaces** that encourage possibility thinking, shifting from 'what is' to 'what might be'.
- Use **'what if'** questions to narrow or broaden these possibilities.

See it in action: Key Stage 2 **Science**

Teacher creativity and wisdom

- Teachers use **their own creativity** in their teaching and to model authentic creative practices.
- Teachers use their knowledge and intuition to direct their own creative teaching and **navigate common tensions** between teaching for creativity and existing school systems.

See it in action: Key Stage 3 **English**

Risk, Immersion and play

- Make safe space for *teachers and students* to **take risks** and **make mistakes**.
- Encourage students to become **absorbed** in an activity.
- Allow for **imagination** and playful **experimentation**.

See it in action: Key Stage 2 **English**

Generating and exploring ideas

- A classroom ethos of **openness** and acceptance for students' ideas.
- Step back and step in, to **balance control** and **freedom**.

See it in action: Key Stage 3 **Science**

Individual, collaborative and communal activities for change

- Utilise **dialogue** between people, ideas and disciplines, asking questions that lead to new ideas and more questions.
- **Construct** teaching and learning **jointly** developing real-life skills of group work and collaborating, potentially in the wider school and community.

See it in action: Key Stage 2 **Outdoor Learning**

Problem solving

- Incorporate **problem-finding**, exploring, reasoning, reflecting, questioning and experimenting.
- Use **real problems** to motivate and engage learners.
- Find opportunities to work in a **transdisciplinary** way: encourage students to use knowledge and ways of thinking from across the curriculum to solve real problems.

See it in action: Key Stage 3 and 4 **Engineering**

Creative SKILLS

Dialogue and Collaboration

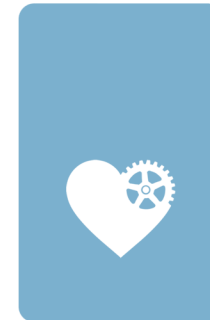Dialogue, question, communicate and collaborate, in both verbal and embodied ways.

- Question posing/responding; problem finding/solving
- Individual/collaborative/ part of a community
- Negotiating difference, responding appropriately

See it in action:
Key Stage 2 **Science**

Key Stage 2 **Outdoor Learning**

Being Imaginative and Playful

Use imagination, improvise playfully, and generate and try out possibilities: to go beyond an understanding of 'what is' to consider instead 'what might be.'

- Play
- Imagination
- Considering possibilities

See it in action:
Early Years **Foundation Stage**

Generating New Ideas that Matter

Combine innovation with critical attention to the consequences of ideas, their ethical impact, and understanding diverse values.

- Innovation
- Considering ethical consequences
- Understanding diverse values

See it in action:
Key Stage 3 **English**

Honing and Developing an Idea

Develop creative ideas, incorporating self-reflection, development of techniques and understanding of the rules, and persistence.

- Reflection
- Understanding rules & consequences
- Persistence

See it in action:
Key Stage 3 **Science**

Key Stage 2 **English + Maths**

Empowered Action

Foreground pupils' own agency in creative action, their ability to take risks and question accepted ideas, be immersed, and act on creative ideas.

- Risk taking
- Immersion
- Taking action

See it in action:
Key Stage 4 **Media**

Key Stage 1 **Science**

Scan the QR code to see it in action:

Penryn College "Achieving through Challenge"

University of Exeter

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