5 Authentic Principles to Inspire Creative Brilliance in the Classroom

Indiana Association of the Gifted

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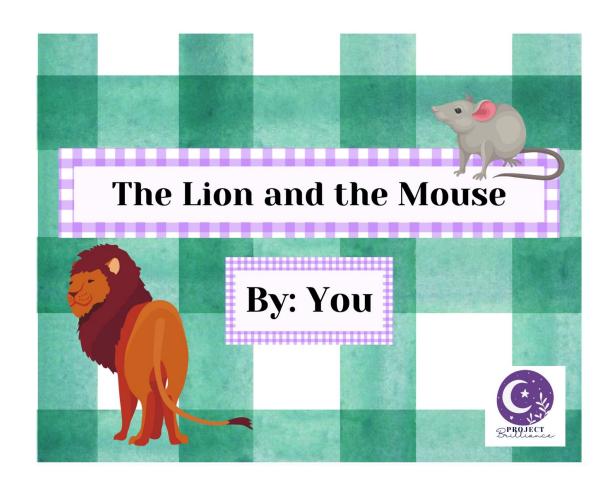
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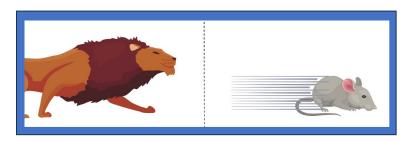






Seeking Brilliance in Creativity













Whaaat?

Think of as **many**, **different** ways how the Lion and Mouse went from being enemies to friends. What could have happened in the middle of the book?







How many ideas did you have?

Fluency

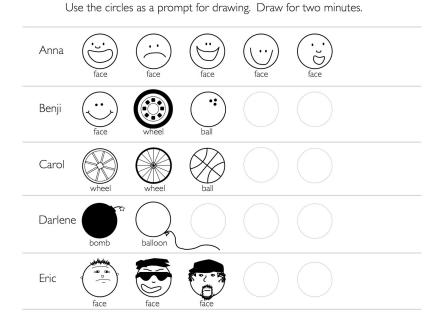
Anna

face

Use the circles as a prompt for drawing. Draw for two minutes.

How many different categories of ideas did you have?

Flexibility



How unique were your ideas?

Originality

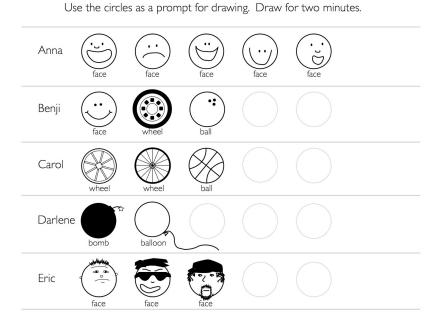
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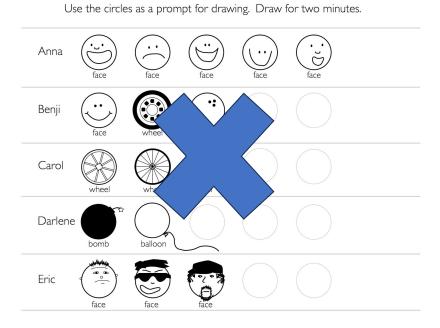
How detailed/complex were your responses?

Elaboration



Did they serve a purpose?

Usefulness



Do you think you could improve?



Agenda

Assessing Creativity

Creative Thinking Strategies

Imagination and Fantasy

Choice, Discovery & Environment

Motivation

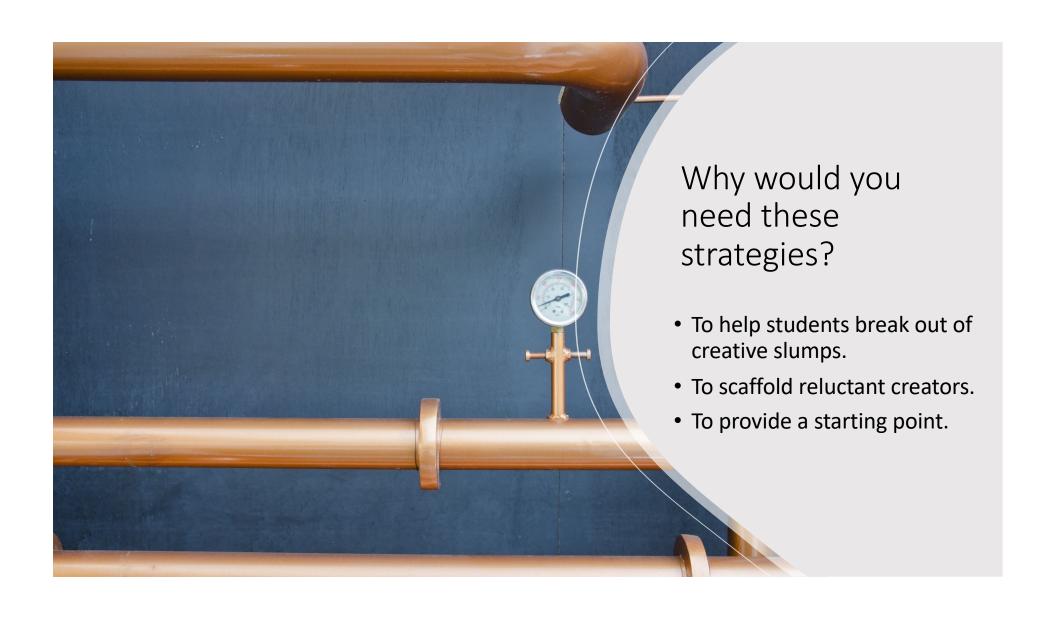
Creative Thinking Strategies

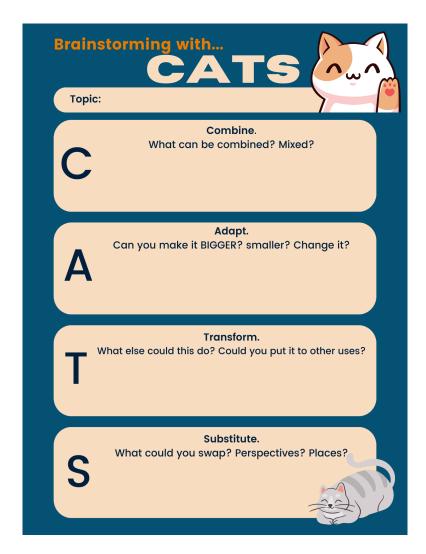


Sampling of Class Strategies



- Remixing
- SCAMPER
- Mind Mapping
- Other Worlds (Metaphorical Thinking)
- Wabi Sabi
- Constraints
- Observation/Drawing
- Bearing Witness
- Empathy (visuals, interviewing, observations)
- Word Dance
- Storyboarding









Additional Characters

What are additional characters you could add to this story?



Let CATS help!



C: Combine—What other stories, items, experiences could be combined with this story to add new characters?

A: Adapt—How could you add BIGGER characters, smaller characters, adapted characters?

T: Tranform—Are there unusual things that are not typically characters but could become a character?

S: Substitute—Could you substitute perspectives, locations, animal types?



Reflection

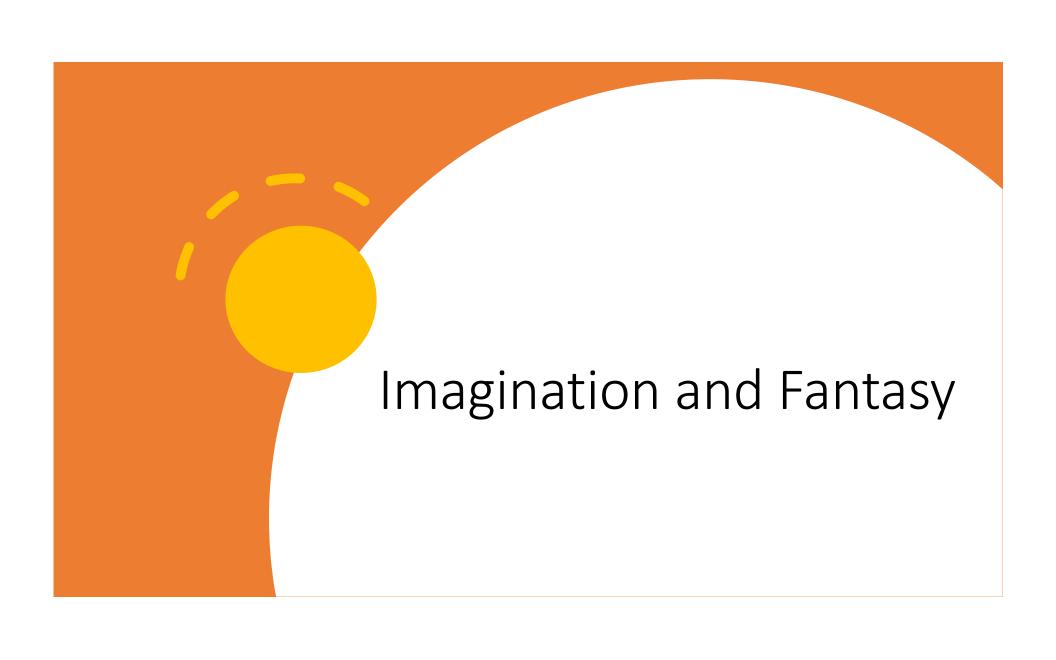
Did it help?

In what ways would it enhance creativity?



How to integrate CATS into the classroom:

- Designing science experiments.
- Writing stories.
- Creating inventions.
- Developing ideas for papers.
- Designing math solutions.



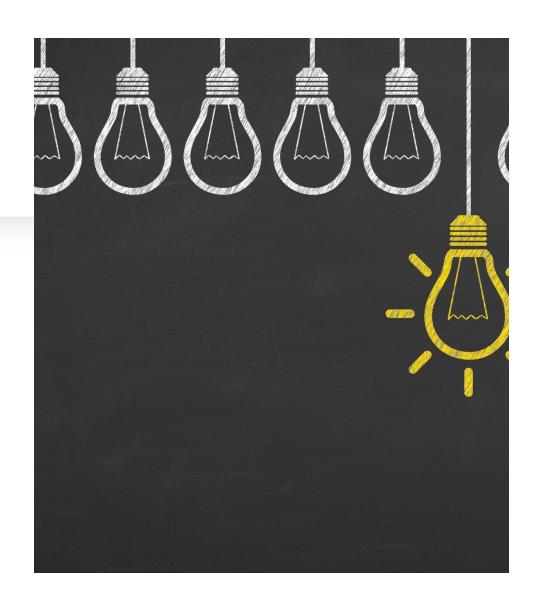


Imagination

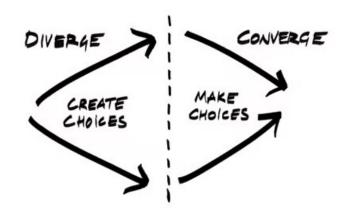
- Intentional Design
- Experiment with Possibility Thinking
- Analogies
- Visualization
- Perspective-Taking

Intentional Design

- Intentional design for creativity: purposeful crafting of learning experiences that explore ideas, foster imagination, and flexible thinking
- Teach the thought processes and mind attitudes associated with creativity
- → Model creativity in diverse contexts
- → Infuse creativity into your teaching practice







Experiment with possibility thinking

Fantasy and imagination are a mix of elaborating and selecting.

- No right or wrong answers
- Open-ended
- Not one-size-fits-all
- Need for room to debate



Analogies

You might be familiar with the following types of analogies:

near: distant :: hidden: exposed

is to as is to

GO BOLDER!

What else is like this
What have others done?
What could we copy?
What has worked before?
What would professionals do?





(Fantasy) Analogies

Connect unrelated ideas, thoughts, and concepts to develop the ability to synthesise information

- How is the Pythagoras theorem like a tree house?
- A pendulum is like what sport? Why?
- ¿Qué color es un verbo en tiempo presente?
 ¿Por qué? (What colour is a verb in the present tense? Why?)

Visualization (and/or physical experiences) can enhance learning!

Visualization

- Let's try this once together!
- Where did you land?
- Were you alone?
- How did you cope with the cold space temperatures, the lack of oxygen, or burning up upon re-entry?

You can use this method to explain various topics, concepts and historical events, among other things.





Additional Settings

What are some additional settings you could use in your story?



Let visualization help!

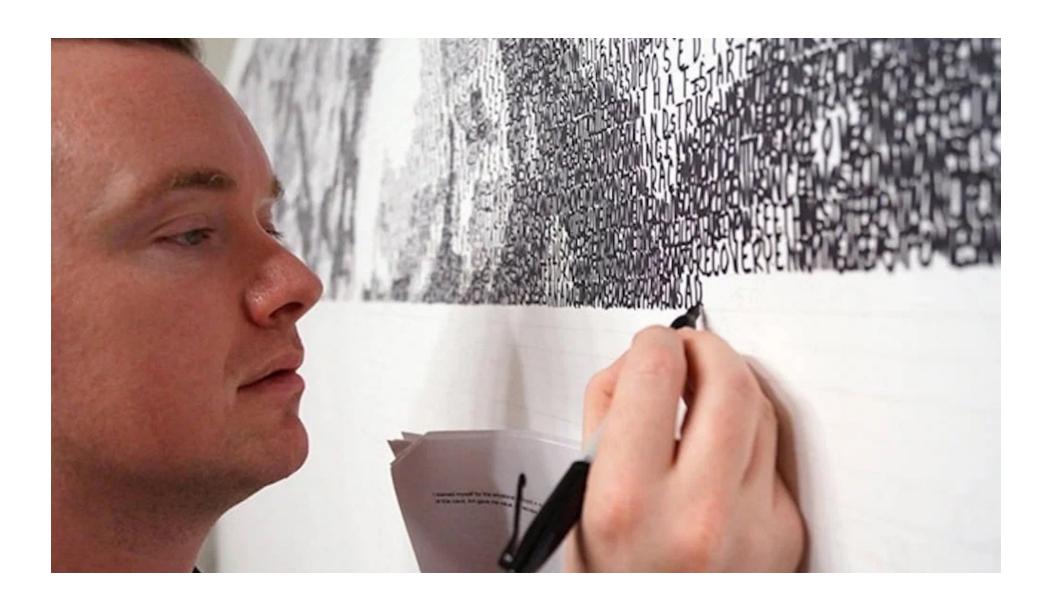


- Imagine a place where people could become friends.
- What does it sound like?
- What are the smells?
- What is happening?
- Imagine the lion and mouse being there.



Choice and Discovery

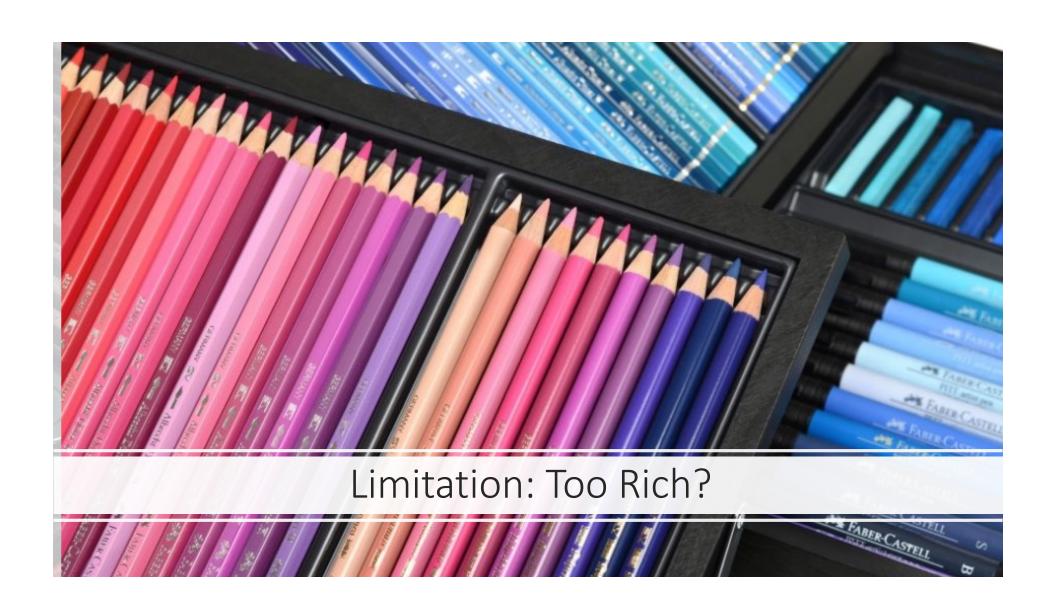






Limitation: Too Shakey?







THE UN-CHOICE







GENRES





CHARACTERS



PROMPT

"Write a 2-minute scene for two characters, <u>Sully from</u>
<u>Monsters Inc and my dog</u>
<u>Clark</u>. The scene should be written at a third-grade reading level, no narrator, and be a **comedy**."





[The scene takes place in a colorful room with toys scattered all around. Sully, the big, furry, blue monster from Monsters Inc, is sitting on the floor, looking a bit nervous. Clark, a mischievous Golden Retriever, is wagging his tail and running around the room.]

Sully: (nervously) Oh boy, oh boy! What did I get myself into? I've heard monsters are supposed to be scary, but this is a whole new level of scary!

Clark: (barking happily) Woof woof! Sully, don't be scared. I'm just a dog, and I love making new friends!

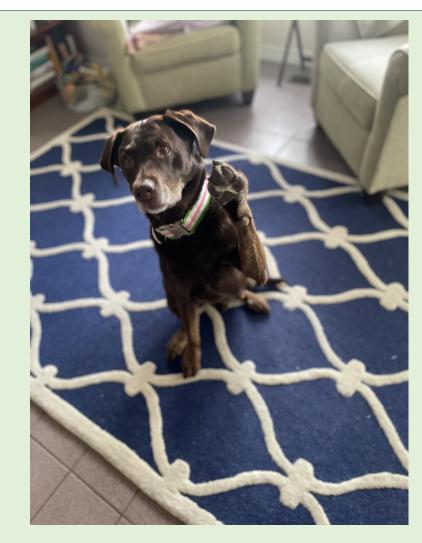
Sully: (relieved) Well, that's good to know, Clark. I mean, I'm used to scaring kids at work, but this is different. I've never hung out with a dog before.

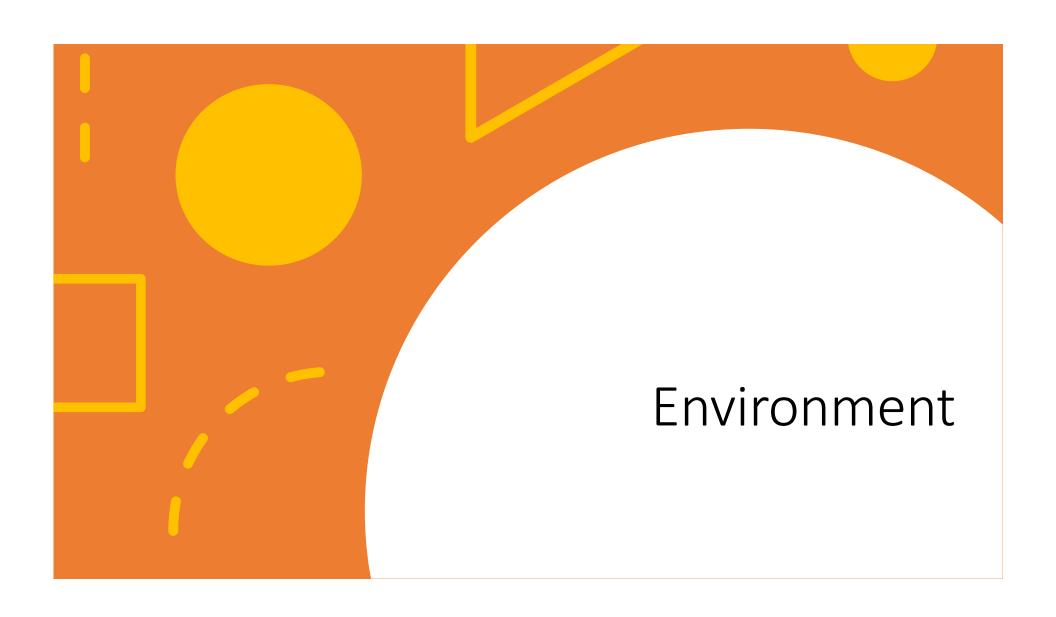
[Clark fetches a squeaky toy and brings it to Sully.]

Clark: (playfully) Squeak, squeak! Wanna play, Sully?

Sully: (uncertain) Uh, I'm not sure, Clark. I'm not really good at this whole "play" thing.

[Clark starts squeaking the toy loudly, and Sully jumps.]







Environment

- Teacher control vs. learner autonomy
- Expression of all ideas (Questioning, Prompting, Validating)
- Safety and non-judgement rules



How control kills creativity

Now, imagine your school created a Brilliant Storyteller Competition and asked all the teachers to fill in the middle of the story...

"Be as imaginative as you want, there's no right or wrong. Focus on illustrating how the characters went from enemies to friends."

"Strive for a creative idea, but remember, the middle of the book has limited space—two pages. Your drawing needs to be unique and good. Focus and try your hardest to win."

"Share your thoughts freely, no pressure, just enjoy being creative as you fill in the middle of the book!"

No-limits	Informational- limits	Controlling-limits

Guided instruction = more motivation = more quality





Additional Plot Points

What are some additional plot points you could use in your story?



Let "limited choices" help!



- What if in the plot...you had to include a birth or death?
- What if in the plot...a character found something unusual?
- What if in the plot...must include an unexpected kindness?



Reflection

Did it help?

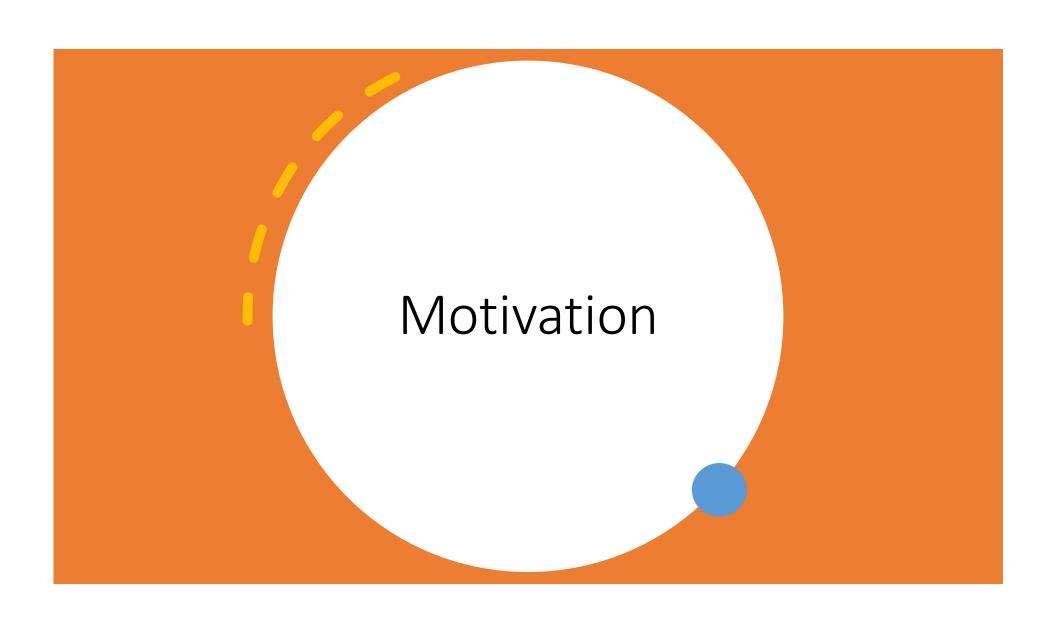
In what ways would it enhance creativity?



How to Integrate "Limited Choice" in the Classroom

- Limit time.
- Limit materials.
- Limit content.
- Limit theme.
- Limit inspiration?





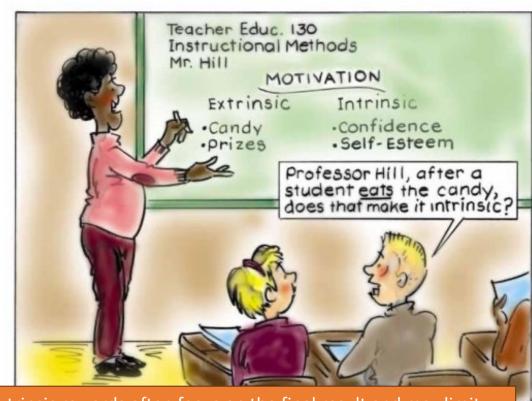


Motivation

- Extrinsic vs. Intrinsic motivation
- Importance of the Process: CRAPI

Motivating students to be creative

- Intrinsic Motivation:
 - Autonomy
 - Relatedness
 - Competence
- Extrinsic Motivation:
 - Control
 - Competition
 - External evaluation



Extrinsic rewards often focus on the final result and may limit experimentation and exploration to safeguard the reward.

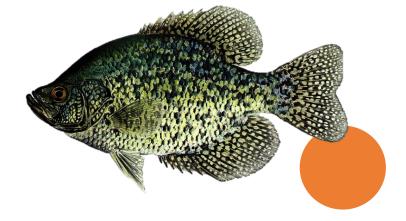
Building motivation, engagement and creativity

MAKE IT **CRAPI!**



CRAPI it up!

- C... challenge
- R... relevance
- A... audience
- P... process
- I... interaction





Final Submission to the Committee

Looking across your ideas, which one(s) will you submit as your story? Just star them.

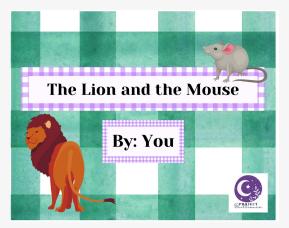


Let CRAPI help...

Are there any elements in CRAPI that you might wish to consider before finalizing your idea for the middle of the story?

- C... challenge
- R... relevance
- A... audience
- P... process
- I... interaction







Reflection

Did it help?

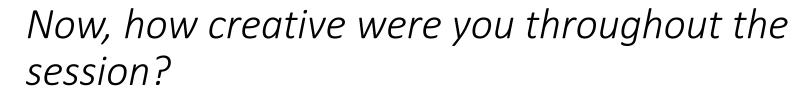
In what ways would it enhance creativity?



Final Submission to the Committee

Putting all your ideas together, jot the summary of your final submission.







How many ideas did you have? Fluency

• How similar were they? How many categories did you develop?

Flexibility

How original were they?

Originality

• Did they serve a purpose?

Useful

How detailed/complex were your ideas?

Elaboration



Questions?

Resources





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Thank you.

