CREATIVITY IN THE CLASSROOM

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#fclsumac

WHAT IS CREATIVITY?

Definition of CREATIVITY

1 : the quality of being creative

2 : ... to create • her artistic *creativity*

Definition of **creativity** noun from the Oxford Advanced Learner's Dict...

creativity *noun*

BrE /ˌkriːeɪˈtɪvəti/ 🔊; NAmE /ˌkriːeɪˈtɪvəti/ 🔊

[uncountable]

⭐ Add to my wordlist

the ability to use skill and imagination to produ...
to produce art; the act of doing this
• Creativity and originality are more important t...
Check pronunciation: creativity

cre•a•tiv•i•ty (ˌkri eɪˈtɪv ɪ ti, ˌkri ə-)

n.

1. the state or quality of being creative.
2. the ability to create meaningful new forms, etc.; originality.
3. the process of using creative ability.

[1870–75]

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NEW

INNOVATIVE

ORIGINAL

NOVEL

SURPRISING

DIFFERENT

USEFUL

CREATIVITY:

DIFFERENT SHAPES AND SIZES

EVERYBODY IS CREATIVE

Imaginative Thinking Test

1600 children

AGE	IMAGINATIVE THINKING
4-5 year olds	**98%**
10 year olds	**30%**
15 year olds	**12%**
Adults	**2%**

- average age 31
- over 1,000,000 tested

Non-creative behavior is learned.

George Land

WHY?

Yeah, but…

It's too difficult!

I'm not creative!

There's no time!

It already exists!

I don't want to make mistakes!

I can't do that!

We've always done it this way!

Get real!

No!

failure

risk-taking

FEAR

change

criticism

Lack of confidence

Self-criticism

Routine

Stress

C R E A T I V I T Y   K I L L E R S

STATE OF CREATE
A Report by Adobe, 2016

5000 adults aged 18 - 51+
from 5 countries

CREATIVITY BOOSTERS

What should you tell your colleagues, pupils, yourself to boost creativity?

In this FCL Summer Academy..

...turn your 5-year old on!

TEACHING CREATIVITY

Creativity is not magic.
It's a deliberate process.
G. Land

Creativity is a skill and a mindset
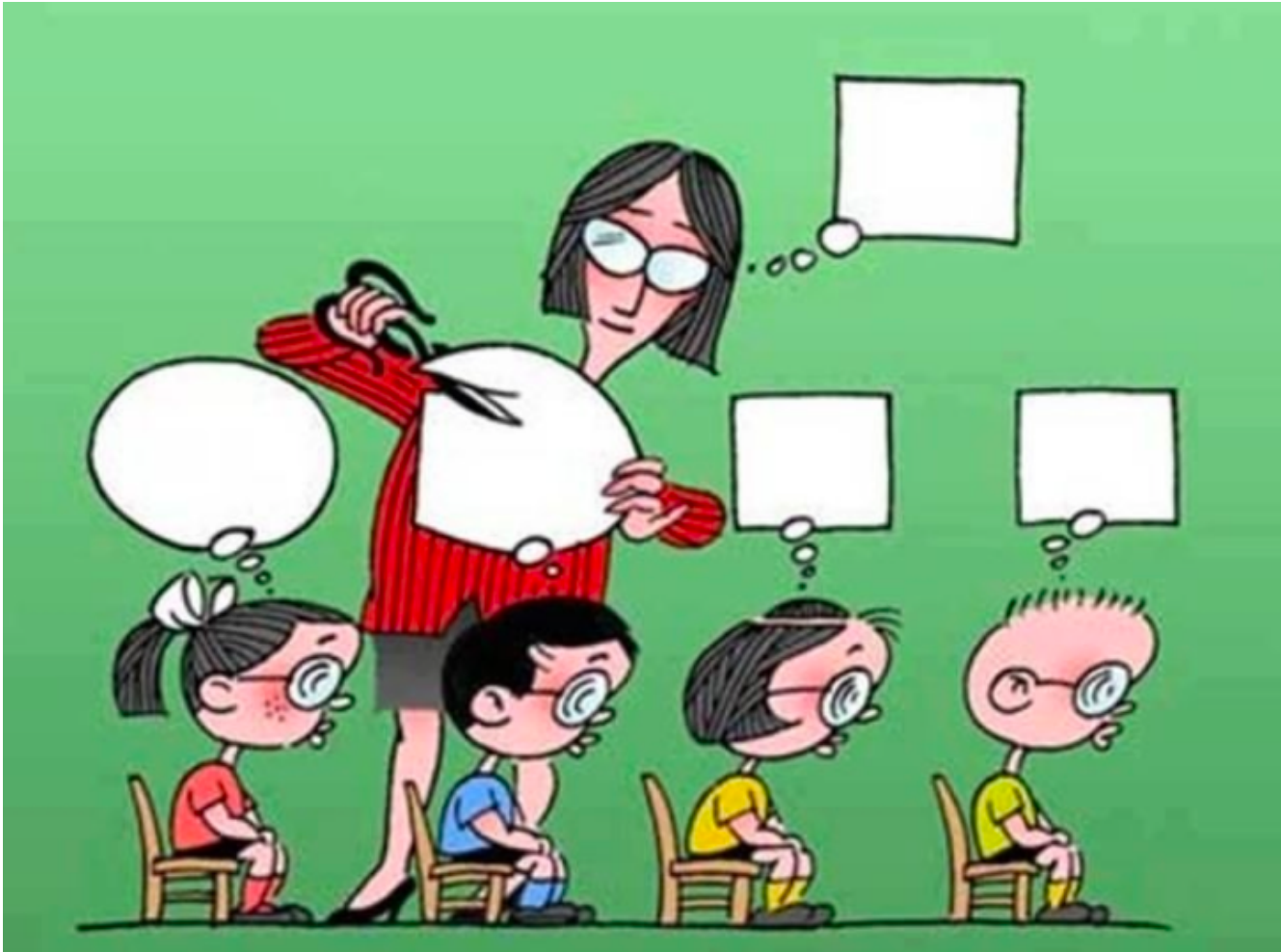that can be taught.
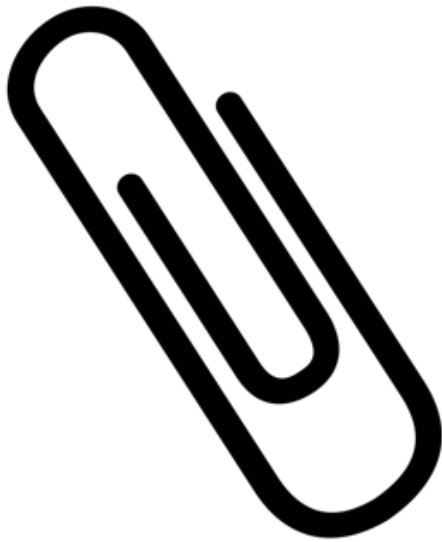G. Scott

CREATIVE MINDEST

Image by Jackie Gerstein

AN EXERCISE IN
CREATIVE THINKING

When there is a correct answer

WHAT IS IT?

WHAT CAN IT BE?

By Victor Nunes

HOW CAN TECHNOLOGY HELP US BOOST CREATIVITY

TEACHING CREATIVELY WITH TECHNOLOGY

Every students has a chance to express their ideas.

Risk taking is encouraged.

All their ideas are respected.

There is more than one correct answer.

4 C's

CRITICAL THINKING

COLLABORATION

COMMUNICATION

CREATIVITY

SOLVE CHALLENGES WITH TECHNOLOGY

ENGAGE LEARNERS

INSPIRE LEARNING

HUNTING FOR TREASURE ON THE INTERNET

Scavenger Hunts
Treasure Hunts
Escape Classrooms
Digital Breakouts

INTERNET HUNTING

LOOK FOR CLUES TO
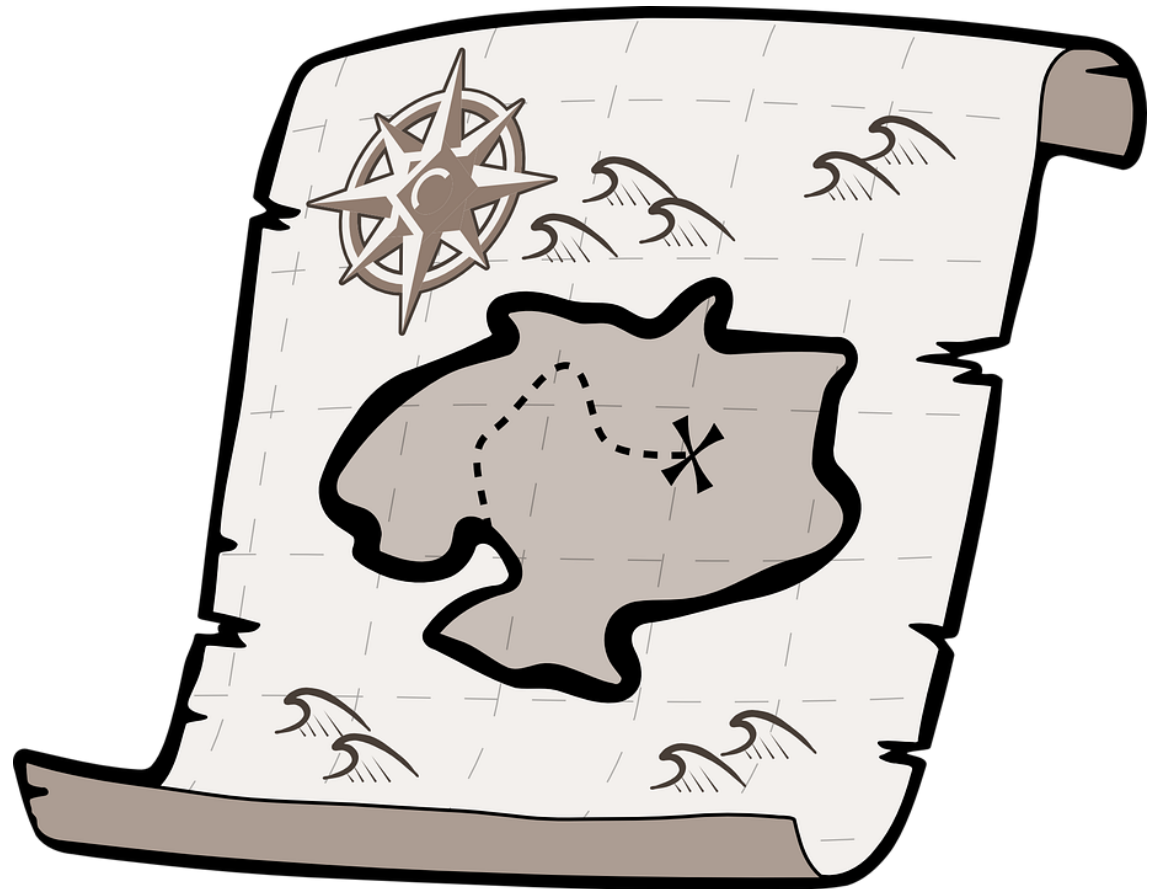SOLVE A PROBLEM

RED HERRINGS

HIDDEN HINTS

SCAVENGER HUNTS

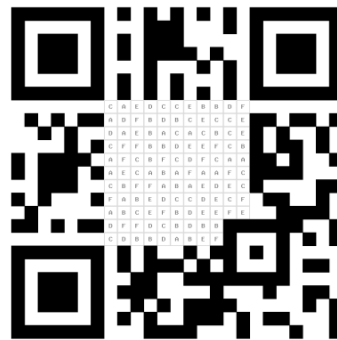SEARCH THE INTERNET

PERFORM TASKS

SOLVE PROBLEMS

FIND ANSWERS

TREASURE HUNTS

FIND A HIDDEN TREASURE

ESCAPE CLASSROOM

BOXES TO OPEN

LOCKS TO UNLOCK

CODES TO DECIPHER

BREAKOUT.EDU

Breakout EDU

HOW TO GET STARTED

OBTAIN A KIT

The Breakout EDU kit is a unique collection of resettable locks, boxes, and items that can be used to play any of the Breakout EDU games.

FIND A GAME

The Breakout EDU Game Directory has games for a wide variety of subject areas, group sizes, and grade levels.

SETUP A GAME

Using the detailed instructions, set up your kit for the game you would like to play. Each game includes a helpful overview video from the game creator.

FACILITATE GAME

Use the facilitation tool linked on the game page to introduce your Breakout EDU game to the players.

founded in 2015 by James Sanders and Mark Hammons

www.breakoutedu.com

DIGITAL BREAKOUT

LOCKS TO UNLOCK
CODES TO DECIPHER

by Mary Venturino & Justin Birckbichle

"

LET'S TRY IT OUT!

SCAVENGER HUNT:

Take A Walk On The Wild Side
bit.ly/scavengerfcl

TREASURE HUNT:

That Sweet Flower Of Love
bit.ly/sweetfloweroflove

DIGITAL BREAKOUT:

Bring Bart Back
bit.ly/bringbartback