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www.igniteart.weebly.com

- ASCD Link

Creativity Infusion Training Available

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Creativity and the Common Core

RISK
&
REFRAMI

Agriculture Age (farmers)
Industrial Age (factory workers)
Information Age (knowledge workers)
Conceptual Age (creators and empathizers)

What you will learn:

- How to connect creativity to the Common Core
- Our model of creativity
- Some specific ideas and strategies
- 5 Questions for Creative Development

Creativity Instructional Matrix

- 2-3 per grade level

- Develop Creative Mindset K-12

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  - ASCD link

Frame Shifting

Two men are playing golf on a lovely day. As the first man is about to tee off, a funeral procession goes by in the cemetery next door. He stops, takes off his hat, and bows his head.

The second man says, "Wow, you are incredibly thoughtful."

The first man says, "It's the least I could do. She and I were married for 25 years."

Frame Shifting

Visual Thinking Strategies

○ Take a minute to look at this picture.

○ What is going on in this picture?

○ What do you SEE that makes you say that?

○ What more can we find.

○ Paraphrase! Point! Link!

    ○ Teaches teachers how to lead inquiry-based lessons

Visual Thinking Strategies

- Ten lessons per year (Two 15 minute VTS sessions=1 lesson)
- Increases writing skills
- Over three years, raises reading/LA and math scores (12% and 16%, Grades 3-5 in Miami-Dade County)
- Create confidence in student's ability to comprehend complexity
- Foster a desire to learn and take risks
- Encourage students to value their own ideas while listening and building on the ideas of others

Visual Thinking Strategies

- In order to write well, we must speak well—too little time is spent with students in conversation to allow speaking skills to develop

- By paraphrasing, teachers build grammar, syntax, and vocabulary

- Teaches how to make observations, draw inferences, and justify statements by citing evidence…skills useful in what other subject?

VTS Pre/Post Writing Assessments

Using the VTS Pathmarker Rubric
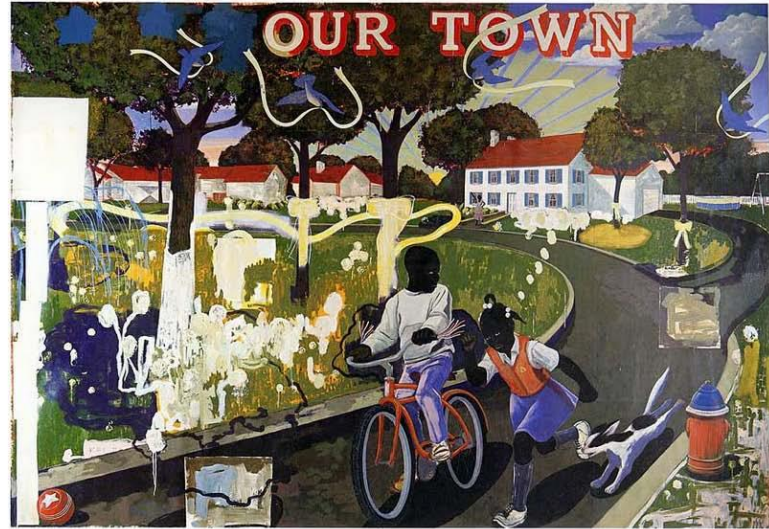
Look closely at this image. Think carefully about what you see. Ask yourself:
-*What's going on in this picture?*
-*What do I see that makes me say that?*
-*What more can I find?*
You have 15 to 20 minutes to write. Try to organize your writing to make it easy for others to understand your thoughts. Be sure to read over your work and make corrections to your writing.

_____

_____

_____

_____

_____

Common Core Standards

- Students have rich and rigorous **conversations** which are dependent on a common text.

- Teachers insist that classroom experiences stay deeply connected to the text on the page.

- Students develop **habits for making evidentiary arguments** both in conversation, as well as in writing to assess comprehension of a text.

Common Core Standards

- Writing needs to emphasize use of evidence to inform or make an argument rather than the personal narrative and other de-contextualized prompts.

- While the narrative still has an important role, students develop skills through written arguments that respond to the ideas, events, facts, and arguments presented in the texts they read.

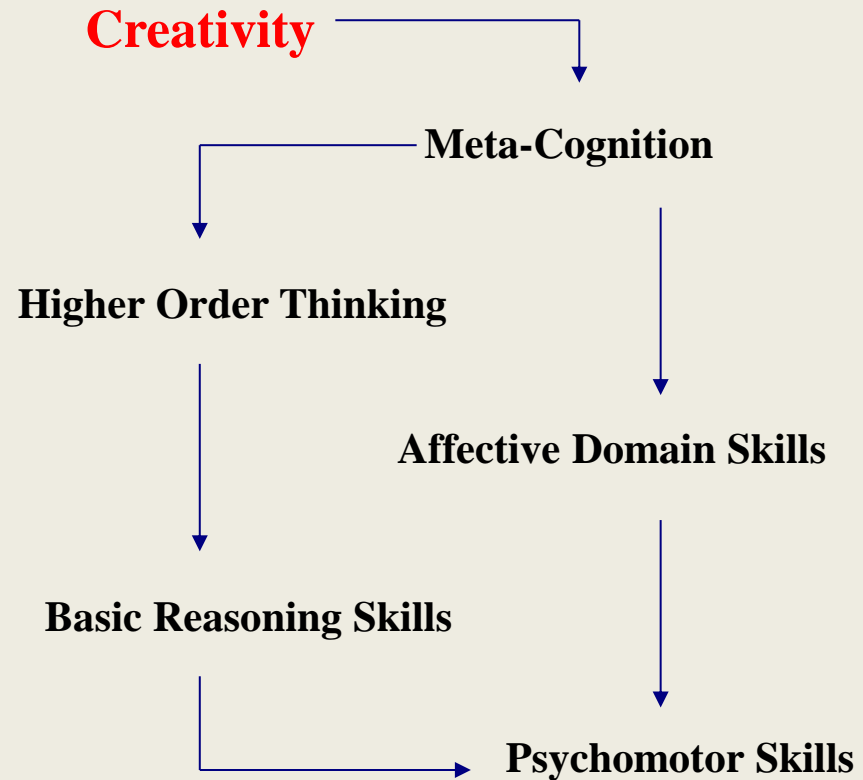The term "creativity" is like a Rorschach—we see what we want to see.

Unpacking the concept…

A complex, executive-level cognitive process

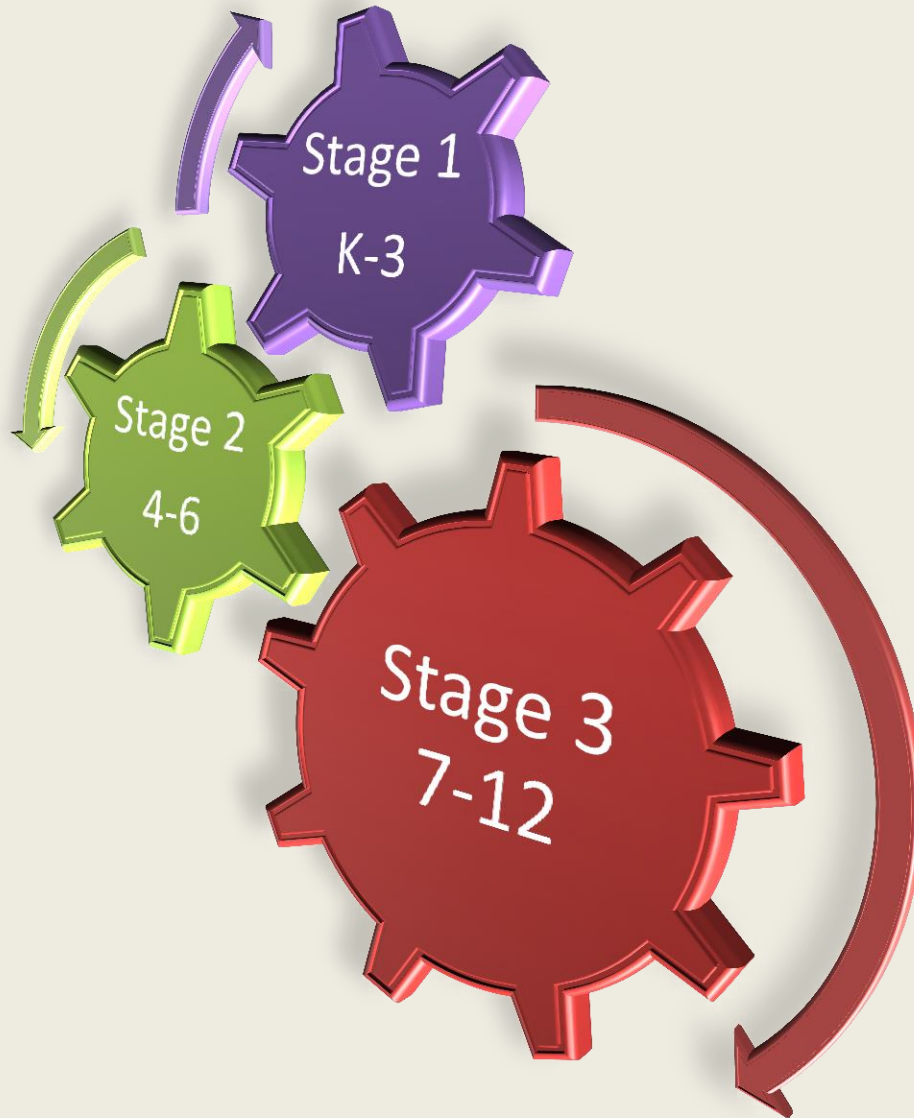- Develops over time
- Not just a whacky way of producing zany ideas

Creativity

Meta-Cognition

Higher Order Thinking

Affective Domain Skills

Basic Reasoning Skills

Psychomotor Skills

3 Stage Model
Risk and Reframe
Question and Connect
Creative Stance

Stage 1
K-3

Stage 2
4-6

Stage 3
7-12

Risk and Reframe

style soldier survivor

When we look at the world, we see that different values are what make it so remarkable. With over 140 years of experience, we use this understanding to serve you better.

us.hsbc.com/values

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The world's local bank

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Question
and
Connect

Creating

Xenophilia

Love of the Unknown

(George Herms)

Synthesizer vs. Creator

"The synthesizer's goal is to place what has already been established in as useful and illuminating a form as possible. The creator's goal, on the other hand, is to extend knowledge, to ruffle the contours of a genre, to guide a set of practices along new and hitherto unanticipated directions."

Howard Gardner, Five Minds for the Future, page 98

Creativity and Critical Thinking Start With The Unknown

Education is knowing what to do when you don't know....

The Unknown

An indeterminate:

- Final product/end state
- Procedures, processes or standards
- Initial problem statement

The Unknown

- Final **Product**/end state predetermined
  - Problem statement or process could be "open"
- Predetermined **Process**, procedures, or standards
  - End state or problem statement could be "open"
- Initial **Problem** statement predetermined
  - Process or end state could be "open"

Reconstructing vs. Creativity

- **ANALYZE**
- **INTEGRATE**
- **STRUCTURE**
- **INTERPRET**
- **EVALUATE**
- **ASSESS**
- **DETERMINE**
- **DEVELOP**
- **METAPHOR**
- **INFERENCE**
- **ADAPT**
- **POINT OF VIEW**

We can…

ANALYZE

INTEGRATE

DETERMINE STRUCTURE

INTERPRET

> **…About things we already know**

OR

ANALYZE

INTEGRATE

DETERMINE STRUCTURE

INTERPRET

> **…To explore and create that which we do not yet know**

Teaching and Creativity

The creator guides a set of practices along new and unanticipated directions.

COMMON CORE:
Analyze, determine structure, interpret, evaluate, infer… **in the context of the unknown**

- Instruction is about students reconstructing what we already know.
- Teaching is about leading students to explore and create that which we do not yet know

	Open*	⟷	Closed
Problem, Question or Task	Not Provided	Guided	Provided
Process Strategies, Materials	Not Provided	Guided	Provided
Product, End State	Not Provided	Guided	Provided

* Less Determined

Task Design Matrix (Sue Brookhart)

The Creative Process
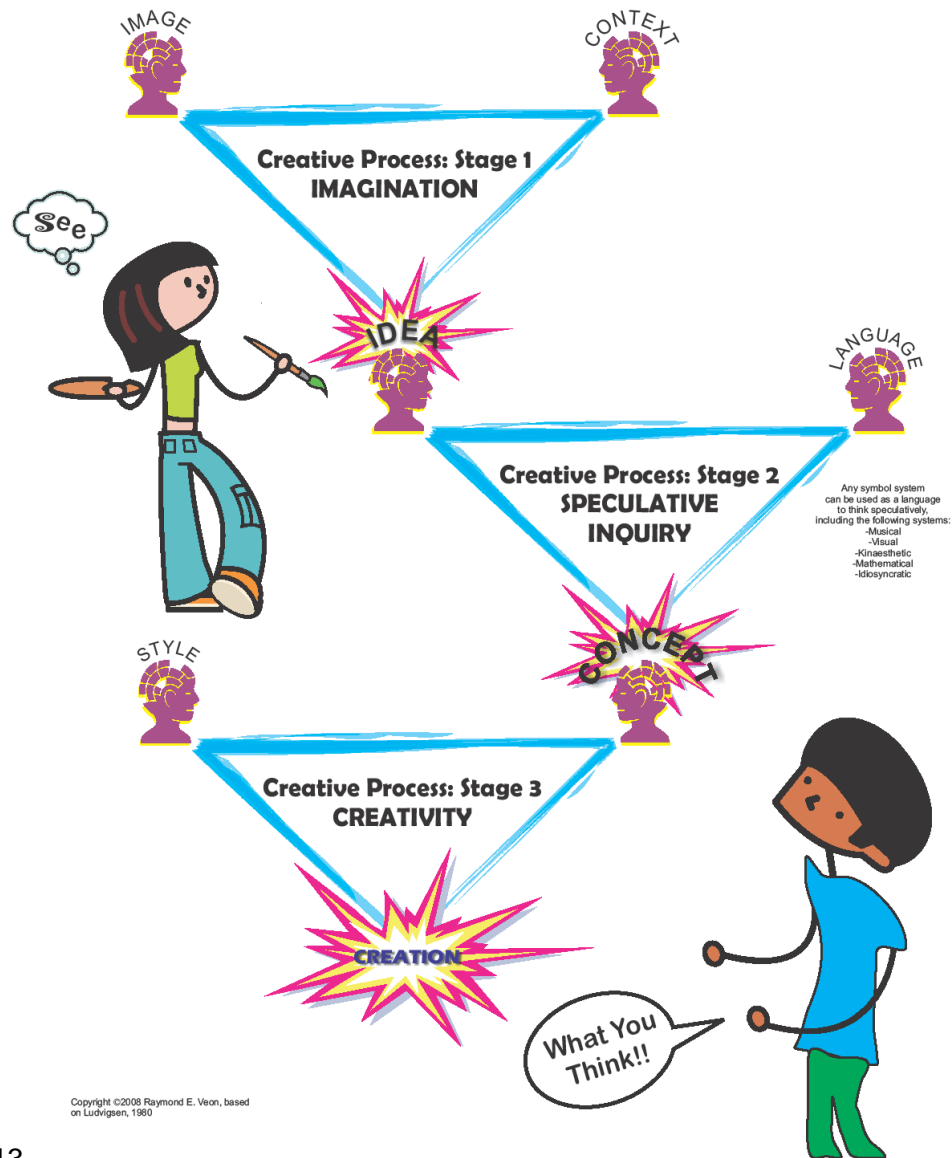
Based on Arne Ludvigsen, 1980;
Developed as Creativity Infusion
Curriculum by R. Veon 2009-2013

IMAGE

FRAME
or
CONTEXT

Creative Process: Stage 1
IMAGINATION
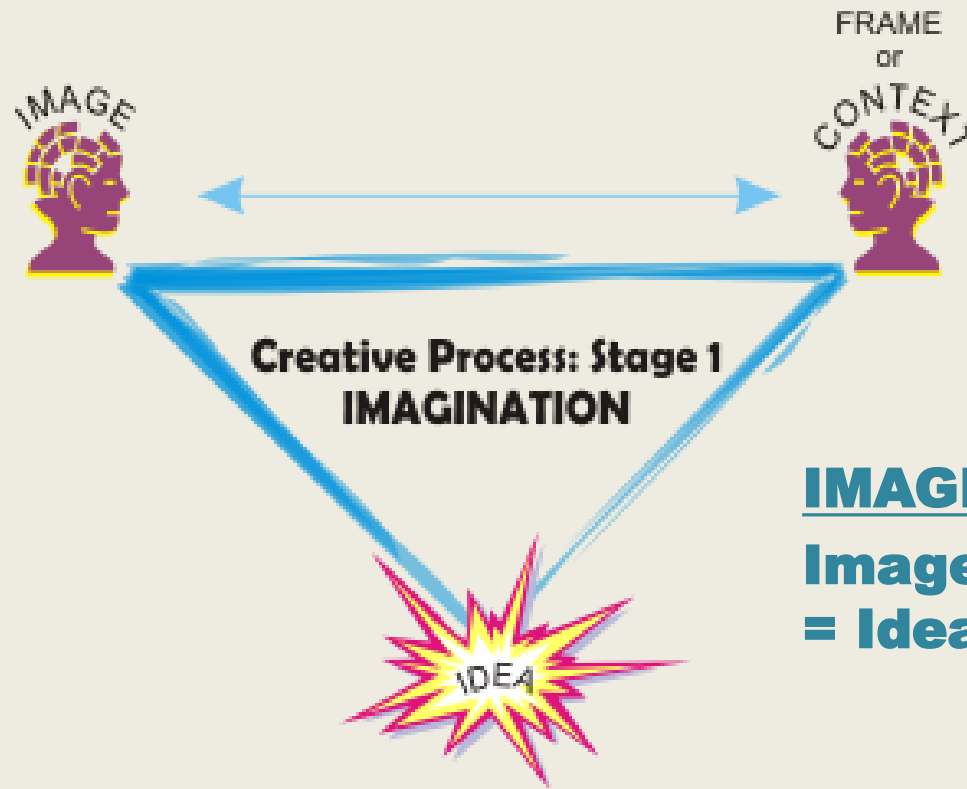
IDEA

IMAGINATION:
Image + Context
= Idea

RISK AND REFRAME

Natural way our mind works

Ex: Freedom

Change the image = change the idea
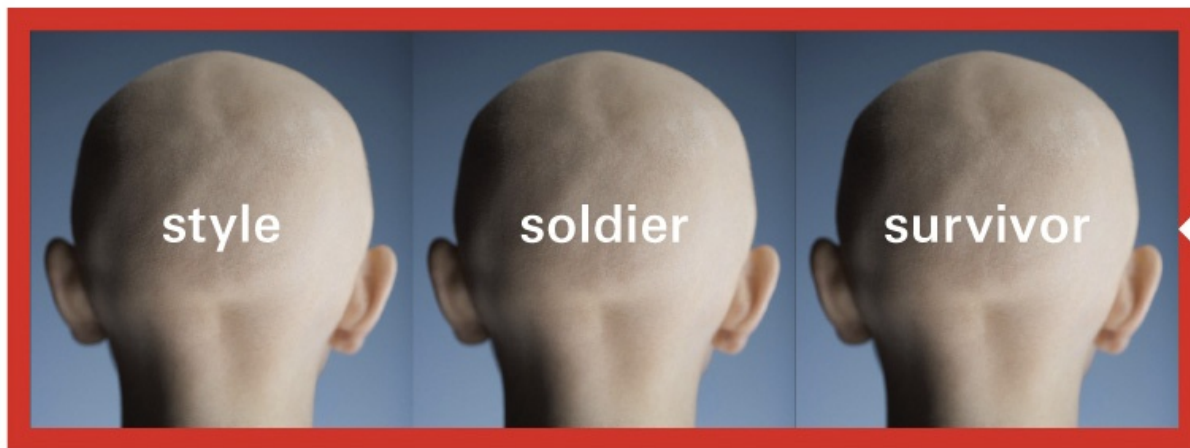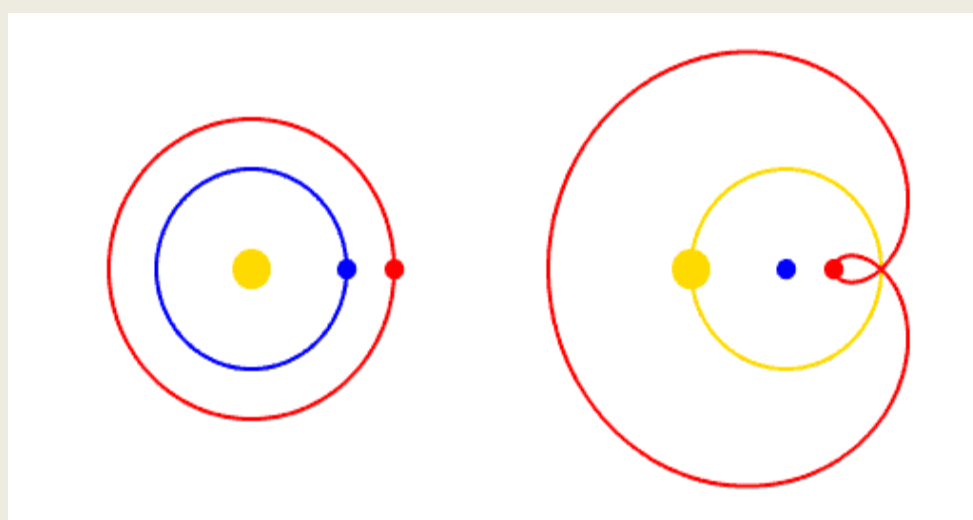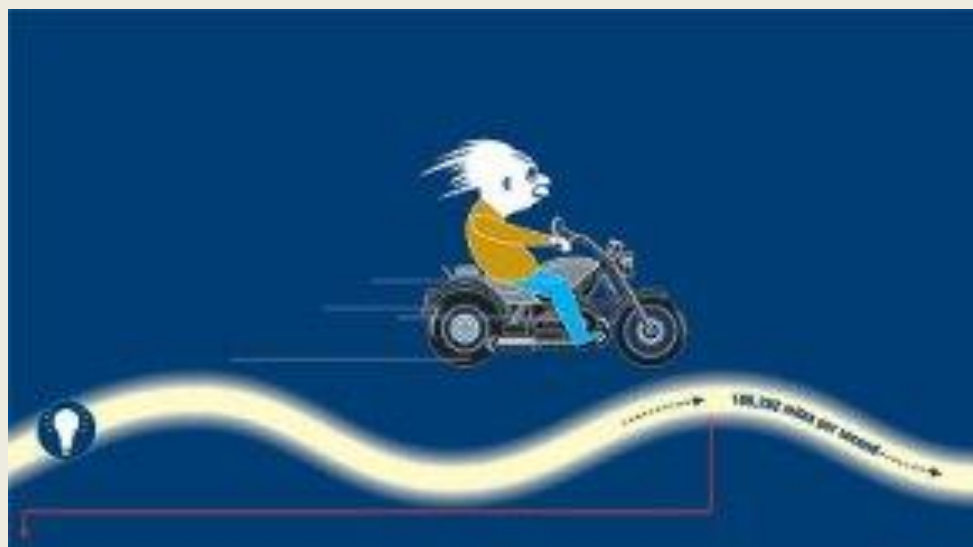
Change the frame = change the idea

style soldier survivor

When we look at the world, we see that different values are what make it so remarkable. With over 140 years of experience, we use this understanding to serve you better.

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Idea-formation is
at the root of
Visual
Thinking
Strategies.

Take a minute to
Look at this picture.

What's going on
in this picture?*

What do you see
that makes you
say that?

What more can
we find?
_____
Paraphrase.
Point.
Link.

Same Ingredients, Different Recipe
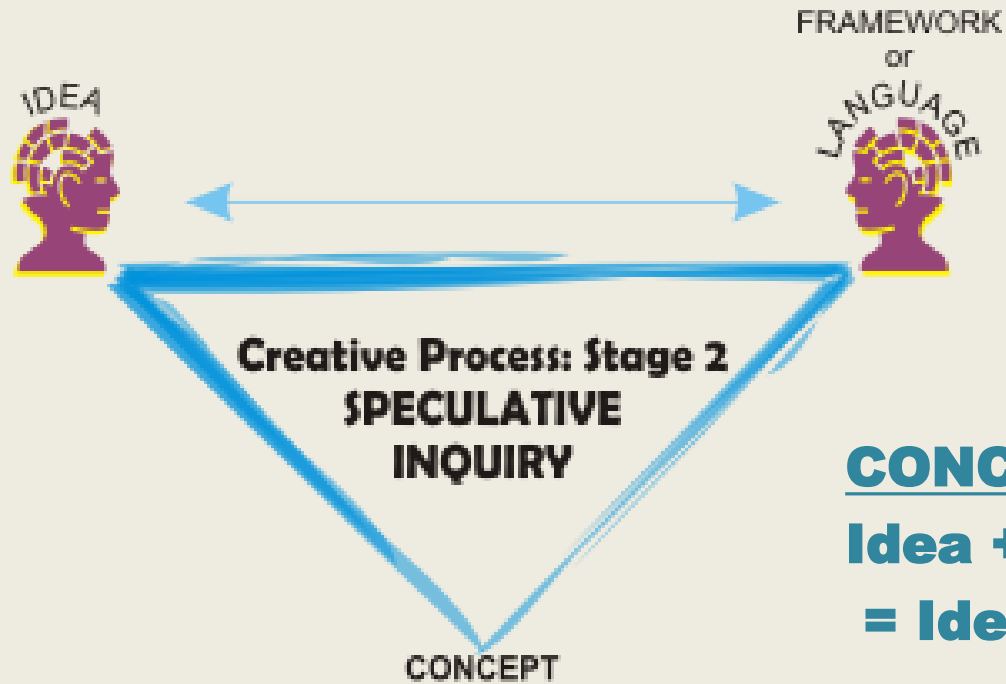
Problem, Process, Product all predetermined

$$5 + 5 = ?$$

$$? + ? = 10$$

Final product/end state predetermined
– Problem statement or process could be "open"

Creative Process: Stage 2
SPECULATIVE INQUIRY
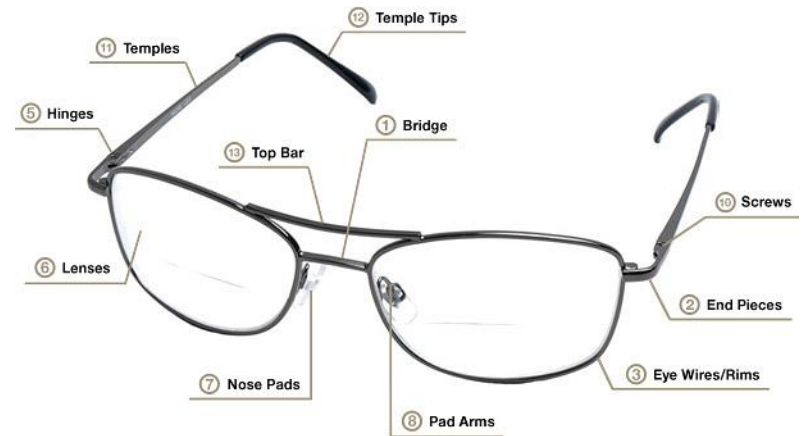
CONCEPT

IDEA

FRAMEWORK
or
LANGUAGE

CONCEPT:
Idea + Framework
= Idea

QUESTION AND CONNECT
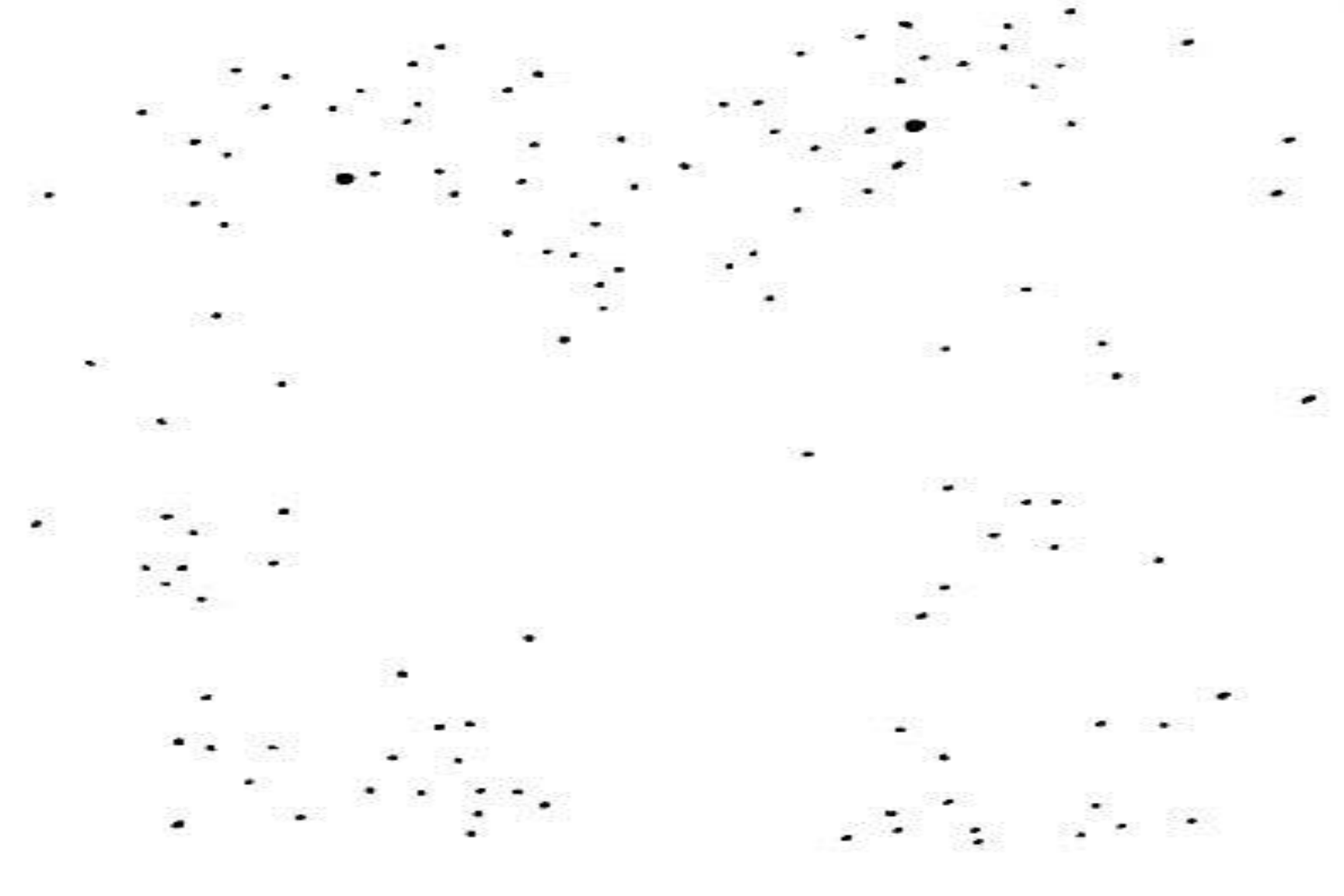
Frame vs. Framework

A frame or context focuses your thinking and seeing for you; like eyeglasses, you just use it

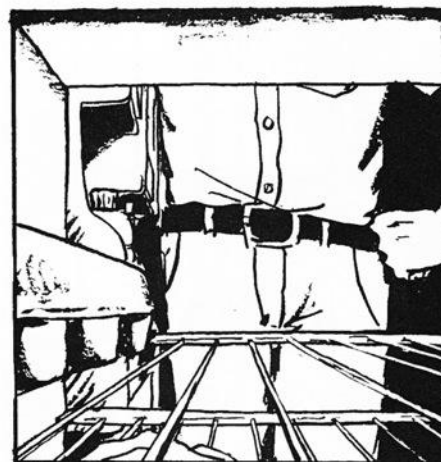A framework enables you to reason how and why
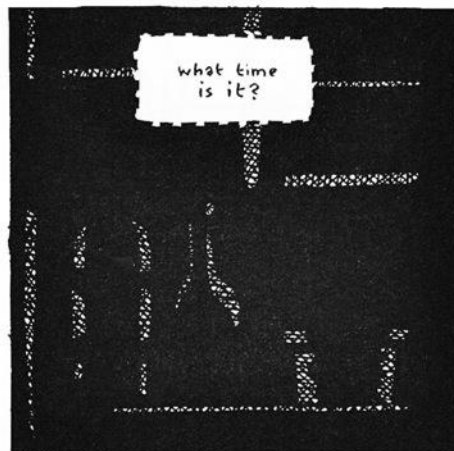
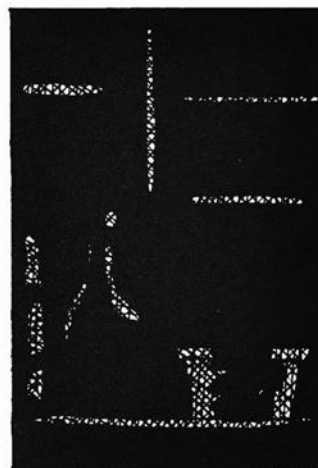**Question hierarchies of logic** (explicit/implicit rules for what can and cannot be combined)

Challenge assumptions about how and what to connect

…and whether it is important and valuable…

The Unknown: Where to start…what is the problem?
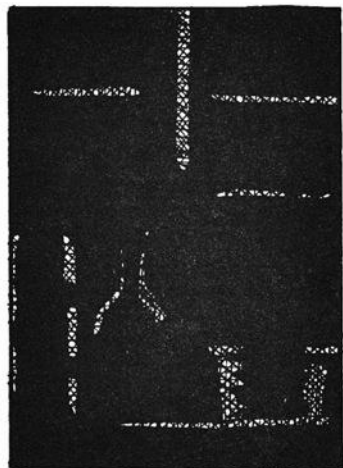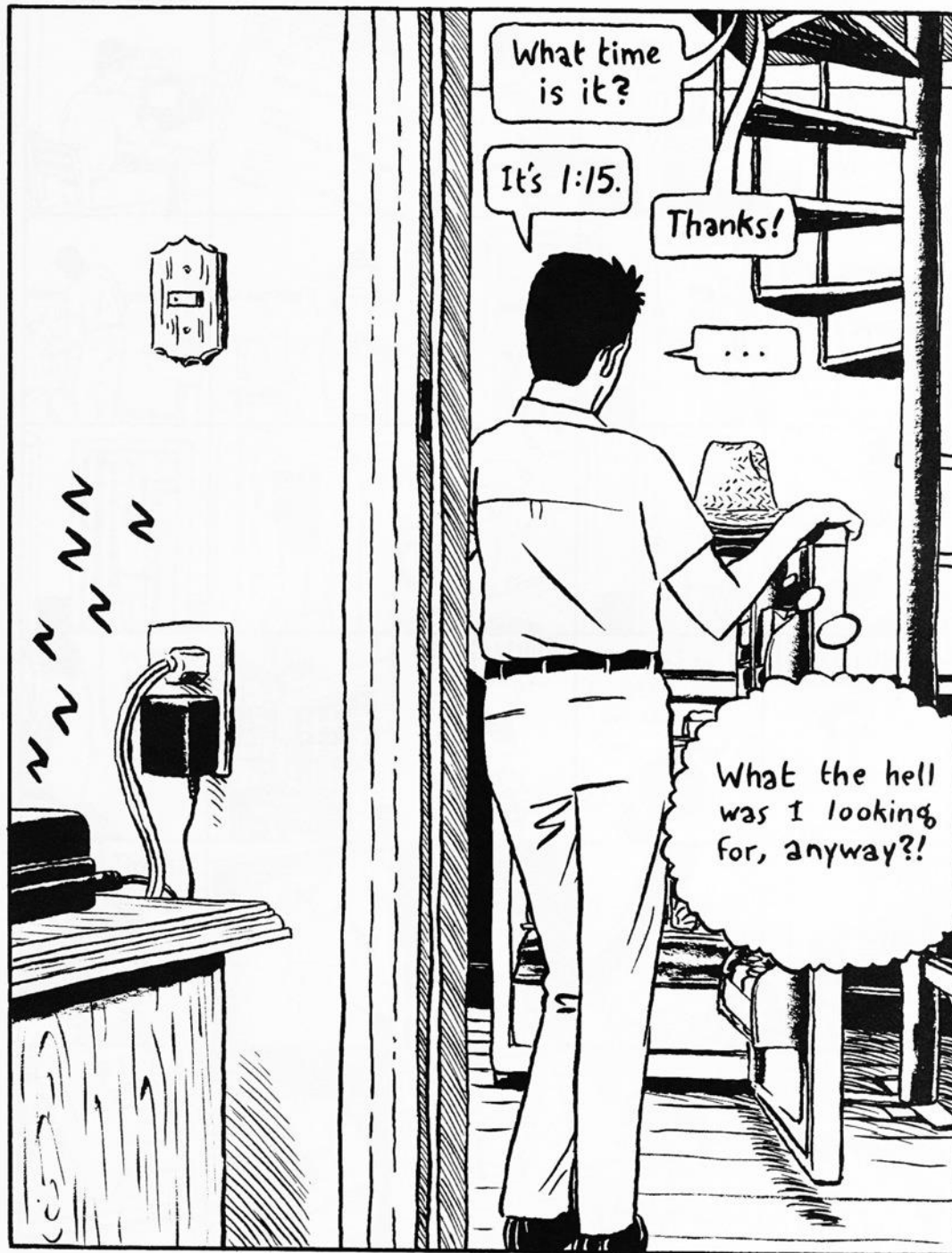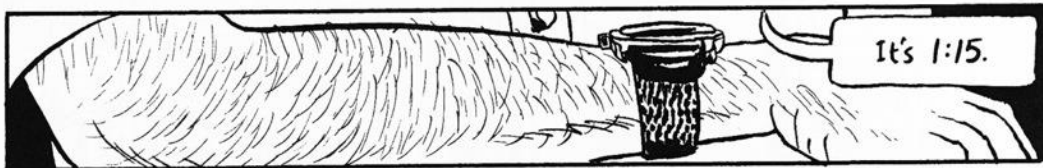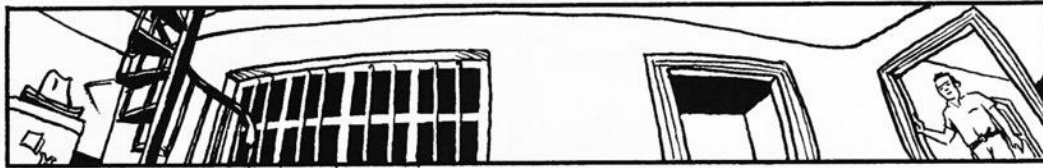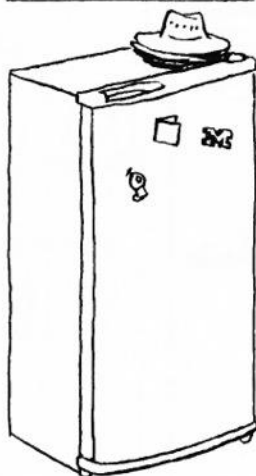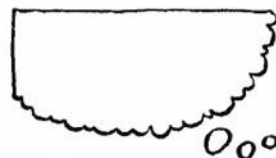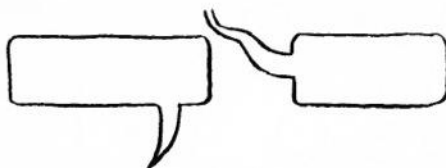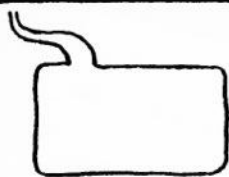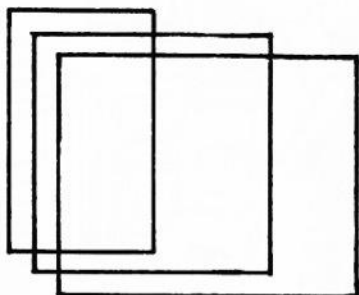
Students in So Cute & Creepy place objects in a continuum from cutest to not so cute.
This activity will be the basis for a discussion about the aesthetics of cute.

Cuteness is an Unknown in this context – what are the parameters? Constants? Variables?

Characteristics of CUTE

simple shape/form
color → colorless → not cute

large eyes
pastel, soft, happy colors
big head, rounder face (cartoon)
miniature   touchable
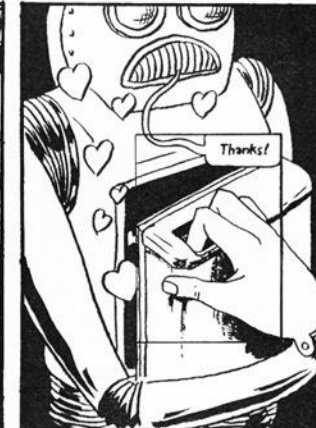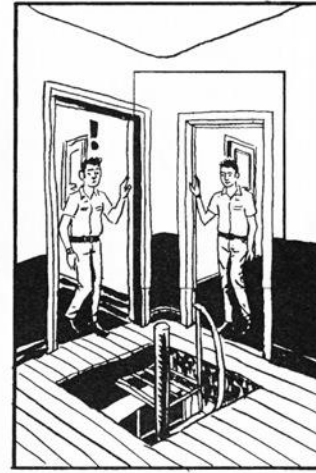child like   influences certain
                             behavior (may)
anthropomorphized
animal-like
used to seeing small dogs but not
                              buffalo
hard vs soft
accessories, feminine

COMMON CORE:
Students analyze,
determine structure, interpret,
evaluate, and make inferences …
to clarify an unknown or
indeterminate concept

Question and Connect

- Update the myth of Icarus. Is there a dangerous dream of progress in the modern era that can be used as a cautionary tale? Use elements from both the ancient myth and its modern parallel in your artwork.
    - Source material: Myth
    - Strategy: Questioning/Critiquing
    - Hint: Perhaps the dream of nuclear energy or some other modern panacea might be used.

Common Core: Interpret, evaluate, adapt, determine a new structure for artistic expression…all in the context of the unknown

Problem is predetermined – but process and product are open-ended and unknown
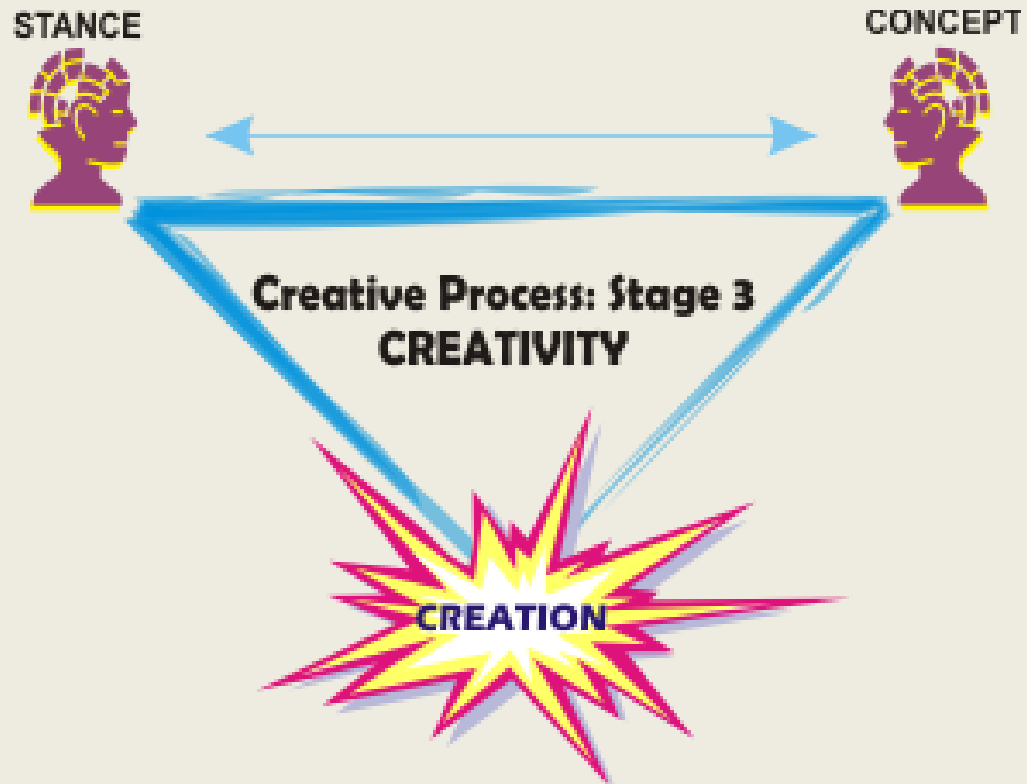
Creating

How a creative stance generates new knowledge.

"When stereotypes attempt to take control of their own bodies, they can only do what they are made of and they are made of the pathological attitudes of the Old South.

Therefore, racist stereotypes occurring in my art can only partake of psychotic activities."

-Kara Walker

COMMON CORE:
Developing a new point of view that leads to original analysis, determines new expressive structures and integrates where no connections used to exist…

These cognitive skills are among the highest forms of creativity

Risk and Reframe

Question
and
Connect

Creating

We are asking students to:

- Take risks
- Reframe how you think
- Question, challenge assumptions
- Reveal and exploit hidden systems of logic and value
- Furnish a unique mental space with your own::
  - Goals, problem finding
  - Motivation
  - Point of view
  - Preferred process, materials
  - Standards of excellence

Creative Mindset

5 Questions for Creativity

- What more can you do?
- How did you take a chance?
- What else can you connect it to? (What more can you add?)
- What is another way of doing it? How can it be better?
- How are you letting your personality come through?

Students need to experience the long term benefits…

…or they look back and see it as frivolous and impractical.
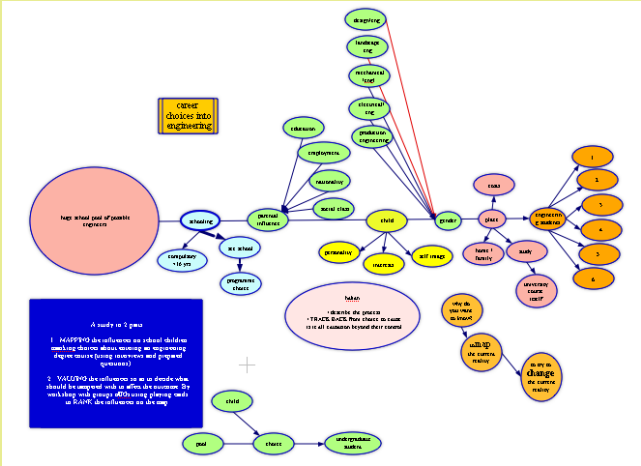
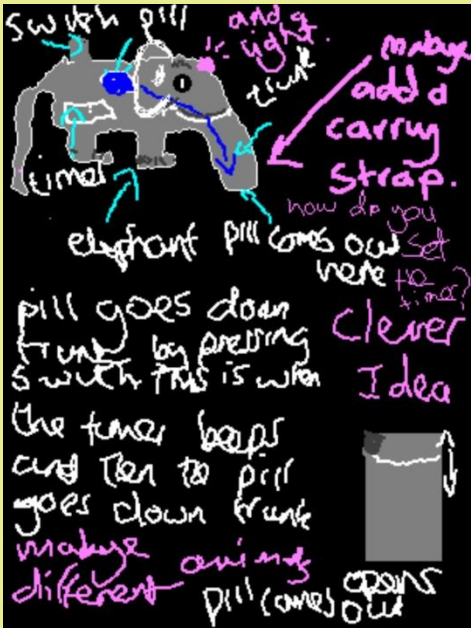Creativity and Assessment

capturing performance evidence

data and notes

mind-maps

audio reflections

sketching
(and collaborating)

video presentation

photos of the
state of play

first ideas were brain storming and I didn't develop any ideas. ust some ideas of shapes and colous

first initial ideas developed the flower one further and decided on a choice of market audience

Who are your clients and users? -teen age girls young adult What will your product have to do to b
..(22 more words)

here is a rough modle that helped me decide how t make the final one

1. nice shape and colour fits the girly theme. 2. the size of the box is small enough to go into the ha
..(32 more words)

the three best things about my design so far are... 1. the colour range. 2. the separate pill holder pa
..(73 more words)

Best- My design is desguised for the woman It has it's own timer so the woman doesn't have to remember
..(75 more words)

Best- My design is desguised for the woman It has it's own timer so the woman doesn't have to remember
..(41 more words)

1. nice shape and colour fits the girly theme. 2. the size of the box is small enough to go into the ha
..(32 more words)

1. nice shape and colour fits the girly theme. 2. the size of the box is small enough to go into the ha
..(61 more words)

the best things in my project were... the shape, interesting and female type the size, big enough to ho
..(55 more words)

good- the colour range the clock the separate compartments. bad- compartments aren't very stabl
..(36 more words)

best -my design will work if made properly -the sizes work and make it looki like a lipstick holder -l
..(60 more words)

best -my design will work if made properly -the sizes work and make it looki like a lipstick holder -l
..(37 more words)

the best things in my project were... the shape, interesting and female type the size, big enough to ho
..(70 more words)

the best things in my project were... the shape, interesting and female type the size, big enough to ho
..(55 more words)

the portfolio as a 'big-picture' of the activity

… that can be dipped into for the detail

- teachers discuss criteria

- teachers use them as 'signposts' to look into the portfolios

- teachers identify strengths and weaknesses of portfolios

…but then they make a relative holistic judgement

the 'pairs engine' manages the assessment process

portfolio A

portfolio B

Portfolio A slides:

1 of 25 :: Introduce context and brief

2 of 25 :: team ideas 1 — first ideas were brain storming and I didn't develop any ideas. just some ideas of shapes and colous

3 of 25 :: team ideas 1

4 of 25 :: team ideas 1

5 of 25 :: team ideas 1

6 of 25 :: booklet photo — first initial ideas developed the flower one further and decided on a choice of market audience

7 of 25 :: client and context — Who are your clients and users? -teen age girls young adult What will your product have to do to b ...(22 more words)

8 of 25 :: photo 1

9 of 25 :: photo 2

10 of 25 :: photo 3 — here is a rough modle that helped me decide how t make the final one

11 of 25 :: team reflections 1 — 1. nice shape and colour fits the girly theme. 2. the size of the box is small enough to go into the ha ...(32 more words)

12 of 25 :: team reflections 1 — the three best things about my design so far are... 1. the colour range. 2. the separate pill holder pa ...(73 more words)

13 of 25 :: team reflections 1 — Best- My design is desguised for the woman It has it's own timer so the woman doesn't have to remember ...(75 more words) | Best- My design is desguised for the woman It has it's own timer so the woman doesn't have to remember ...(41 more words)

14 of 25 :: team reflections 1 — 1. nice shape and colour fits the girly theme. 2. the size of the box is small enough to go into the ha ...(32 more words) | 1. nice shape and colour fits the girly theme. 2. the size of the box is small enough to go into the ha ...(61 more words)

15 of 25 :: inspiration pitch

16 of 25 :: Day Two: photo post

17 of 25 :: photo 4

18 of 25 :: photo 5

19 of 25 :: video clip

20 of 25 :: team reflections 2 — the best things in my project were... the shape, interesting and female type the size, big enough to ho ...(55 more words)

21 of 25 :: team reflections 2 — good- the colour range the clock the separate compartments. bad- compartments aren't very stabl ...(36 more words)

22 of 25 :: team reflections 2 — best -my design will work if made properly -the sizes work and make it looki like a lipstick holder -l ...(60 more words) | best -my design will work if made properly -the sizes work and make it looki like a lipstick holder -l ...(37 more words)

23 of 25 :: team reflections 2 — the best things in my project were... the shape, interesting and female type the size, big enough to ho ...(70 more words) | the best things in my project were... the shape, interesting and female type the size, big enough to ho ...(55 more words)

24 of 25 :: fast forward photo

25 of 25 :: lift pitch

Portfolio B slides:

4 of 25 :: team ideas 1

5 of 25 :: team ideas 1

9 of 25 :: photo 2

10 of 25 :: photo 3

13 of 25 :: team reflections 1 — it will be pocket size and easy to use made out of durable light material will be atractive to all ages ...(10 more words) | the 3 best things 1. the overall design is simple yet effetcive 2. the way I will dispense the pills is ...(54 more words)

14 of 25 :: team reflections 1 — 3 best things - the design does despense the pills - the design is fairly sturdy - the pull out system ...(58 more words) | 3 best things - the design does despense the pills - the design is fairly sturdy - the pull out system ...(53 more words) | it will be pocket size and easy to use made out of durable light material will be atractive to all ages ...(10 more words) | it will be pocket size and easy to use made out of durable light material will be atractive to all ages ...(10 more words) — the design is good the design looks easy to use clever ideas the design doesn't seem to be finished ...(6 more words)

15 of 25 :: inspiration pitch

16 of 25 :: Day Two: photo post

17 of 25 :: photo 4

18 of 25 :: photo 5

19 of 25 :: video clip

20 of 25 :: team reflections 2 — craig the rotation is working perfectly the housing is a accurate fit it is also very sterdy t ...(31 more words)

21 of 25 :: team reflections 2 — Jessica 3 best things 1. the design 2. how the pill despenser works 3. how everything came together

22 of 25 :: team reflections 2 — 3 best= -the overall look is quite good and I like the blue and red scheme -the model showing the dispe... | 3 best= -the overall look is quite good and I like the blue and red scheme -the model showing the dispe...

23 of 25 :: team reflections 2 — craig the rotation is working perfectly the housing is a accurate fit it is also very sterdy t ...(31 more words) | craig the rotation is working perfectly the housing is a accurate fit it is also very sterdy den

24 of 25 :: fast forward photo

25 of 25 :: lift pitch

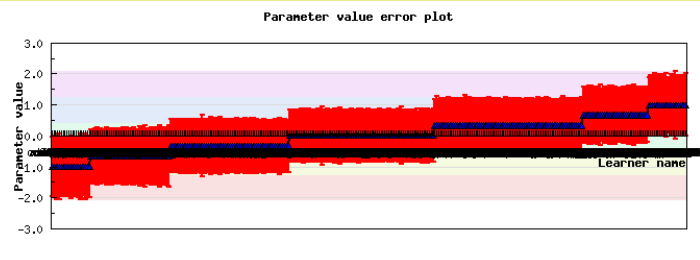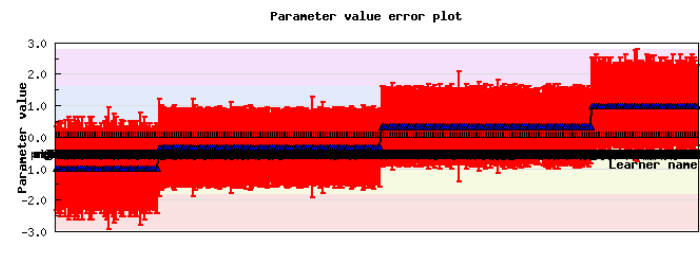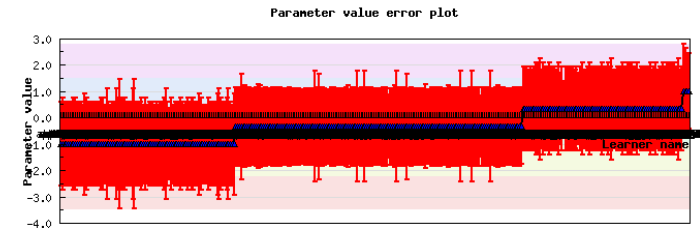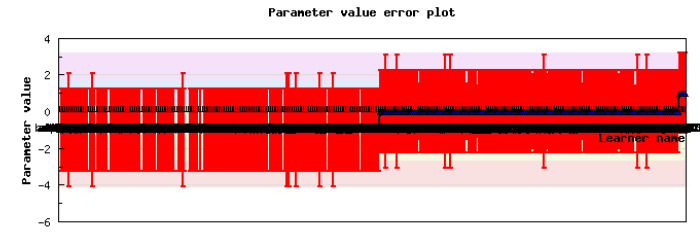**the pairs engine
dynamically generates the rank**

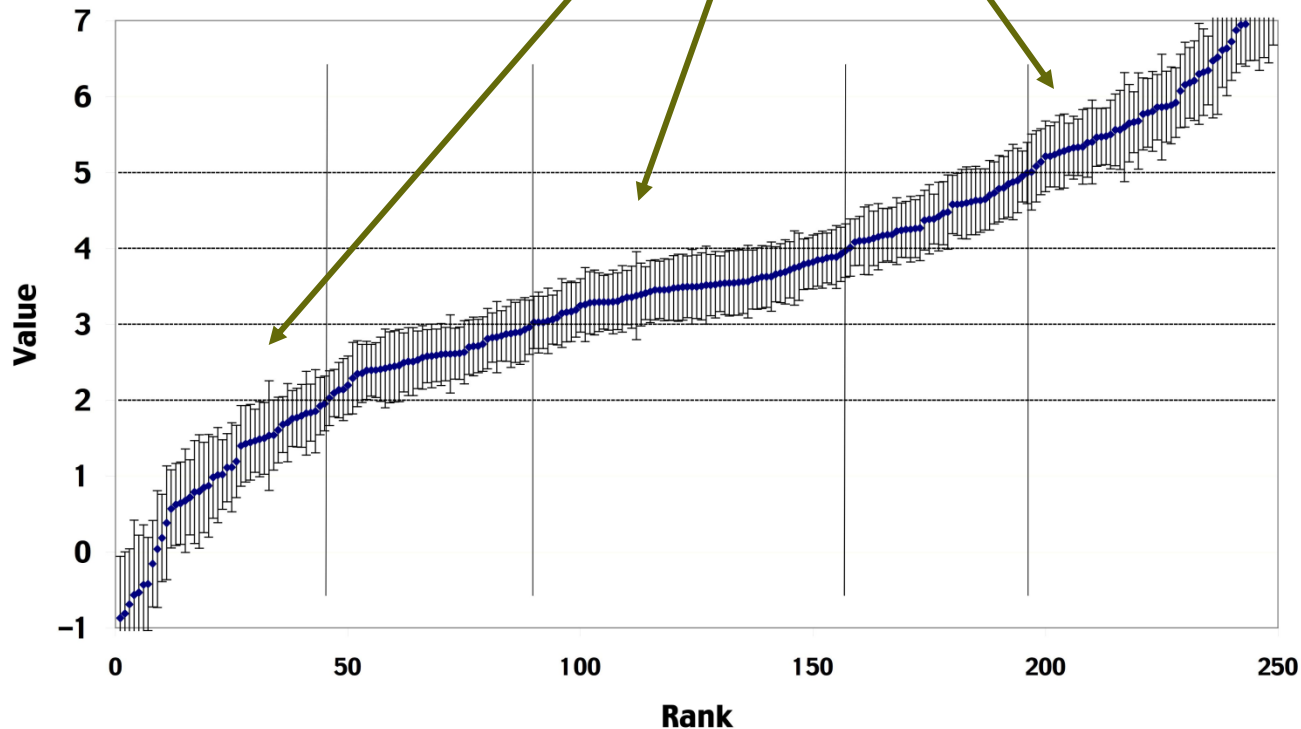Parameters, Standard Errors and 'Grades'
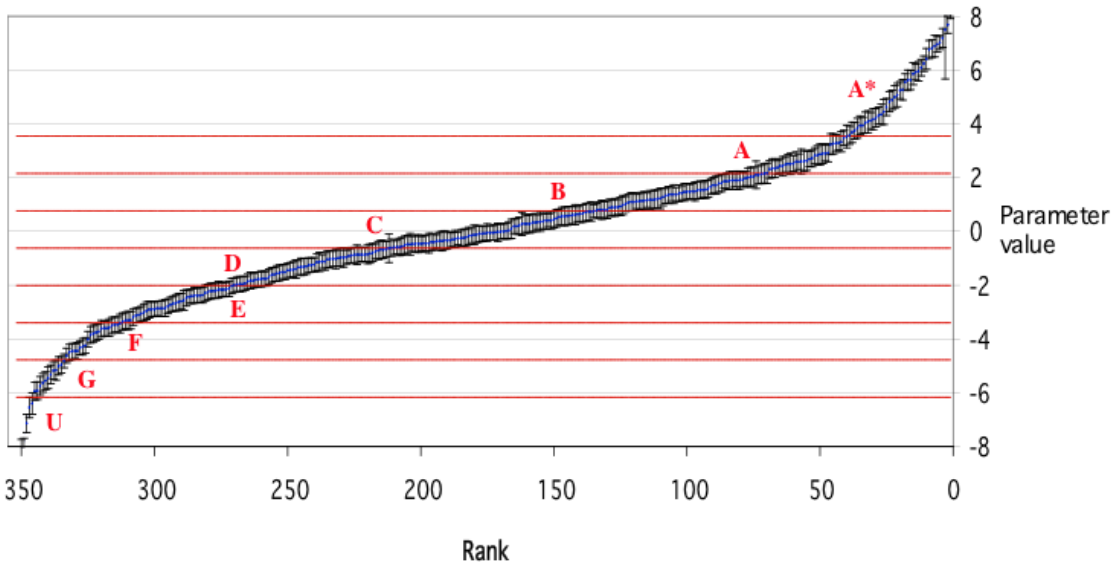
**what emerges is the
collective professional consensus**
of an expert group of judges
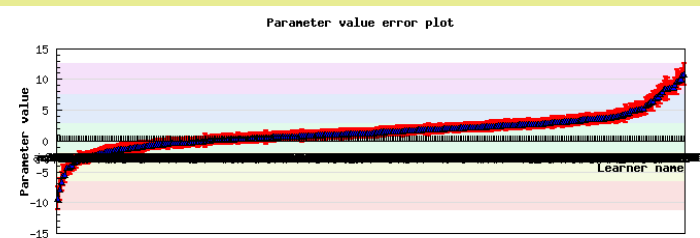
identifying problems

the engine identifies portfolios
where judges disagree

and individual judge
profiles show their
consensuality or
'misfit'