

Speculative thought (n): a tentative interpretation, elaboration or provisional explanation that clearly articulates a new idea using a pattern of relationships or an open system of symbols.



"Language" or "Symbol System" refers to any visual, auditory, tactile, linguistic, or kinetic symbol system. This means that ANY "language" can become part of the creative process, from written and spoken language to the languages of art, math, music, science, or even personally-assembled symbol systems invented by the artist. This is the interdisciplinary basis of some artwork.

The following intellectual habits and thinking skills are developed and used in the speculative formation of concepts:

1.) Intellectual Habits: Openness; Flexibility; Perseverance; Risktaking; Introspection; Objectivity; Courage; Empathy; Integrity



Creative Process: Stage 2

When evaluating a new idea's significance, speculative thought becomes a process of finding new problems and speculatively (or "creatively") solving them. This often involves formulating a "secondary world" or conceptual model for reflecting on, modifying, extrapolating, or contrasting with the "real world."

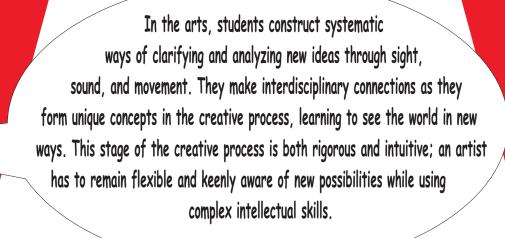
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2.) Thinking skills: Thinking skills involved in the process of forming new concepts through speculative inquiry include: elaborating; relating; identifying attributes, characteristics, relationships, and patterns; inferring; generalizing; organizing; classifying/ reclassifying; analyzing; comparing, contrasting; establishing hierarchies; recursive thinking; identifying errors and correcting inconsistencies; evaluating systems of logic and value; structuring; restructuring; verifying; establishing (personal) standards; establishing the framework for reasoning/problemsolving; choosing materials, mediums, and methods for expression; thinking in terms of materials; analogical reasoning; problem solving via trial and error; hypothesizing; composing; learning/applying/speculating by using a system of expression, representation, or abstraction, or by using a system based on an artist's preferred learning or thinking style.

3.) Meta-cognitive Skills: Self-Observation, Self-Assessment; Self-Regulation

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21" Century Skills:

- 1.) Speculating and asking significant questions to clarify various points of view;
- 2.) Exercising sound reasoning in understanding;
- 3.) Making complex choices and decisions; 4.) Understanding the interconnectedness
- between systems; 5.) Framing, analyzing, and synthesizing
- information to delineate and solve new problems;
- 6.) Acting on imaginative ideas to make a tangible and useful contribution to a specific domain.

(From: The Partnership for 21st Century Skills)