

Creativity: Original, novel, task appropriate/relevant “Domain specific”

Personal *c*

Societal ***C***

Historical ***C***

Creative process:

Preparation

Incubation

Insight (illumination)

Verification- elaboration, persisting, evaluating

Creative Thinking (Guilford/Torrance):

Fluency: many ideas in response to a problem

Flexibility: Many different approaches or categories

Elaboration: adding details, developing, embellishing, implementing

Originality: uniqueness

Analysis: *reflecting ,analyzing*

Creative Problem solving:

A process for solving problems that includes Identifying a problem, defining it, generating unique solutions, implementing, and evaluating solutions.

Strategies to try that *may* promote creativity:

Choices

Explicitly teach and model “Brainstorming”

Teach how to be creative when observing

Awareness of the types of questions you ask or do not ask

“Framing” requirements

Engage students in discussions about creativity and technique/domain

Build basic skills.

Teach domain-specific knowledge.

Stimulate and reward curiosity and exploration.

Encourage risk-taking

Emphasize mastery and self-competition.

Promote supportable beliefs about creativity.

Use and teach *creative thinking strategies:*

Reversals, opposites, re-combination, transformation, substitution, disguising, metamorphosis, analogy, metaphor