

CREATIVE THINKING

■ Guiding Questions

- Is student work reflective of student interests or passions? How was information on students' interests and passions gathered?
- Are students provided with opportunities to perform further research on essential questions?
- Are there opportunities for students to take more control of content?
- Do students have the opportunity to reflect on their planning, thinking, or progress?
- If yes, can students identify what they're learning, not just what they're doing?
- If no, can we build systems to support students in reflecting on learning?
- Do students have the opportunity to design, create, make, or otherwise add value that is unique to them?
- Which tech programs could you utilize to promote student creativity? How will you determine which tech programs are most relevant/useful?
- Do students have the opportunity to initiate, be entrepreneurial, be self-directed, and/or go beyond given parameters of the learning task or environment?
- If no, how can we create opportunities for 'going further'?
- If yes, how can we support all students in 'going further'?