

Notes on Creativity

Definition ✨

Creativity is the production of ideas, insights, or products that are novel, original, and useful in a given context. (Sternberg & Lubart, 1999)



Theory of Creativity: Creativity is an ever-evolving process, expressed through problem-solving, invention, and innovation. ←

Branches of **Creativity** to Explore in Education

★ **Assessable:** Creative skills (art classes)
Creative application (arts integration, STEAM, PBL, etc)

★ **Explorable:** Creative thinking - divergent, convergent, lateral thinking strategies

Creative expression - representational of ourselves.
leverages our emotions and environments

(great for SEL connections!)

The Act of Creativity
itself is a cyclical process.
Lots of discussion here.

Keith Sawyer Model: Ask, Learn,
Look, Play, Think, Fuse, Choose, Make

Most research shows
some aspect of at
least these four
stages:

preparation
incubation
illumination
verification

I like to call
this "the
offering."

In education, we sometimes look at the **creative process** like this > Describe, Analyze, Interpret, Create, Present, Evaluate, Reflect < as this fits nicely with the Design Process and the Scientific Method.

Now that we've broken it all down, let's build it back up:

1. Consider each of the **4 branches** of creativity. Select the one you want to explore.
2. Pick a **topic or subject** within that branch of creativity to focus upon. 🔍
3. Then, move through the **creativity cycle** to explore that topic or subject.
4. Try it for yourself first, and then you can slowly begin to bring this into your classroom.

[illegible]