

High Performance Learning.

CREATING

Session outcomes:

- ✓ Identify the 5 Categories of Creating
- ✓ Know what Creativity looks like in many lessons.
- ✓ Understand why creativity is vital to success.

CREATING



Intellectual playfulness

The ability to recognise rules and bend them to create valid but new forms

Flexible Thinking

The ability to abandon one idea for a superior one or generate multiple solutions

Fluent thinking

The ability to generate ideas

Originality

The ability to conceive something entirely new


Evolutionary and revolutionary thinking

The ability to create new ideas through building on existing ideas or diverting from them

Creating




There are five ACPs under the creating heading	Examples of creating in action
Intellectual playfulness: I have fun with knowledge.	<ul style="list-style-type: none"> • How about...? • What if I did it differently? • Is there another way? • How could I argue the opposite? • What might someone else think? • How do I know that? What evidence have I got? • I wonder what might happen if...
Flexible thinking: I am willing to abandon ideas and think about a variety of possible solutions.	
Fluent thinking: I can come up with ideas.	
Originality: I can create and show case new ideas.	
Evolutionary and revolutionary thinking: I can create new ideas by building on and moving away from existing ones.	




INTELLECTUAL PLAYFULNESS

The ability to recognise rules and bend them to create valid but new forms.




FLUENT THINKING

The ability to generate ideas.



ORIGINALITY

The ability to conceive something entirely new.



EVOLUTIONARY AND REVOLUTIONARY THINKING

The ability to create new ideas through building on existing ideas or diverting from them.



FLEXIBLE THINKING

The ability to abandon one idea for a superior one or generate multiple solutions.

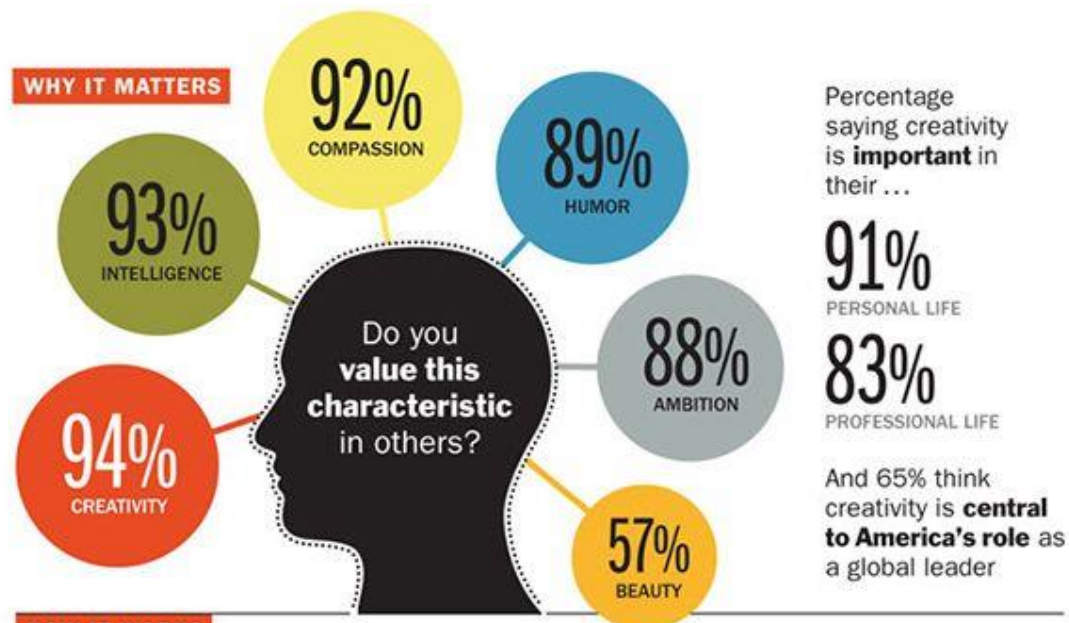


There is no doubt that creativity is the most important human resource of all. Without creativity, there would be no progress, and we would be forever repeating the same patterns.

— Edward de Bono —

AZ QUOTES

WHY IT MATTERS

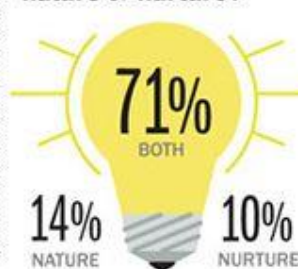


HOW IT WORKS

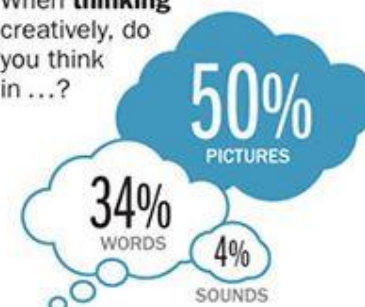
Does it take a lot of time thinking about a problem to produce creative ideas, or are they usually sparked by sudden inspiration?

Category	Percentage
Sudden Inspiration	58%
Takes Time	32%

Is creativity driven by nature or nurture?



When thinking creatively, do you think in ...?



"THE COMFORT ZONE IS THE GREAT ENEMY TO CREATIVITY"
~ Dan Stevens

TO LIVE A CREATIVE LIFE WE MUST LOSE OUR FEAR OF BEING WRONG
Joseph Chilton Pearce

Doubt is part of the creative process

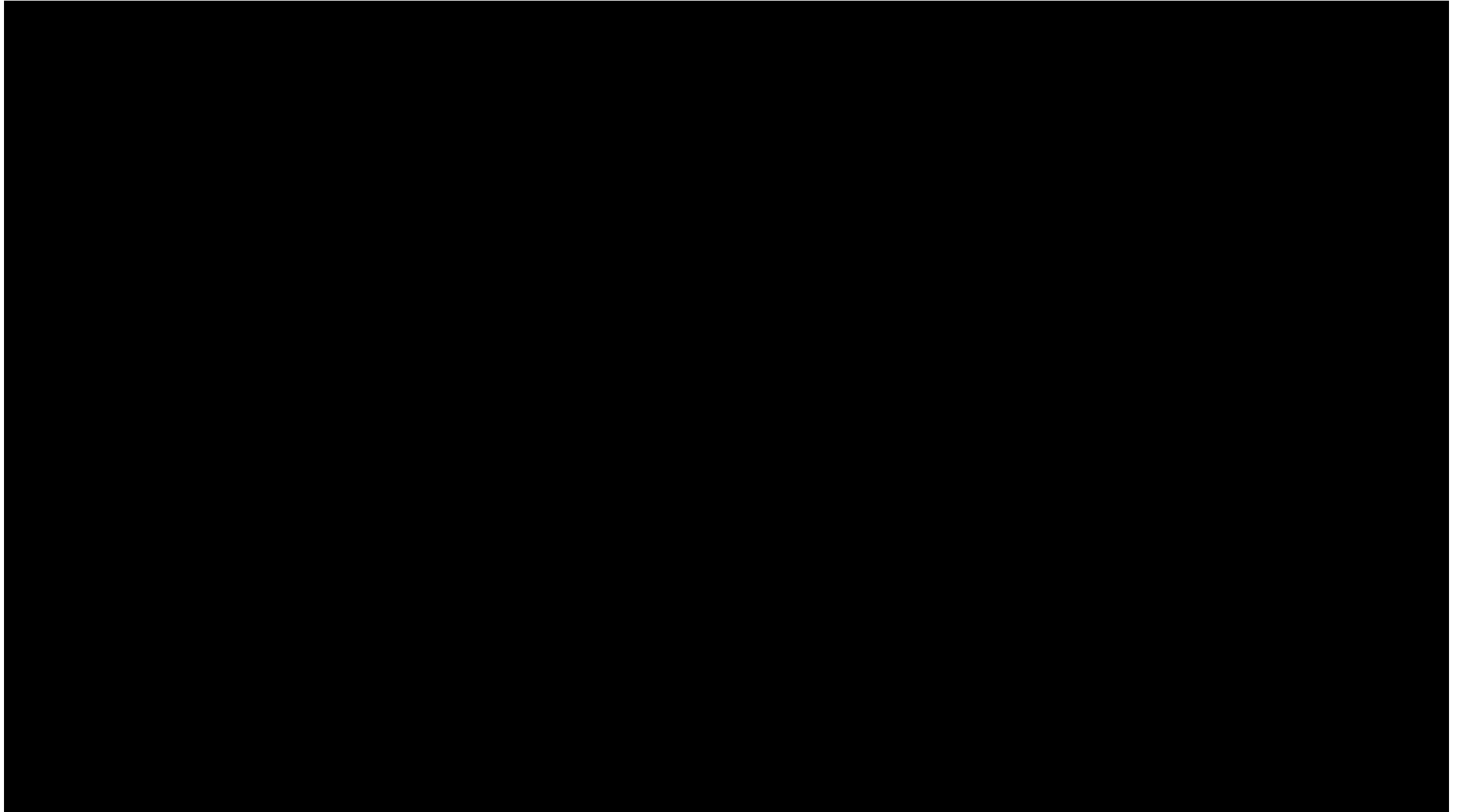
DanielleLaPorte.com | TruthBomb

"creativity is intelligence having FUN"

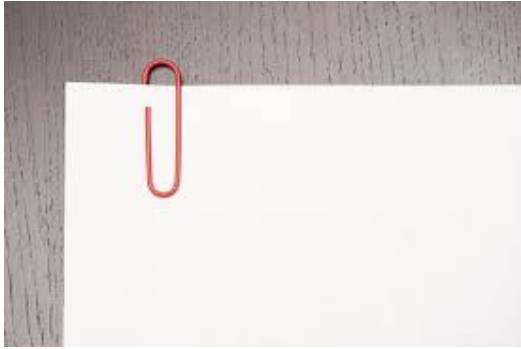
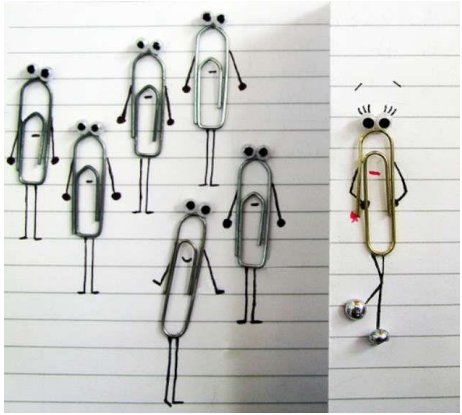
- ALBERT EINSTEIN

Inspirational Quotes and Facts celebrating the importance of creativity.

The secret of creativity



Your turn, How many ways can you think of to use a... Paper Clip



CREATING

To be proficient in this skill it takes more than being able to draw something. Being creative is about having the ability to generate ideas from scratch, improve existing ideas and challenge existing ways of doing things.

Being creative doesn't just happen in the 'obviously' creative subjects like, Food, Art, Dt, Textiles it can happen in all subjects. You have 5-10 minutes to list two ways how you can be creative in the following lessons (how many can you do?)

1. Art
2. DT
3. Textiles
4. Food
5. PE
6. Music
7. Drama
8. Psychology
9. Maths
10. English
11. Health & Social Care
12. Sociology
13. Science
14. Geography
15. History
16. Religious Education
17. ICT/Computer Science
18. Business Studies

CREATING

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1. **Art** – Generating & Adapting ideas
2. **DT** – Generating, Developing & Modifying ideas
3. **Textiles** - Generating, Developing & Modifying ideas
4. **Food** – Adapting Recipes, Generating new dishes
5. **PE** – Understanding and out-witting an opponent.
6. **Music**- Writing music, understanding the emotion and responding to a piece of music.
7. **Drama** – Being spontaneous and responsive, adapting a narrative/story.
8. **Psychology** – Re-conceptualise a problem, argue for and against a topic, build on existing theories.
9. **Maths** – be able to apply math in the real world, connect common math problems
10. **English** – reading between the lines, adapting a story for the audience
11. **Health & Social Care** – Re-conceptualise a problem, argue for and against a topic, build on existing theories.
12. **Sociology** - Re-conceptualise a problem, argue for and against a topic, build on existing theories.
13. **Science** –Capturing new ideas, Challenge existing scientific knowledge, application of prior knowledge.
14. **Geography** – Addressing and giving opinions on real world problems, understanding other views and apply them to your own work.
15. **History** - Addressing and giving opinions on past & present events, understanding other views and apply them to your own work.
16. **Religious Education** - Addressing and giving opinions on religious beliefs, understanding other views and apply them to your own work.
17. **ICT/Computer Science** – Problem solving (bug finding), writing new code, Generating new ideas.
18. **Business Studies** – Generating new business plans, evaluating the work of others, generating new ideas and modifying existing ideas.
19. **Child Development** - Problem solving (case studies), Evaluating the work of others (EY Practitioners) Generating ideas (Different ways to support the child)

CREATING

Now you have thought about some ways to demonstrate how to be creative let's try being creative. The HPL logo is not the most 'creative' Lets have a go at 're-designing' it. Your target audience is yourself and other people like you at school. We first need to break down 'How' to start this process. Being creative requires us to have prior knowledge so we can build upon an existing idea. Consider the 5 areas that make a great logo.

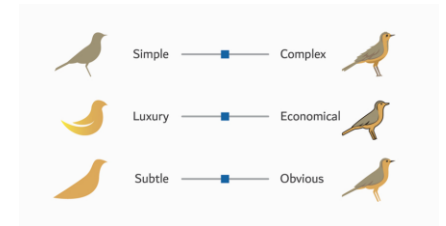
Memorable: Can the logo be recognised easily.



Versatile: If it was changed, does it still work, is it still recognisable



Simple: Too many details can make it difficult to understand



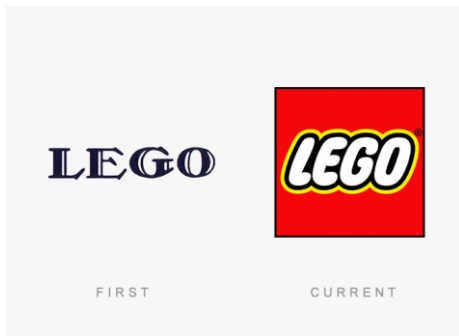
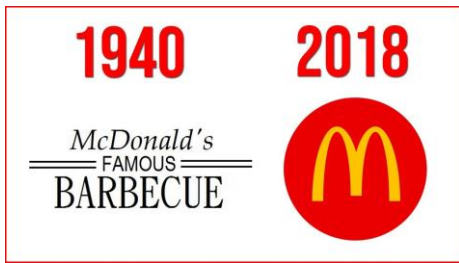
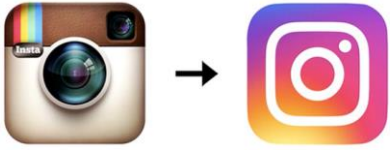
Timeless: When a logo is simple and clean and not overcomplicated it can last a life time.



Relevant: Does the logo connect to the audience



CREATING



Your final task: Start by changing the logo



Your task: Then change the type.

High
Performance
Learning

What about the colour?

