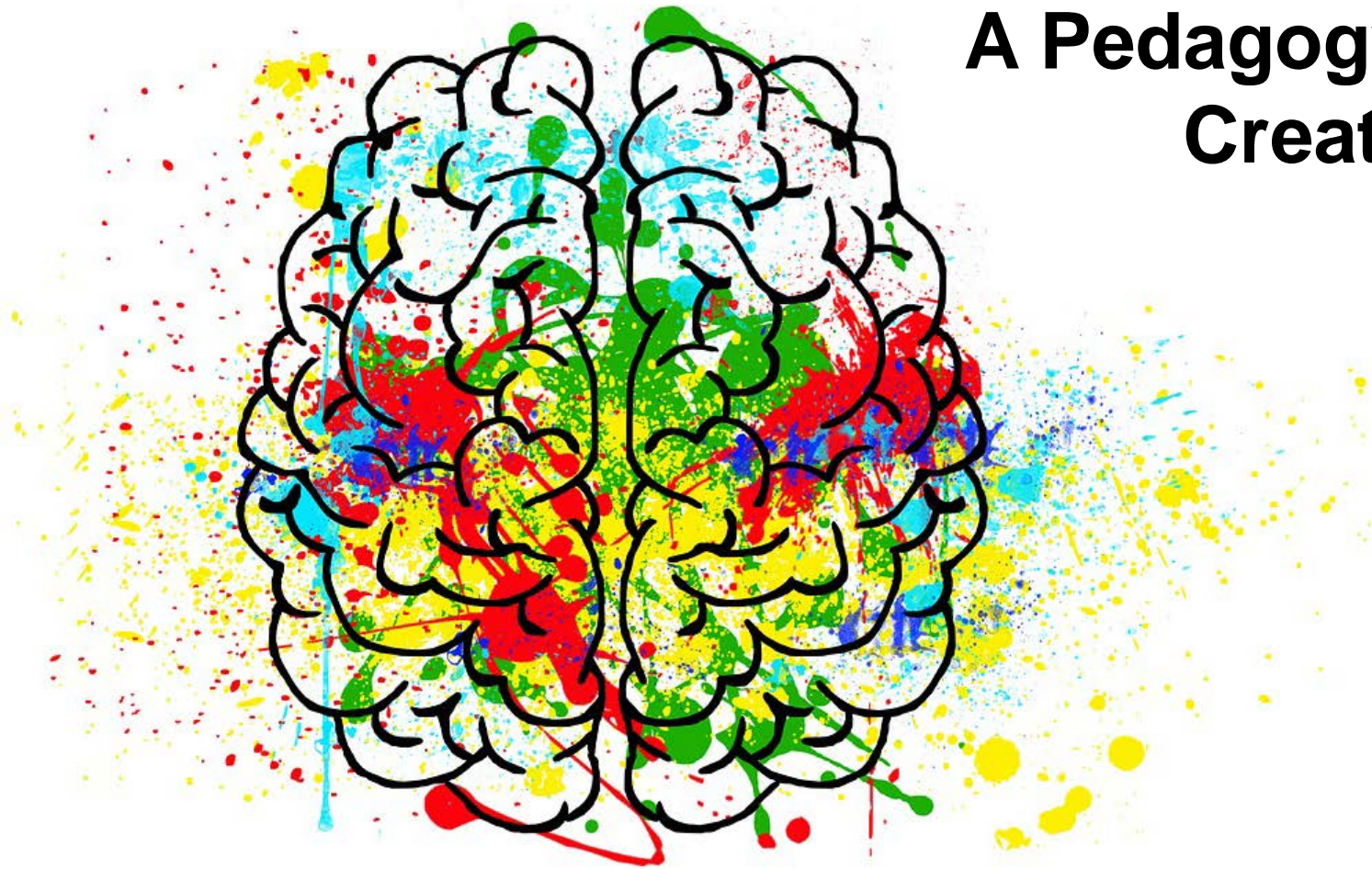


# **A Pedagogy for Creativity**



**Dr. John Churchley**

**Centre for Excellence in Learning and Teaching  
Thompson Rivers University**

Definition of creativity:

...the process of having original ideas that have value...

***Imagination:***

Bringing to mind things that aren't present to our senses

***Creativity:***

Applied imagination – ideas with value

***Innovation:***

Putting new ideas into practice

(Robinson, 2015)



# A Pedagogy for Creativity

1. Teaching tools
2. A safe environment for risk-taking
3. Modeling risk-taking
4. Creating open-ended experiences
5. Making learning visible



# 1. Teaching tools





# 1. Teaching tools



# 1. Teaching tools:

## ***Imagination:***

cognitive tools

eg, story, metaphor, play

(Egan, 1997)

## ***Creativity:***

instructional tools

eg, “Making Thinking Visible”

(Ritchart et al, 2011)

## ***Innovation:***

observation, diagnosis, remediation skills

(Robinson, 2015)



2. Establishing a safe environment for risk-taking

3. Modeling and practicing risk-taking





4. Creating learning open-ended experiences that give opportunity to use the tools





### ***Imagination:***

cognitive tools  
story, metaphor, play

### ***Creativity:***

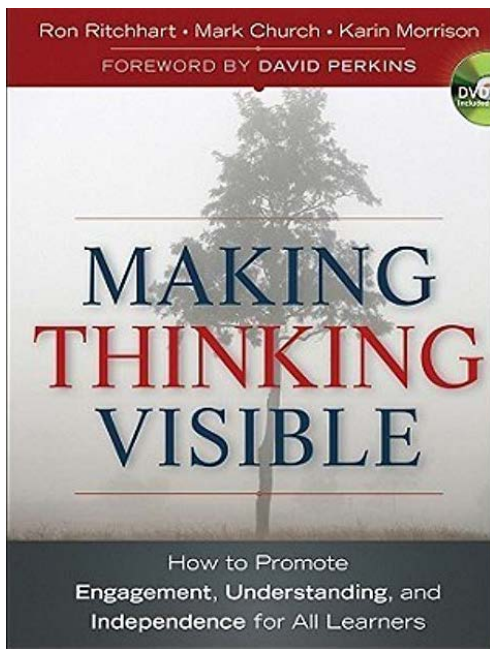
instructional tools  
Making Thinking Visible: “Does it fit?” etc.

### ***Innovation:***

observation, diagnosis, remediation skills  
prototype, test, revise



## 5. Making learning visible and metacognitive (Thinking critically and publicly about the efficacy of the experiences)

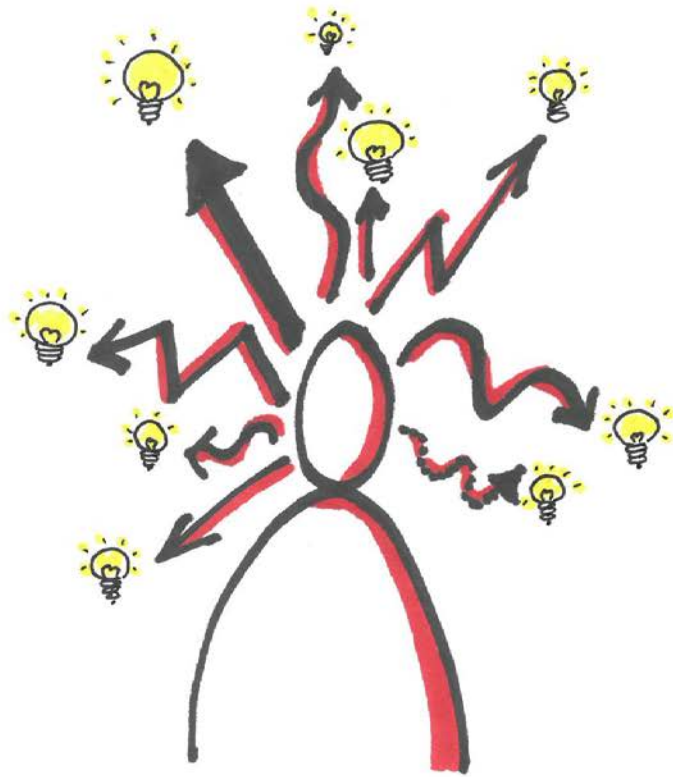












divergent  
thinking





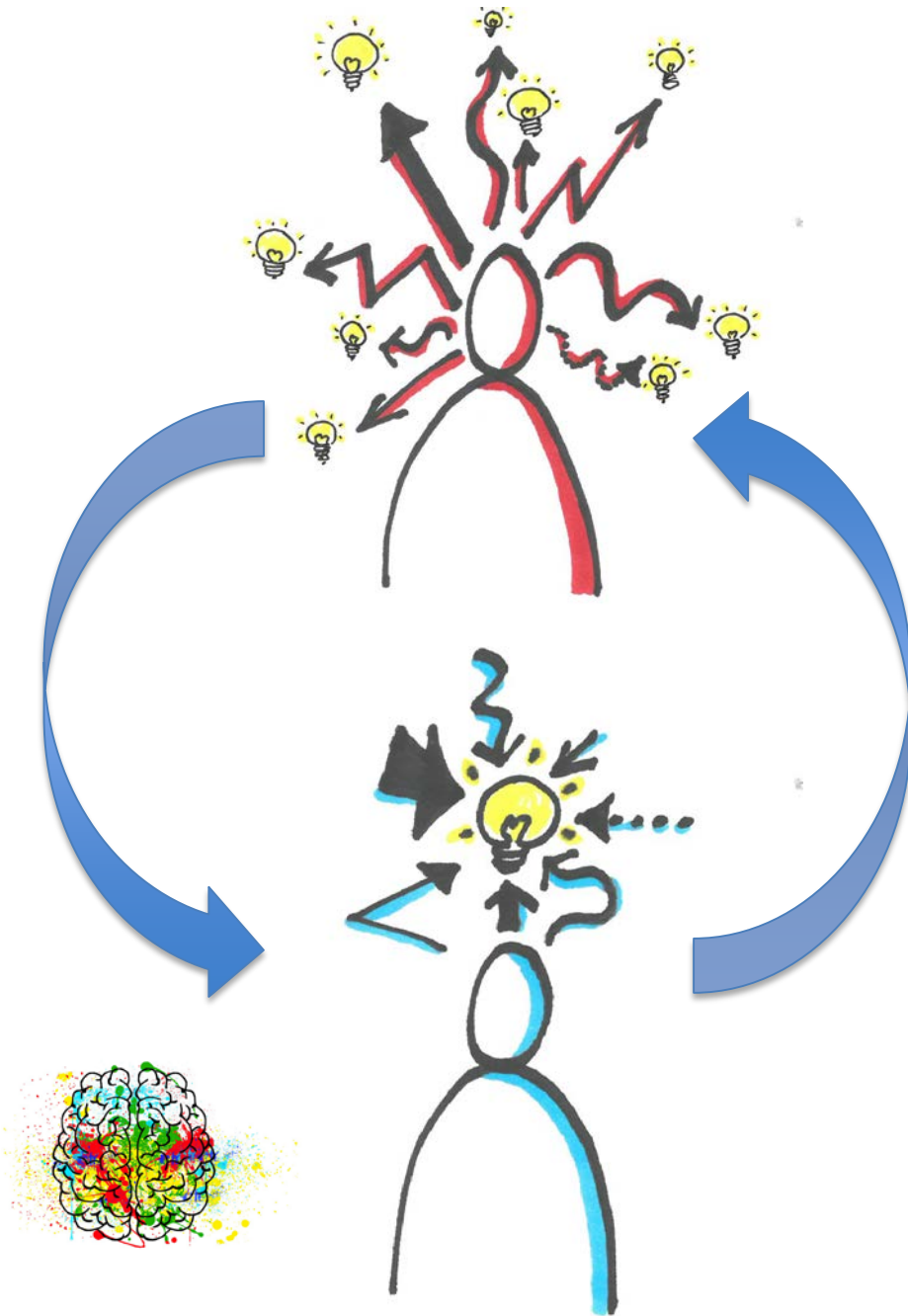
convergent  
thinking





divergent  
thinking

convergent  
thinking





## ***Imagination:***

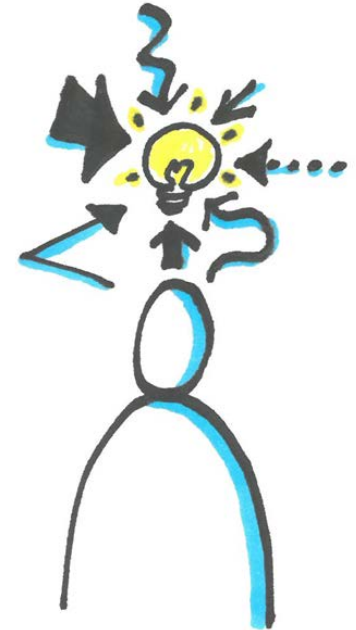
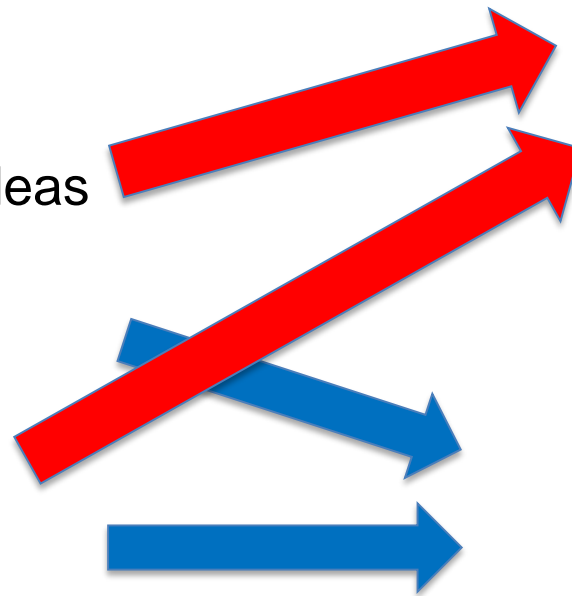
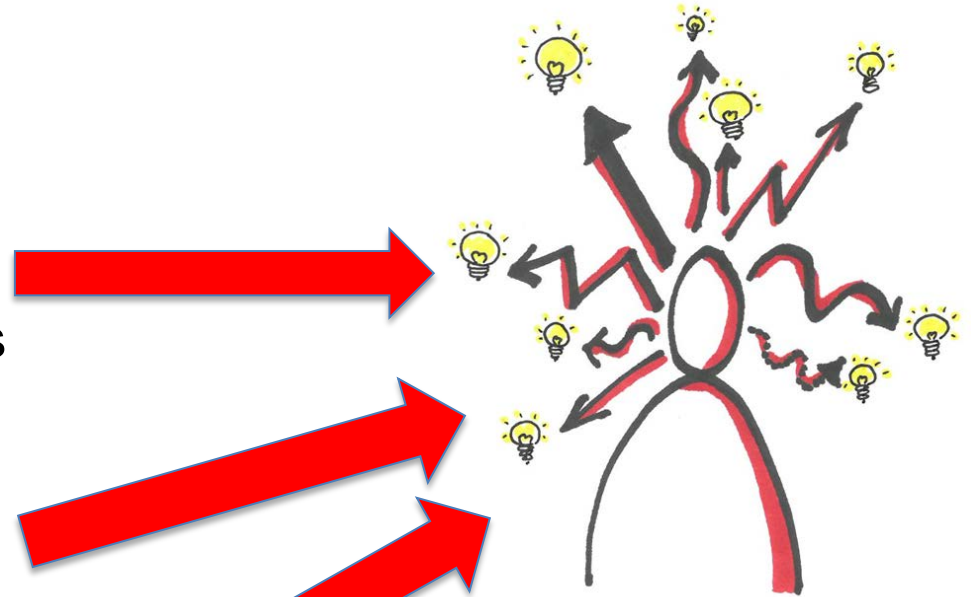
Bringing to mind things that aren't present to our senses

## ***Creativity:***

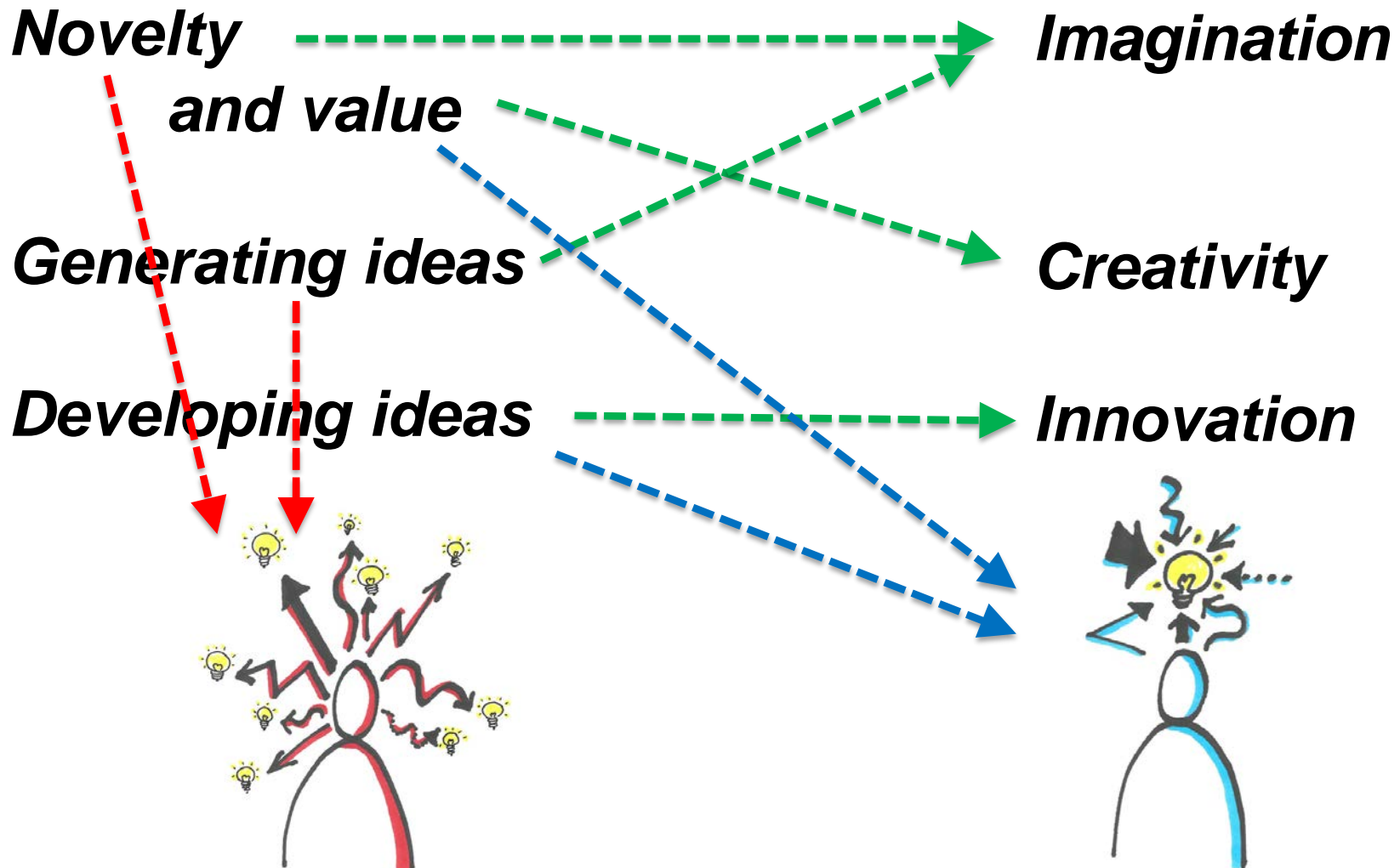
Applied imagination – ideas with value

## ***Innovation:***

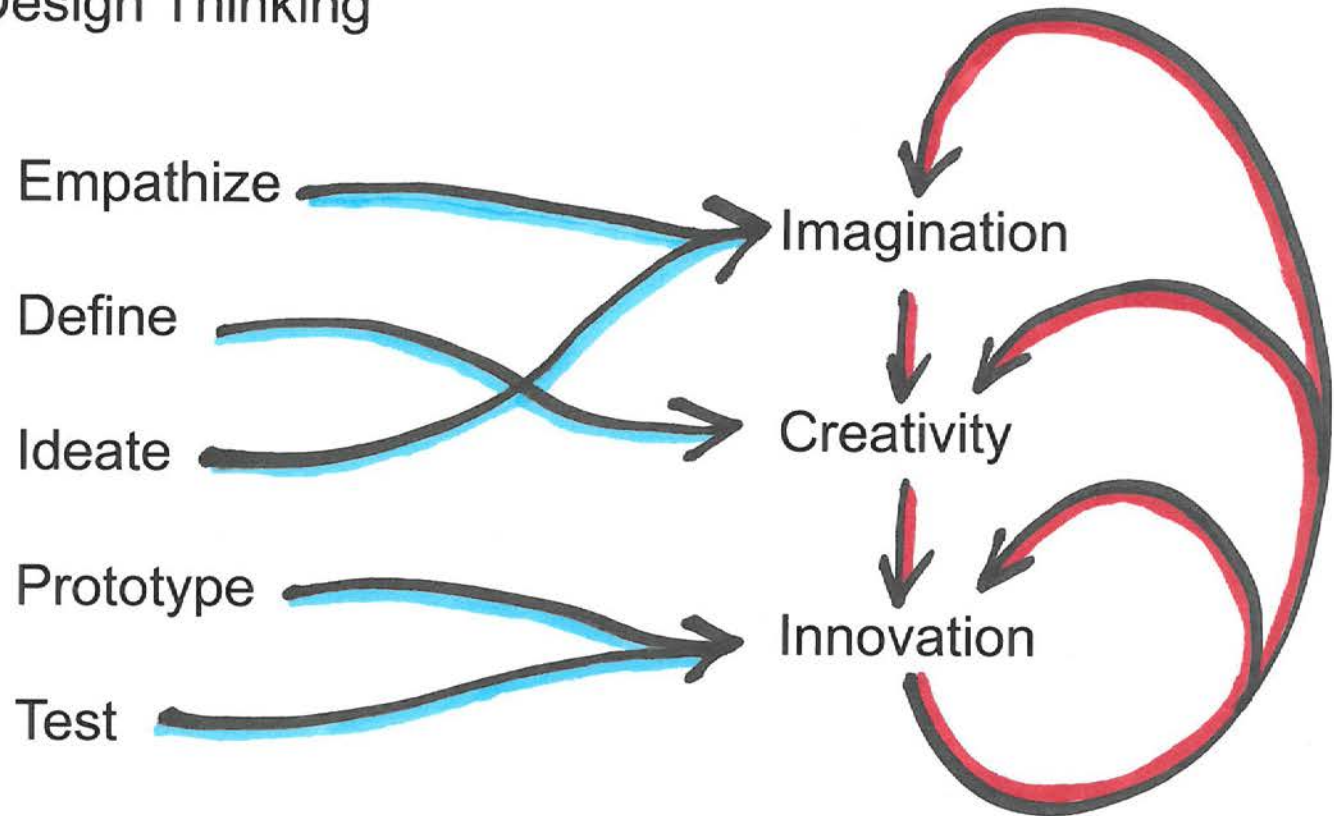
Putting new ideas into practice

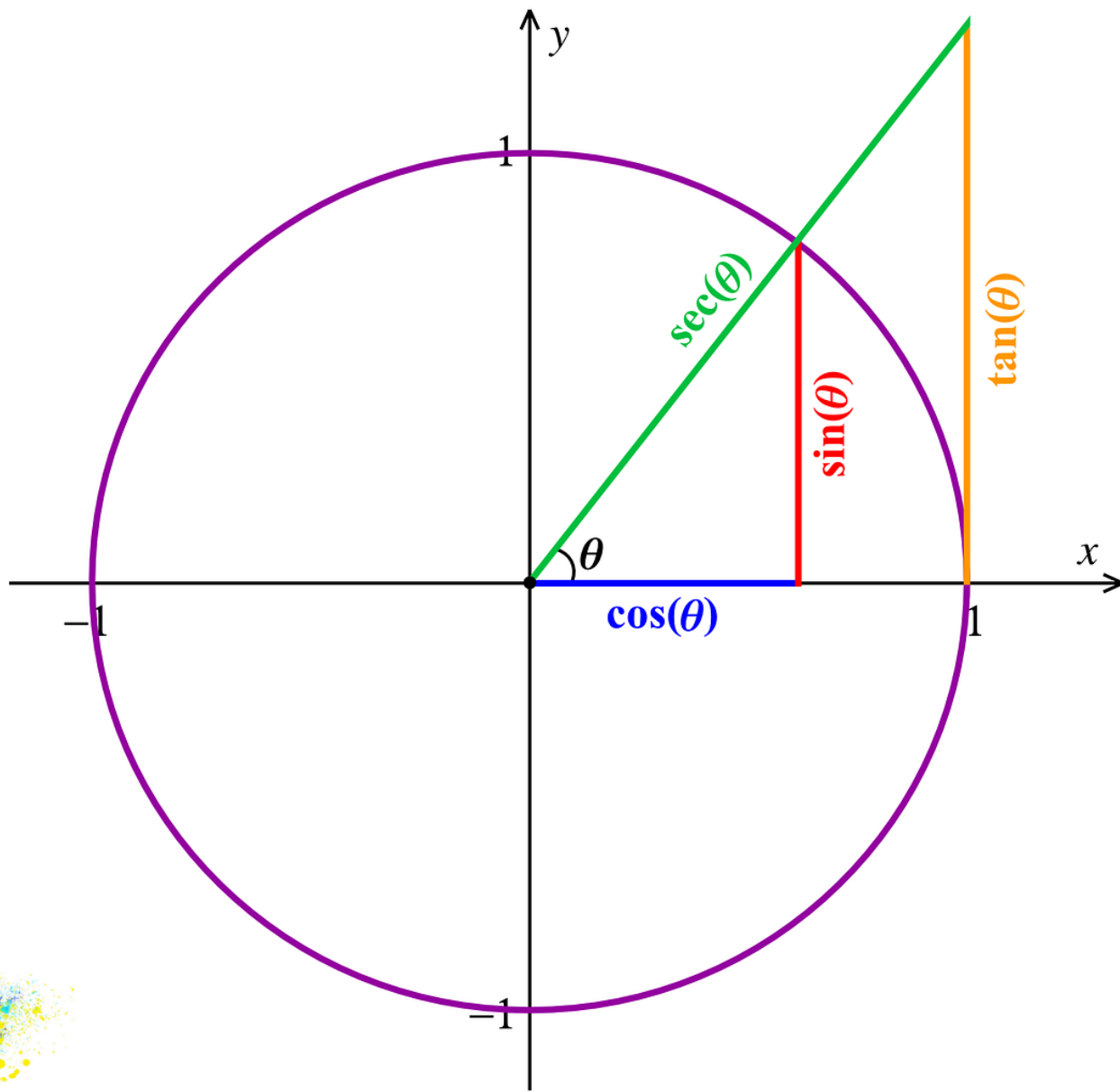


# Connecting with BC's Core Competencies – Creative Thinking



## Design Thinking











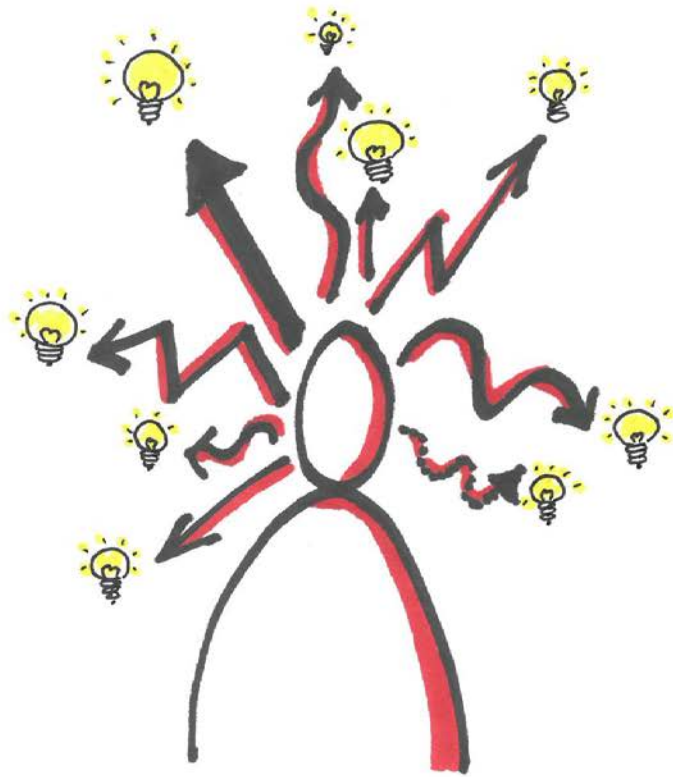












# divergent thinking

Create as many  
DIFFERENT transportation  
vehicles as you can

- Volume of ideas
- No judging
- Outside the box

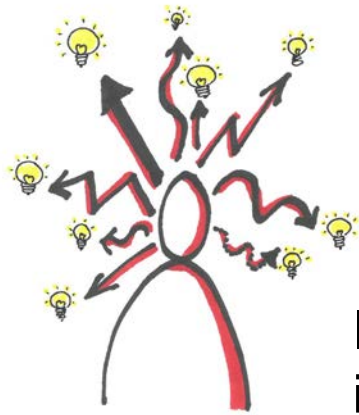


# convergent thinking

As a group, make  
ONE practical vehicle  
that might just work!

- Judging the value
- Prototyping/solving problems
- Testing/evaluating/refining

# Assessing Creative Thinking



I had many ideas about:

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I worked on one idea:

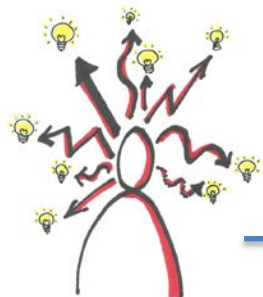
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I had many  
ideas about:

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Name:

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I worked on one  
idea:

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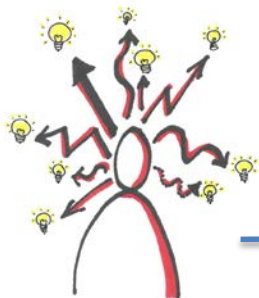
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Name:

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I had many  
ideas about:

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Name:

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I worked on one  
idea:

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Name:

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