

Encouraging creativity

1. Write down how this tool (criteria, steps, methodology) can be useful for developing creative and innovative thinking in schools and how you could use it as a teacher

The Skills Builder website offers clear and accessible descriptions of different creativity-related skills, for example through short videos that explain what concepts such as imagination involve in practice. These explanations help to make abstract skills more concrete and easier for both teachers and students to understand. In addition, the platform goes beyond basic definitions by highlighting the value each skill provides, particularly in relation to learning, problem-solving, and future-oriented competencies.

The website provides practical examples of how these skills can be applied in everyday classroom situations, which enhances their pedagogical relevance. The inclusion of reflective questions encourages students to think critically about their own skill development and learning processes, thereby supporting metacognitive awareness. For teachers, these questions can be used as discussion prompts or formative assessment tools.

I could see myself starting a lesson with the video descriptive and then using practical tasks regarding the skill. Like with imagination, first explaining it then going through the ways of sharing it (step 2). There is a benefit in going through the positives of doing so, like the videos and explanations. In the end, assessment questions could be used with the pupils to see what they think of their own progress.

I personally would probably take up on a few stages, like combining concepts, prototyping and seeking perspectives for a larger project. I think this would be great support in planning out a bigger paired or group task (or even just singular) of coming up with something potentially new or combined on older ideas. I can imagine this being used to explain something patent-style about how ideas develop into real projects. Something like this could be even more interesting for the students if a famous person is invited to tell about their journey afterwards.

2. Then write a self-reflection about you as a creative person. You can use 16 steps mentioned above in Skills Builder. Questions that may help you: Which skills have I always had? Which particular skills have I improved during this course? Which skills would I like

to acquire/practice next year? Why is it important in my future profession / in my life / in the 21st century? How will I do it? What can help me to develop this particular skill? (at least 1800 signs)

I always had a relatively easy time with imagining. Sharing it has not been particularly difficult, but I have tended to be a little shy and reserved. When it comes to intermediate level skills like improvements and combining concepts, seeing opportunities and defining success, I believe I possess an adequate level of skills. I enjoy tinkering with different concepts to some extent, even though I believe my imagination used to be more active than it is these days.

When it comes to the advanced skills of flexible thinking, critical mind and seeking perspectives, I have always been open-minded and communicative. Prototyping I find to be a high-level skill, personally even perhaps mastery rather than merely advanced. I understand that prototype is merely that and not a functional item by itself, but I believe reaching that level in creativity is a high feat.

Incubating ideas, using and facilitating creativity and championing it I all find to be daily signs of mastery I suppose out of which it makes sense for championing to be the last, as it is in my opinion the most consistently demanding of action. This course I believe supported all of the mentioned skills, but I believe it most helped the sharing part. We often become shy by adulthood to do so, and this course fostered a very welcoming environment when it came to sharing all our creativity, which was really sweet.

I believe for my future work life it will be most beneficial to champion creativity on the daily, and that is what I want to improve on. I want it to be facilitated in all my classrooms and for me to provide varying tasks for improving and using the creative assets that the pupils possess. So, I wanna focus on the mastery aspects more than ever before. As I'll work with teens I believe this is something that gets a little forgotten, but helps in all the ways in our life and future work. To improve on these I could try out various tasks from both our course experience and the Skills Builder website.