

Creating a Culture in the Classroom

ENGLISH Program

Global Competencies



Creating a Culture of Creativity

This resource supports educators in creating a culture in their classroom that intentionally fosters learners' development of **creativity**. Following are examples of practices, strategies, and pedagogical approaches that allow this competency to flourish in a classroom.

- Create a flexible, responsive, experiential learning environment in which exploring, prototyping, and experimenting are encouraged, and the messiness of creation is embraced by learners (i.e., flexible seating and collaborative spaces exist; building and creating materials and equipment are available).
- Foster a learning culture that values risk taking and ingenuity, and is driven by curiosity, questioning, and exploration.
- Encourage learners to be problem finders, coming up with and building on ideas that meet a specific need, solve a specific problem/challenge, and contribute in authentic and meaningful ways to their school, community, or world.
- Adopt a creative process or design thinking process that drives the learning and supports a shared understanding of the language and steps of the creative process. Ensure the stages of a chosen creative process are evident in the classroom and referenced frequently.
- Value and assess the iterative process over the final product, while supporting perseverance in learners.
- Guide learners in seeking feedback and refining their ideas. Ensure failure and mistakes are framed as valuable and instructive by the classroom community.