



## Learner and Teacher Agency

### CONCEPT DEVELOPMENT: CREATIVITY

**Quote:** "To live a creative life, we must lose our fear of being wrong."  
Joseph Chilton Pearce

#### Definition

Concept Development encourages participants to explore and clarify their understandings of concepts.

#### Purpose

Using critical and creative thinking skills, and employing a range of learning modalities, participants will explore the concept of *Creativity* through a series of guided thinking tasks

#### Process:

1. Divide workshop participants into groups of 4, and issue cartridge paper and textas. Ask groups to select a leader, a recorder, a reporter and an encourager.
2. Have groups fold the paper in half (portrait), number the pages (1-4) and write their names at the bottom of p. 1
3. On page 1, ask participants to work together to create a diagram that represents *Creativity*. (Visual Thinking)
4. On page 2, ask participants to generate 20 things that they associate with *Creativity*. (Creative Thinking) To prepare for this, have participants write the numbers 1-20 down the Left-hand margin, so that the whole page is filled up.
5. On page 3, ask participants to list 20 things that they do not associate with *Creativity*. As for Step 2.
6. In the top half of page 4, ask participants to write the following sentence:

CREATIVITY is like and animal (of their choice)

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because

a,

b.

c.

(Creative Thinking: Forced relationships)

7. In the bottom half of page 4, ask students to complete the following:

CREATIVITY is \_\_\_\_\_

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(Critical Thinking: Defining)



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8. Reporting back: Have each group show and explain their diagram on page 1, their analogies on page 4 and their definition of Creativity on page 4. Insist that each group is applauded. Work can be published during the workshop, so that everyone has a chance to read pages 2 and 3. A further activity could be refining all the definitions into one definition or developing a set of generalisations about the concept

**Metacognitive Moment:** How creative do you consider yourself to be?

**References:** This activity is based on *Attribute Web Analysis* (Robin Fogarty: 1996) and *Concept Development* (Professor Joyce Van Tassel-Baska 1999)

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