

Welcome High Ability Teachers!

It's great to see you!



Please take a moment to settle in. We'll begin shortly.

Let's Reconnect – opening reflection... ©

- **REFLECTING** on the year as a new HA teacher...
 - **Think about your instruction & the moves you have made to ensure your HA students receive:** daily challenge, independent work, acceleration, ability grouping, differentiation
 - What new things have you taken on? What are you celebrating? What concerns you?
- **CREATIVITY & PROBLEM-SOLVING self assessment**
 - Consider your own practice & complete this assessment, brainstorm first & then mark where you fall on the continuum. This reflection will only be shared voluntarily.
- **CURIOSITY** On the back of the assessments sheet, list 3 things you'd like to have the time to learn more about.

Let's **Share**!

- Options for opening SHARE...
 - Self-Assessment
 - **7** HA students
 - HA teaching this year
 - Book Study
 - → HA Challenge sharing (me in a minute...)



Today's OUTCOMES...

- Together, we will...
 - **Reconnect** with one another and with the journey we are on together...
 - Reconnect with our shared purpose of holding up as needing special support our **highest ability students**...
- ▼ Together, we will revisit ...

7 THINKING & CREATIVITY

in the schools today...



What will the Working Agreements for our work together be?

- Listen fully and reflectively.
- Practice forming new habits of mind.
- Hold experiences and revelations of others with care.
- Challenge the limits of your potential.
- Monitor your personal technology.
- Be responsible for your impact on the room.
- Have FUN!



Let's bring in an outside voice...



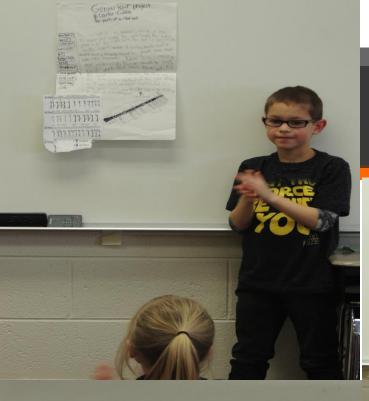
Sir Ken Robinson -How to Escape Education's Death Valley

Some of your work this year – Academic Brackets (a new twist on research)...



Guided and Independent Research...





Genius Hour...

- 1. Pick
- 2. Research
- 3. Make habitats put animals
- 4. Persuasive Report
- 5. Poster

 Saving

 animal

 I animal

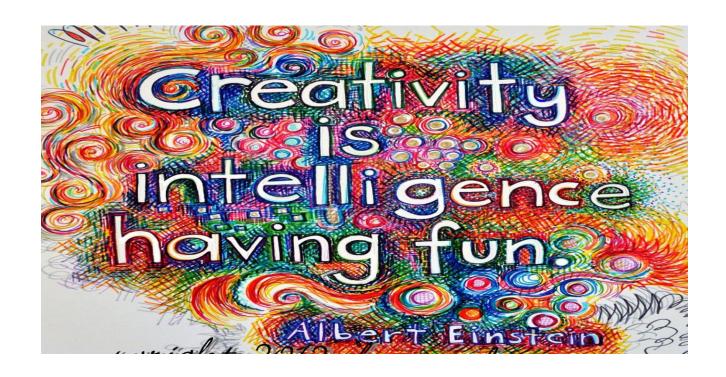


HA CHALLENGE Sharing ©

Your students are some amazing THINKERS!!!!!

| Kir | ndergarten & 1st Grade RID | DLE CHALLENGE Respons | ses |
|--|---|---|--|
| Teacher, School & Grade | Our RIDDLE Answers (numbered to match riddle numbers, please) | Our NEW ORIGINAL Riddles | Comments/answers to the new riddles & any interesting facts you thought to maybe look up and find out about riddles |
| Mrs. Plocinski, Kennedy Primary Academy, First Grade You are 1st Grade RIDDLE CHAMPS!!!!! You all are so smart!!! I tried to stump you!!!! | A clock, but if you count the seconds hand, then there are 3 hands A goose can honk We came up with a few great answers for this riddle. 1. Air, 2. Liquid, 3. A pocket liner, 4. A hole LOVE | What can travel all around but never leaves home? Hmmmmm I don't know!!! I need to think about this! A computer? I am still thinking!! | This is a tough one for us! Mrs. Ruszkowski's class Dust? Air? Mrs Swartz |

Creativity...



Teaching & Encouraging CREATIVITY...

An experiencing CREATIVITY activity – getting ready to TEACH it...

| Just TH | Just THINK! Creativity in action | | | | |
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Creativity...

- Aspects to CREATIVITY...
 - Fluency = The ability to generate many ideas. How many ideas are generated?
 - Flexibility = The ability to switch categories of ideas and think along many different lines. How many categories did you have?
 - Originality = The ability to generate novel and unique ideas. How many unique ideas did you have?
 - **Elaboration** = The ability to generate interesting and detailed connections between a topic and ideas about that topic. The ability to embellish and enrich ideas. **How easily could you elaborate on one of your ideas?**

Creativity...

- Creativity (Ken Robinson) = the process of having original ideas that have value...
- Principles of Creativity in the Classroom...
 - **Transparency**: It's important to let students know you are looking for...
 - many ideas,
 - different kinds of ideas,
 - detailed ideas, or possibly a
 - one-of-a-kind idea





Creativity Principles (cont'd)...

- **BIG** C Creativity vs. Little C Creativity
 - **▶** Let students know that they don't have to be a BIG C creative person to be creative!! ©
- Research Students who learn in a creative environment, are exposed to creative activities & assignments, & observe their teacher modeling creative thinking will become more creative thinkers!
- **TEACHING** Anything including **CREATIVITY** ...
 - **NAME** the thinking skill
 - **Describe how** to do it well
 - Provide students with feedback
 - You cannot effectively teach creativity through pure discovery & unguided exploration.

Creativity Principles (cont'd)...

- - Creative thinking requires establishing new pathways & generating new & unusual ideas which is "contrary to the brain's native learning."
 - Practice in creative thinking can help students learn to become comfortable making new connections.
- Safe Risk-Free Environments Creativity will not become a habit in a classroom where students are afraid of failure or of making mistakes, are overly focused on grades, or are worried about being different.

- **HOURGLASS** Approach to Learning save the punch line for... the **MIDDLE!** ©
 - ▼ Teachers often teach backwards telling first, then asking students to practice/ or restate the new knowledge.
 - Hourglass Teaching = Begin with exploration, discovery, & hands/minds-on (thinking!!) ... leading to concrete & clear exposition of the principle (TEACHING point a clear conclusion, focused idea, or realization)... leading finally to a broadening the "So WHAT?"... the "Now What?"... the "What can we do now?" (application, generalization, innovation)



- FedEx Days = time set aside to think about, read about, or experiment with something that interests them
 - ~ Google's 20% time & Genius Hour
 - = Periodically giving students a day to work on something in which they have an interest
 - Brainstorm possible ideas in advance gather resources (with students' help) in advance
 - Be willing to have things be as polished as they get...
 - Begin 1x/ quarter; move to 2x/quarter or even monthly!



Open-Ended Learning

- Related to ANY unit...
 - Bring in Real-world Issues & Problems!!! (We can even ask the students to consider: are there any real problems that relate to this unit of study? Can we come up with some solutions for them?)
 - Bring in Persuasion!!! (Have students think of ways they can practice oral &/or written persuasion to fit the unit.)
 - Bring in Then & Now Analysis!! (Is there a way to get students thinking about then & now???)
 - Bring in the NUMBERS!!! (Is there a way to have students think about and write about the NUMBERS related to the unit?)



- Present Multiple Perspectives...
 - Provide multiple SCENARIOS
 - Outline several CASE STUDIES
 - **尽力 Plan PROBLEM-BASED or PROJECT-BASED learning experiences**



- Target Creative Thinking VERBS encourage multiple answers, different kinds of answers, unusual answers, or elaborative answers
 - Brainstorm, generate, connect, relate, design, create, produce, construct, elaborate, embellish, predict, improve



- Diversify QUESTIONS... Plan your units to include these kinds of engagements & answer these kinds of questions...
 - What would happen IF????? [What would happen if the British had won the Revolutionary War? What would happen if we had no from of measurement?]
 - Unusual Uses... [What are some unusual uses of a cell phone? What are some unusual uses for a car? What are some unusual uses for a pet?]
 - **Product Improvement...** [List ways to improve the Declaration of Independence. List ways to improve food distribution.]
 - **Perspective Taking...** [List many different stakeholders & brainstorm from their point of view]
 - Cause and Effect... [Find & list the causes & effects in our studies...]



ℬ Be the THING ☺

- Students use fluent thinking to generate many responses & original thinking to place themselves in the role of an object – an object that is related to your unit of study. They answer these questions from the object's perspective:
 - **➢** How do you feel?
 - What are your thoughts?
 - **₹** What will you do?





Bringing *Creativity* to our Core Program Units

Unit Planning for Added CREATIVITYo

Unit Title: Unit Topic:

Essential Questions:

Real World Problems - Are there any real world problems/issues that can be Investigated?

Persuasion - Is there any way you can bring in a chance for students to take a stance & try to persuade others (orally or in writing)?

Then & Now Analysis - is there any way that you can work in then-and-now analysis?

Numbers - Are there any interesting ways numbers can be worked in?

Multiple Perspectives - Is there any way you can work in case studies, scenarios, or problem-based learning?

Creative Thinking Verbs - Can you plan for some of the following: brainstorming, generating, connecting, designing, creating, improving, embellishing, etc.?

Diversity Questions - Can you plan for some of the following: what would happen IF questions, exploration of unusual uses, product improvement, perspective taking, cause & effect analysis?

Be the Thing - Can you include an engagement where students have to take the perspective of an item related to your unit?



Unit Planning Tool...



| Unit Title: | Unit Topic: | Essential Questions: |
|---|--|--|
| Real World Problem | ns - Are there any real world pro | ablemséssues that can be investigated: |
| Persuasion . Lether persuade athers fora | | nance for skudenis in take a stance & ky |
| Then & Now Analys | sis - Is there any way that you c | ran work in then-and-now analysis? |
| Numbers - Are there | any interesting ways numbers | can be worked in? |
| | | |
| | | |
| Multiple Perspective problem-based learn | | vark in case studies, scenarias, ar |
| problem-based learn Creative Thinking V | ring? | of the following brainstorming, generati |
| problèm-based learn Creative Thinking V connecting, designing | ing? ferbs - Can you plan for some o g. creating, improving, embellist | of the fallawing brainstorming, generation thing, etc ? |
| problem-based learn Creative Thinking V connecting, designing Diversify Questions | ing? Ferbs - Can you plan for some o g. creating, improving, embellist s - Can you plan for some of the | of the following brainstorming, generati |

Final Reflection...

What does a culture of **curiosity** & **questioning** look like in a classroom? Rate your *willingness* to take on one or more of the following on this scale: 1 (not at all willing) – 2 (not too willing) – 3 (eh...maybe) – 4 (pretty willing) – 5 (very willing – I intend to!!!) **To explicitly TEACH creativity** (to name it, model it, and allow students to practice it) To employ the **HOURGLASS** approach to instruction To use occasional **FedEx Days** To engage students in **Open-Ended Learning** (real world issues, persuasion, then & now, numbers) To have students consider **Multiple Perspectives** To employ **Creative Thinking Verbs** in questioning & lesson planning To **Diversify QUESTIONS** (what would happen if? Unusual uses... product improvement, perspective taking, cause & effect) To use **Be The THING**

EXIT Card...

- Reflect for a minute on this afternoon...
- On an INDEX CARD
 - Front: Personal synthesis Write 3 take aways for your practice.
 - Back: Feedback What would you like for me to know?
 - Please let me know if there are any upcoming celebrations of HA student work that I could come & experience with you!!! I would love to be invited into your rooms!!!!!



Thank you for your presence here and for the work you have done with your HA students this year!!! You ROCK!!!