Creativity and Innovation

the future is now

The Context

We aim to engage and empower our students with the creative and innovative skills and dispositions to solve real-world challenges. Our vision is to enhance students' chances to do and learn in context and to create space for students to imagine new realities. Beyond readiness for college and employability in the future, we aspire to develop our students as positive change agents by nurturing a spirit of entrepreneurship, founded in social responsibility to make the world a better place.

The Goals

1. Science Technology, Engineering, Arts and Mathematics +: Develop and build on STEAM Curricular and Co-curricular programs to include Engineering, Robotics, Micro-Electronics, Computer Science and Digital Art that embody interdisciplinary and transdisciplinary learning.
2. The Arts: Foster creative confidence through the performing and visual arts so that our students can build strong imaginations, learn by collaborating, develop the ability to think outside the box, boost their self-confidence and build a deeper cultural understanding of themselves and others
3. Entrepreneurship: Develop transdisciplinary and interdisciplinary experiences that allow students to be creators, builders, and operators of new ideas by fostering design thinking, measured student risk taking and innovation.
4. Partnerships: Build transformative local and global partnerships with business, industry, and academic institutions to enhance learning experiences for future preparedness.
5. Project Based Learning: Expand student opportunities to gain knowledge and skills by working for extended periods of time to investigate and respond to authentic, engaging, and complex questions, problems, or challenges.
6. Graduation Endorsement: Implement Graduation Endorsements for STEM, STEAM and The Arts.

The Process

Students will be able to learn through measured risks so that they have the confidence to solve problems in their own lives as well as making a positive difference in the world. By learning to innovate and to value failing forward as part of their learning process students will think more flexibly across disciplines and will see multiple iterations of their ideas and learning products as success.

Visible Learning Impact

- The Arts and Design are valued as core subject that all students take within the schedule.
- Students are engaged in a range of learning opportunities within the context of STEAM Learning.
- Students routinely use problem-solving methodologies, such as Design Thinking, that are embedded within the written, taught and assessed curriculum and applied through all grade levels, subject areas, and service/action projects.
- Students produce a range of authentic learning products and assessments designed to measure and validate what we say and value related to innovation and creativity.
- Students use a consistent design cycle model N-12 and show development of skills from grade to grade.
- Students' autonomy and agency is fostered and is evidenced by a range of interdisciplinary, multidisciplinary, and transdisciplinary challenges.
- Students learn in a selection of new and refurbished learning spaces and studios for innovation and creative expression purposefully designed and built to support learning by creating, making, and experimenting.
- Students experience open ended tasks with multiple entry points that stimulate curiosity and exploration.
- Students are inspired and motivated through relevant and transferrable tasks
- Students use strategic and extended thinking to increase their depth or understanding
- Student learning intentions are conceptual and have relevant real-world context.
- Students routinely deconstruct their products of learning and are assessed on their ability to reflect and revise as part of the learning process, valuing process over product.
- Signature routes to graduation include STEM, STEAM and The Arts learning pathways.
- The International Society for Technology in Education ISTE Standards for students are integrated into unit and lesson design
- Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.
- Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.