Encouraging creativity

"Technology is a platform that allows students to engage in meaningful creative activities and explore their own potential. It lets them learn through curiosity, collaboration, and critical thinking". (https://www.goconqr.com/en/blog/learning-technologies-creativity-classroom/)

Design and Technology is a great platform that allows students to develop new ideas and solve problems. Students are actively engaged in the processes of creating designed solutions for personal, domestic, commercial and global settings for sustainable and preferred futures. When we provide opportunities to create and provide appropriate technology ideas can take off in creative ways.

Creativity plays an important role in:

- Learning and developing cognitive skills e.g. solving problems, generating ideas, creative design strategies and communicating what they do
- Personal development
- Building self-esteem
- Motivation

> # Always make new mistakes."
>
> Esther Dyson
> (Journalist, author, businesswoman, investor, commentator and philanthropist)

Thinking creatively allows new ideas to be tried and tested, then reviewed until they work. The goal is to find a better way of doing something.

CREATIVITY USING A MOOD BOARD

Definition: An arrangement of images, materials, pieces of text, etc. intended to evoke or project a particular style or concept. They are used for initial research, to record research, brainstorm and develop ideas linked to a Design Brief.

Constructing a mood board

Using the Design Brief, find things/ideas that stimulate and illustrate the elements that may be used in the finished project. You are making a visual story. A fabulous starting point is to use photos or illustrations from any source. They don't need to be related to the Design Brief but may show elements that can be used (e.g. texture, colour, style, period, lifestyle

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images, text).

The next step is to put these onto your mood board. The board may be a digital version or a physical board. The important thing is that the mood board needs to convey a message – it is not a random assortment of images and ideas. You will need to change elements as you focus your thoughts and ideas.

Creativity explosion

When projects provide an opportunity to create we see great ideas develop. **CLOCK MAKING** provides a good example.

Traditionally quartz clocks were made with a round face with 12 numerals and plain hands. Gradually creativity took over resulting in pieces of Art. It's not difficult to find clocks using almost any material or manufacturing technique.

Projects such as the **TOUCH SENSOR LAMP** (shown on right) provide an opportunity to be creative with a wide range of materials and techniques. There are minimal design restraints and guidelines for the lamp to work. Students are encouraged to show their creativity.

Beginner & Intermediate Scorpio project kits that stimulate creativity include **DRAGSTER**, **ROBOBUG** and **SIMPLE VEHICLE.** What can your students create?
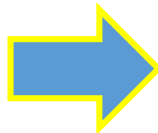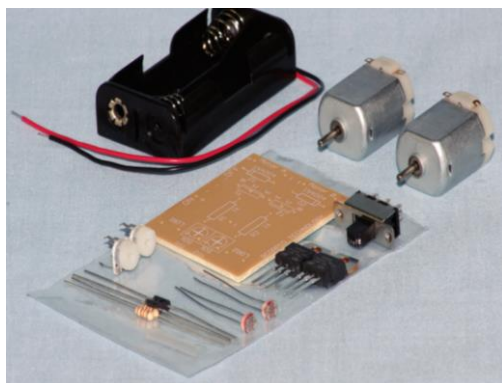
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