

# DEEPER LEARNING AND THINKING

## Indicator 3: Creative Thinking

Is student work reflective of **student interests or passions**? How was **information** on students' interests and passions **gathered**?

Are students provided with opportunities to perform further research on essential questions?

Are there opportunities for **students** to take **more control** of content?

Do students have the **opportunity** to **reflect** on their **planning, thinking, or progress**?

If yes, can students identify **what they're learning**, not just what they're doing?

If no, can we **build systems** to support students in **reflecting** on learning?

### GUIDING QUESTIONS

Do students have the **opportunity** to **design, create, make**, or otherwise **add value** that is **unique to them**?

Which **tech programs** could you utilize to **promote student creativity**? How will you determine which tech programs are most relevant/useful?

Do students have the opportunity to **initiate**, be **entrepreneurial**, be **self-directed**, and/or **go beyond given parameters** of the learning task or environment?

If no, how can we **create opportunities** for 'going further'?

If yes, how can we **support all students** in 'going further'?

