

The background of the slide is a photograph of a university campus. In the foreground, two people are sitting on a concrete ledge, facing each other. In the background, there is a large, multi-story building with a distinctive architectural style, possibly a library or a student center. The entire image is overlaid with a semi-transparent maroon color.

Developing a Creative Agricultural Classroom

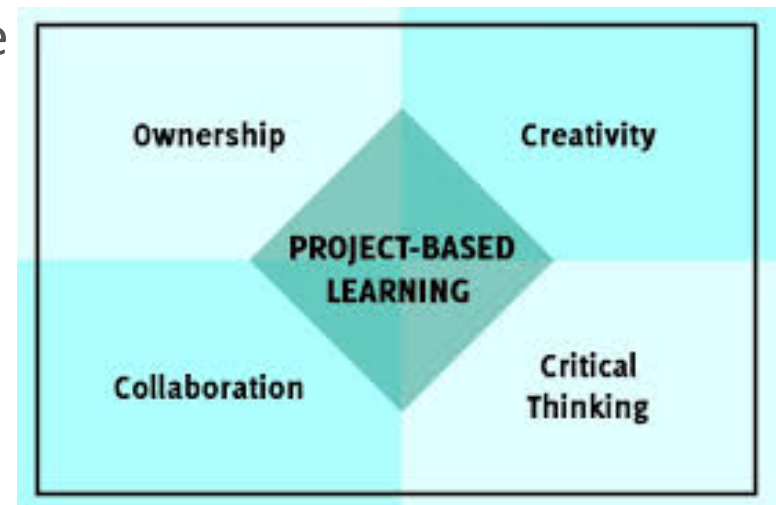
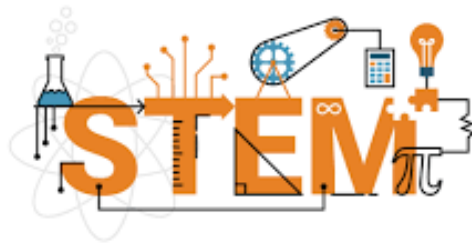
LANE WOODWARD AND RICK RUDD

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Why?

- Agricultural courses are applied sciences.
- Problem-solving as a soft-skill for industry.
- Wicked problems call for creative problem-solving.
- Demand and interest in STEM, and inquiry or project based learning.
- We are all problem-solvers; therefore, we are all creative (Kirton, 2003).



Top 5 How's?

Design lessons and activities that include the following:

- Ideation
- Questioning
- Expectations
- Awareness of capabilities
- Strength of a Solution



*“creativity is
intelligence
having **FUN**”*

- ALBERT EINSTEIN

*“If you want to be more creative,
you need to practice.” - SONIA SIMONE*

copyblogger



Ideation

Design lessons and activities that include the following:

- Elaboration
- Divergent Thinking
- Fluency (appropriateness)
- Originality
- Lists
- Multiple Correct Answers
- Inquiry (Student Driven)



YOU CAN'T USE UP
CREATIVITY
THE MORE YOU USE,
THE MORE YOU HAVE.

MAYA ANGELOU

Questioning (Inquiry)

Design lessons and activities that include the following:

- Fantasy (What if...)
- Factual Accuracy
- Problem-Solving
- Higher Order Thinking
- Teacher and Student driven



Expectations

Design lessons and activities that include the following:

- Clear Directions
- Examples
- Clear Expectations (rubric)
- Fluency (appropriateness)



Strength of a Solution

Design lessons and activities that include the following:

- Trial and Error
- Fluency (Appropriate)
- STEM
- Project Based





References

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**Creativity is
contagious.
Pass it on.**

~Albert Einstein

@LouiseM.com

┌ Thank You!

Questions?