Inventive Minds Need Foundations

How creativity thrives with constraints

Dr Nathaniel Swain







Was Sir Ken Robinson right?



Common Misconception

X Explicit teaching dulls creative thought...



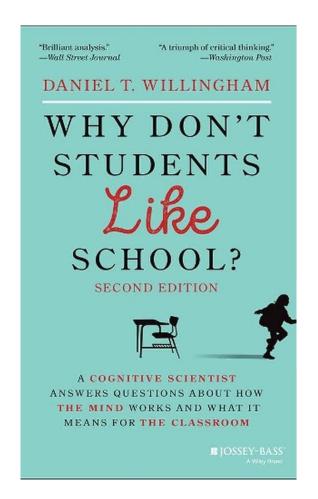
How do we learn?

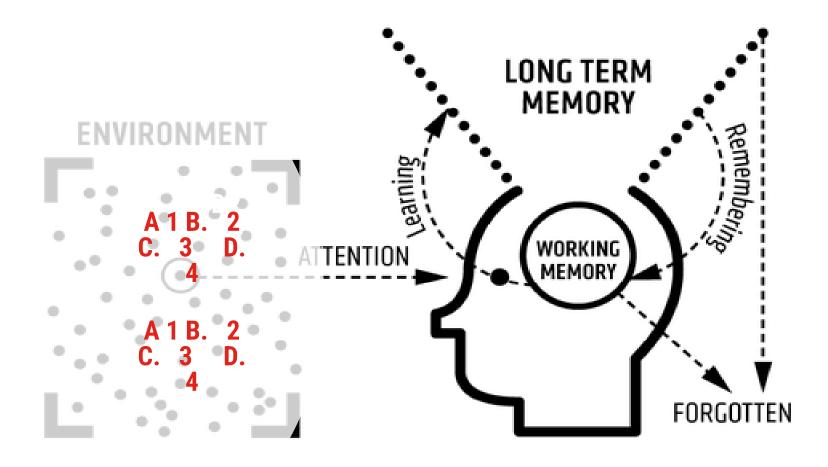
Simple model of memory

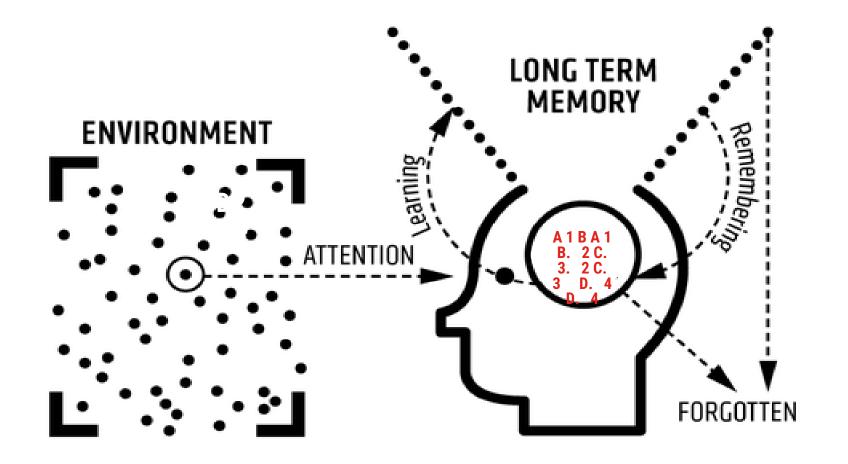
Information processing model (Dan Willingham)

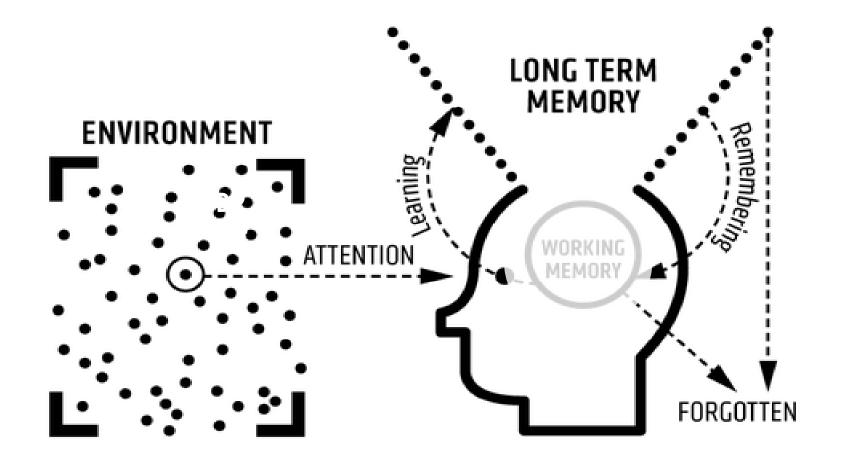


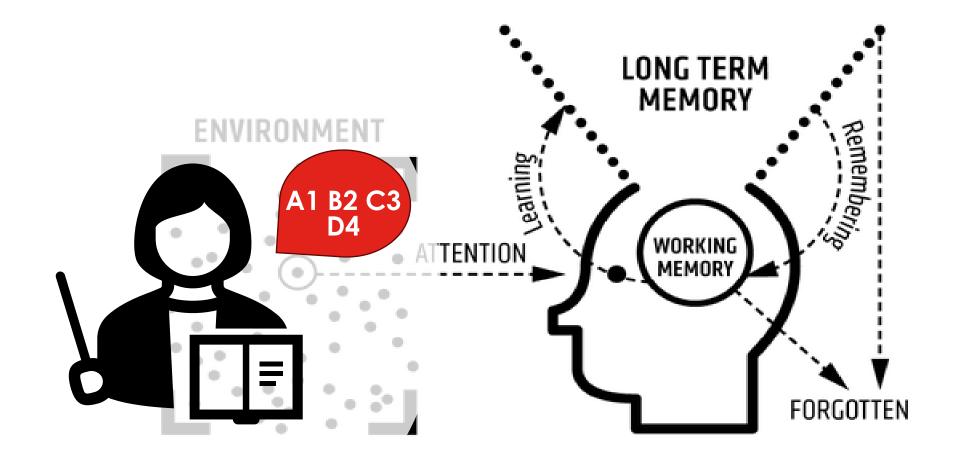
- Memory is the residue of thought
- 2. Knowledge must precede skill
- 3. Understanding abstract ideas requires concrete examples
- 4. Practice is essential for mastery and transfer
- 5. Deep knowledge is always the goal

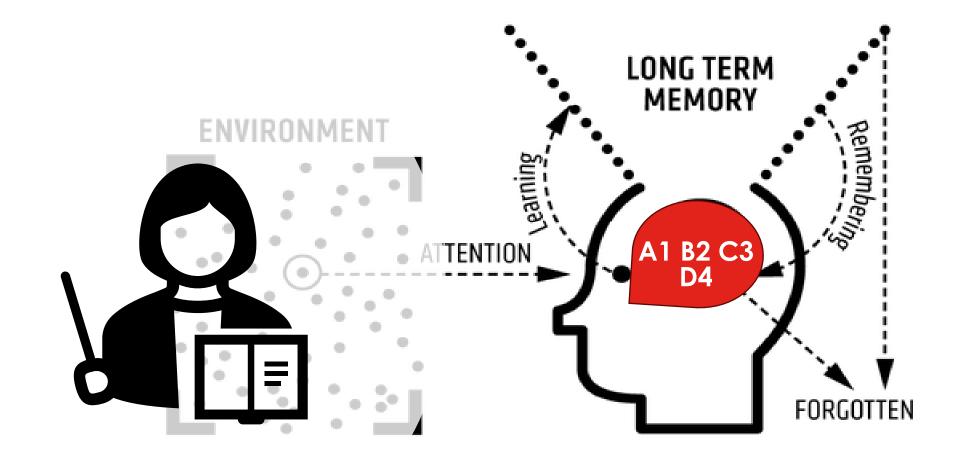




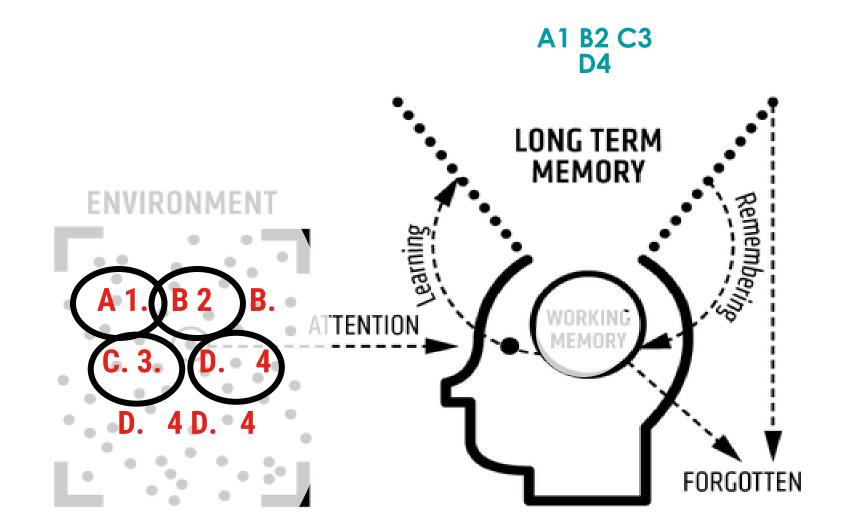






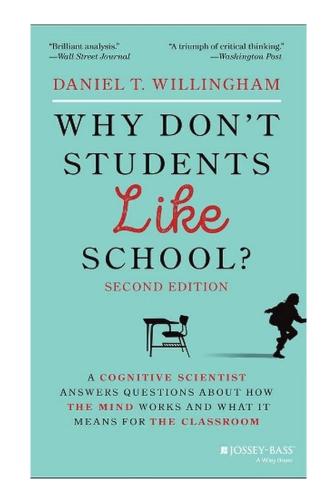


A1 B2 C3 D4 **LONG TERM MEMORY** earning WORKING MEMORY TENTION FORGOTTEN

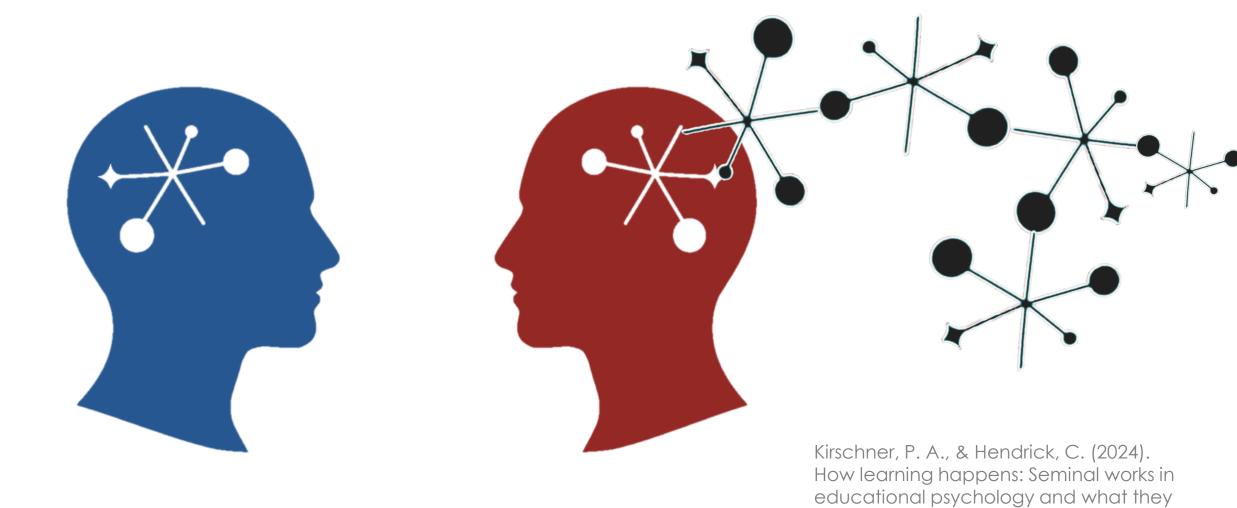




- 6. The brain is not designed for thinking
- 7. People enjoy mental work if it is successful
- 8. People are naturally curious but not naturally good thinkers
- Expert thinking differs fundamentally from novice thinking

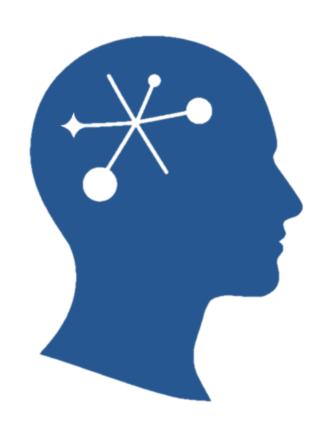


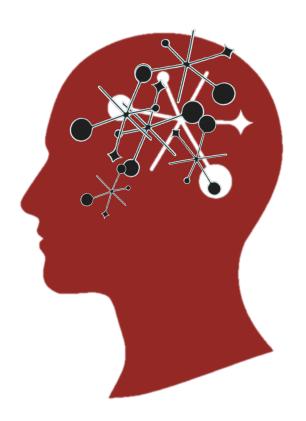
Novices vs. Experts



mean in practice.

Novices vs. Experts





Rich interconnected schemas of knowledge is what sets them apart

See Ausubel, e.g. <u>Ausubel's Meaningful</u> <u>Learning in Action</u> by Sarah Cottinghatt





Novices

(in a particular domain)

- Lack sufficient knowledge in that domain
- Benefit from clear explanations, step-by-step instructions, and worked examples
- Struggle with problemsolving in that domain.

Experts

(in a particular domain)

- They have significant relevant knowledge, mapped and organised strategically
- It is the knowledge of the domain which sets novices and experts apart
- Can work without explicit guidance, relying on stored knowledge for problem-solving.



SURPRISING FACT

Explicit instruction does not kill creativity



Explicit teaching

Access to knowledge

Guidance fading

Error feedback

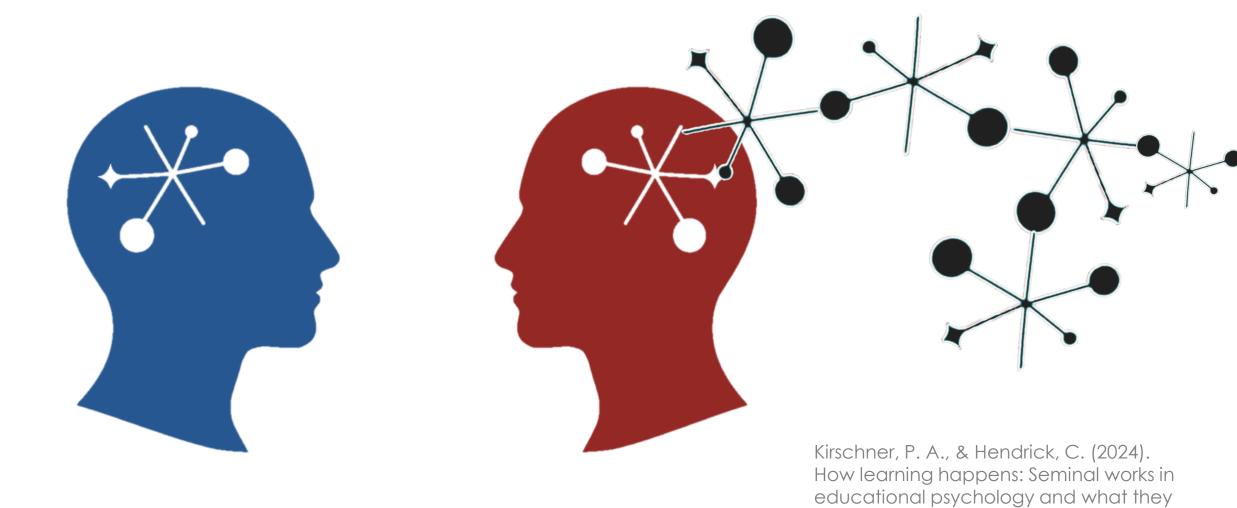
Increasing independence



SURPRISING FACT

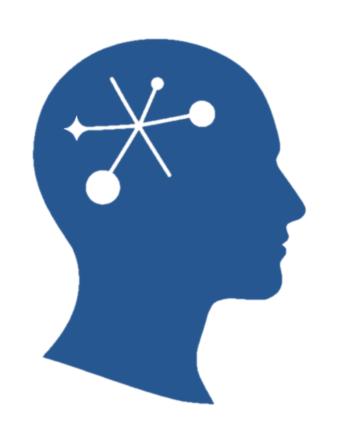
Knowledge can never be outsourced

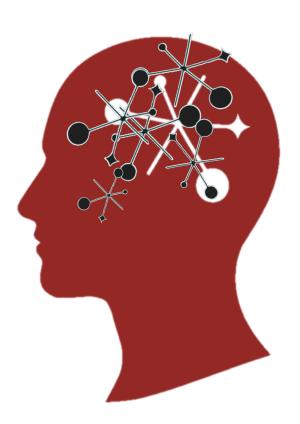
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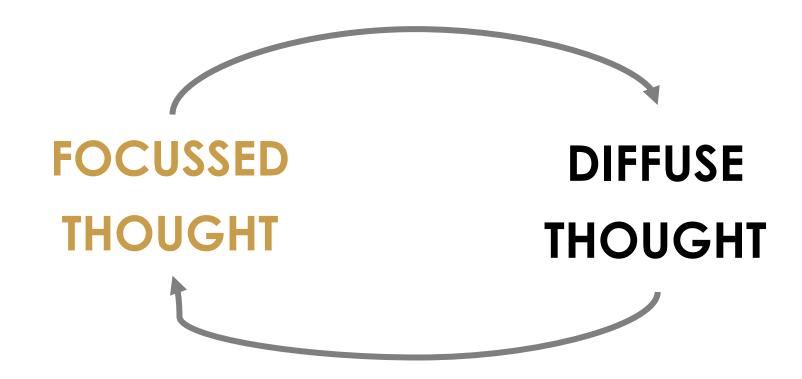


The creativity process involves ...

FOFF0SED THOUGHT

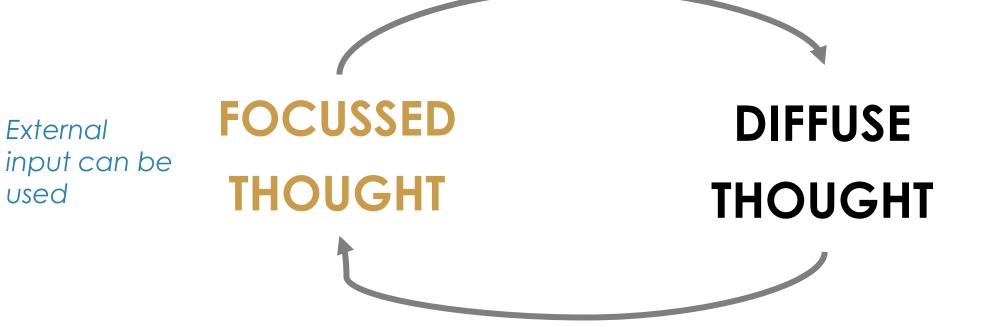


The creative process involves ...





The creativie process involves ...



Only involves what's in long term





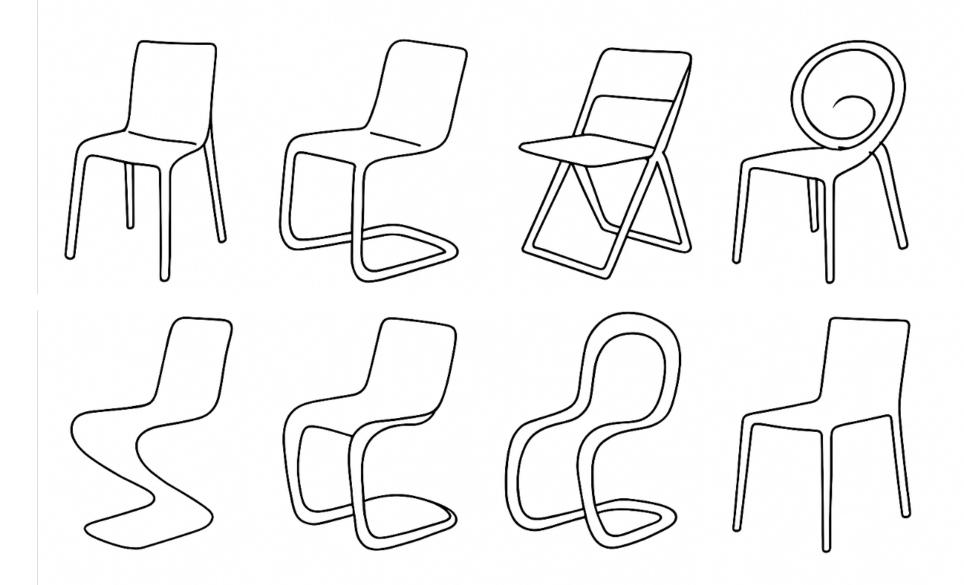
Knowledge can never be outsourced



What counts as creative?

Novelty

+ Utility





Novelty + Utility?



SURPRISING FACT

Constraint necessitates creativity



What else students need to be creative?

Time

Failure / Iteration



SURPRISING FACT

Creativity happens incrementally over time



What does this mean for my teaching?



BIG PICTURE

Creativity emerges from:

Knowledge + Constraint + Time + Iteration



So what is killing creativity?

See the Haidt's Anxious Generation

↑ Tech
↓ Time
↓ Trying
↓ ExperTise



Two further bridges to creativity: (1) Retrieval

Retrieval Practice

Also known as 'testing effect'

Act of retrieving almost forgotten information

reinforces learning more than re-reading or teacher re-explaining



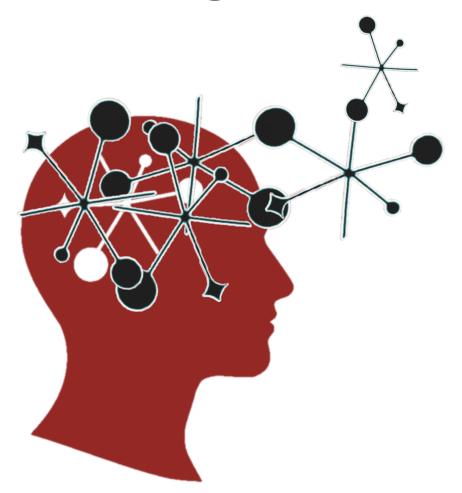
Two further bridges to creativity: (2) Generative tasks

Generative learning

Getting students to generate ideas and connections from long-term memory

- Summarising
- Mapping
- Drawing
- Self-explaining
- Teaching
- Self-testing

Meaningful ←→ Generative learning





BIG PICTURE

Creativity emerges from:

Knowledge + Constraint + Time + Iteration

A path to creativity?

MODE A ~80%

- You explain
- You model
- They practice
- Check and give feedback
- Test them. And again a bit later

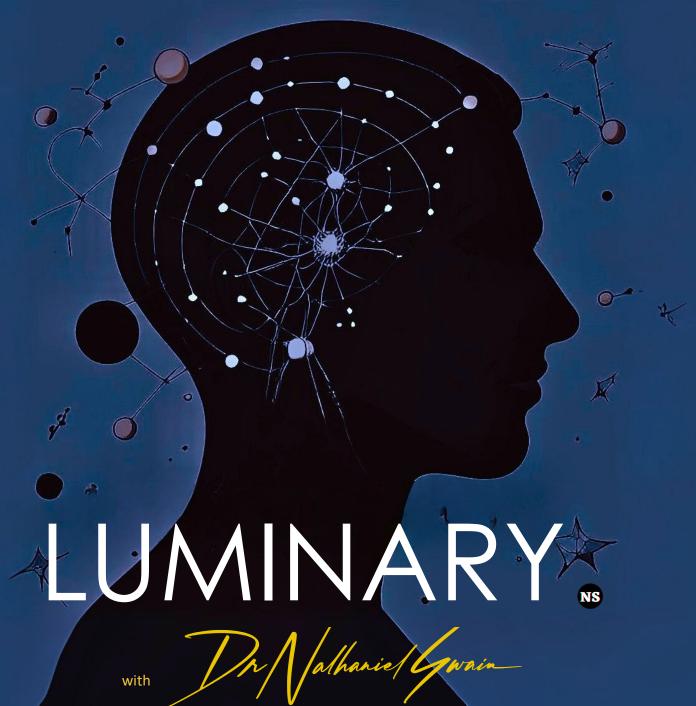
Come learn more in my workshop...

MODE B ~20%

- They Explore; Discover
- Hands-On Experience
- Inspire some AWE
- Go off-trail
- They make things;
 Do projects;
- You set open-ended tasks;
- Give choice

WITH REBECCA BIRCH & DR. NATHANIEL SWAIN -





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