**CRITICAL THINKING COMPETENCY**

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| **LEARNING STANDARD** | **MY EVIDENCE** | **EXTENDING BEYOND** |
| **Novelty and value** * I get ideas when I play. My ideas are fun for me and make me happy.
* I can get new ideas or build on other people’s ideas, to create new things within the constraints of a form, a problem, or materials.
* I generate new ideas as I pursue my interests.
* I get ideas that are new to my peers.
* I can develop a body of creative work over time in an area I’m interested in or passionate about.

**Generating ideas*** I get ideas when I use my senses to explore.
* I build on others’ ideas and add new ideas of my own, or combine other people’s ideas in new ways to create new things or solve straightforward problems.
* I deliberately learn a lot about something (e.g., by doing research, talking to others or practising) so that I am able to generate new ideas or ideas just pop into my head.
* I have deliberate strategies for quieting my conscious mind (e.g., walking away for a while, doing something relaxing, being deliberately playful) so that I can be more creative.

I have interest and passions that I pursue over time.**Developing ideas*** I make my ideas work or I change what I am doing.
* I can usually make my ideas work within the constraints of a given form, problem, and materials if I keep playing with them.
* I build the skills I need to make my ideas work, and usually succeed, even if it takes a few tries.
* I use my experiences with various steps and attempts to direct my future work.
* I can persevere over years if necessary to develop my ideas. I expect ambiguity, failure and setbacks, and use them to advance my thinking.
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