**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. |  |  |