**DRAFT: CREATE & INNOVATE**

**Physical / Creative Mind**

Grades K-12

Create & Innovate: The ability to make or otherwise bring into existence something new, whether a new solution to a problem, a new method or device, or a new artistic method or form.

<table>
<thead>
<tr>
<th>Emerging</th>
<th>Developing</th>
<th>Applying</th>
</tr>
</thead>
<tbody>
<tr>
<td>May need direct support to follow through with choices/tasks and participate in learning with others</td>
<td>Needs some support and guidance to follow through with choices/tasks and participate in learning with others</td>
<td>Is able to independently follow through with choices/tasks and participate in learning with others</td>
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**Expresses learning in unique and individual ways**

- Reproduces ideas/products of others
- Demonstrates a blend of predictable and original approaches
- Completes task, requires refinement
- Selects the most appropriate approach based on resources
- Original ideas/products
- Skillfully executed ideas/products (of high quality)
- Relevant to task

** Applies learned knowledge to create and innovate**

- Relies on modelling and direction from others
- Generates own ideas/products based on the ideas of others
- Recognizes next steps
- Open to feedback from others
- Able to generate ideas/product with depth and breadth
- Persists and refines ideas
- Reflective and responsive
- Provides a rationale or support for their ideas/product