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| **Creative Thinking & Problem Solving Skills (CPS) Elements** | **K** | **1** | **2** | **3** | **4** | **5** |
| 1. The student questions accepted practices, rules, and existing principles to discover new knowledge. | I | I | I | D | D | D |
| 2. The student designs, applies, evaluates, and adapts a variety of innovative strategies to when problem solving (e.g., recognizes problems, defines problems, identifies possible solutions, selects optimal solution, implements solution, and evaluates solution). | I | I | I | I | D | D |
| 3. The student incorporates brainstorming and other idea-generating techniques (synectics, SCAMPER, etc.) to solve problems or create new products. | I | I | I | I | D | D |
| 4. The student demonstrates skills in fluency and flexibility to solve problems or create new products. | I | I | I | D | D | D |
| 5. The student develops original ideas, presentations, or products through synthesis and evaluation. | I | I | I | D | D | D |
| 6. The student, independently or through collaboration with classmates, clarifies, illustrates, or elaborates on an idea for product improvement. | I | I | I | D | D | D |
| 7. The student uses analogies, metaphors, and/or models to explain complex concepts. | I | I | I | I | D | D |
| 8. The student tolerates ambiguity when solving problems. | I | I | I | I | D | D |
| 9. The student recognizes and assumes risks as a necessary part of problem solving. | I | I | I | I | D | D |
| 10. The student monitors and reflects on the creative process of problem solving for future applications. | I | I | I | I | D | D |