"Think left and think right and think low and think high. Oh, the things you can think up if only you try".

Dr. Seuss
The purpose of this new state-funded two-year competitive funding opportunity is to foster students' creativity and capacity for innovation, critical for success in a 21st century economy. More specifically, this funding opportunity will support the review, design, and implementation of middle and/or high school curricula that promote these essential skills of creativity and innovation while improving students' academic achievement and engagement.
K-12 Science, Technology, Engineering, and Math Initiatives

2015-2016

- Creativity and Innovation Focus
- Training with Creative Education Foundation
- Innovation Mentors and Speakers with Suffolk University
- Corporate Internships in Community
- Creativity Showcase—with speakers and innovators
Creativity and Innovation 2015

With new grant funding, Georgetown High School will be:

- Working with Suffolk University to facilitate mentorship
- Training with Creative Education Foundation for training teachers
- Developing opportunities for classroom fieldtrips and speakers for students
- Updating Creativity course lessons and assessments
- Using new technologies and apps
- Developing Creativity Showcase for SY 2015
From our current course:
What is Creativity?
"The most important leadership quality for CEO's is creativity".

ACCORDING TO FAST COMPANY MAGAZINE IN 2010

The C-Factors Report

Julie Burstein: 4 Lessons in Creativity
Core Principles of Creative Problem Solving

- Divergent and convergent thinking must be balanced.
- Ask problems as questions.
- Defer or suspend judgement.
- Focus on "Yes, and..."
Next Steps

- Training with Creative Education Foundation
- Strategy sessions with Suffolk University
- Meeting with speakers and innovators
- Aligning curriculum with advanced problem solving techniques
- Coordinating end-product expectations