

INSTRUCTIONAL BLUEPRINT

 <p>CREATIVE PROBLEM SOLVER</p>	<u>INTRODUCING</u>	<u>INTEGRATING</u>	<u>ELEVATING</u>	<u>INNOVATING</u>
Discover	Participates in shared discovery of the task, gathers shared research, decides what needs to be solved, and identifies audience.	Discovers and explains the task, gathers research from teacher-selected resources, decides what needs to be solved, and attempts to understand the needs of the audience, with instructional support.	Independently discovers the task, clearly explains in their own words, gathers research, decides what needs to be solved, and recognizes and acts upon the needs of the audience (local, regional, or global).	Self-selects to discover the task, clearly explains in their own words, gathers research from high quality sources, decides what needs to be solved, and empathizes with the needs of the audience (local, regional, or global).
Dream & Design	With guidance and support through shared instruction, starts the design process - empathize, define, ideate, prototype, and demonstrate openness to explore ideas; tests ideas, perceives or imagines the problem or project in a couple of ways, and determines a course of action to creatively solve the problem.	Groups use the design process with teacher guidance - empathizes, defines, ideates, prototypes, demonstrates openness to explore ideas, tests ideas, perceives or imagines the problem or project in a few ways, and determines a course of action to creatively solve the problem.	Imagines the problem or project in a variety of ways; demonstrates openness to explore ideas, engages in design thinking - empathizes, defines, ideates, prototypes, tests ideas; perceives and/or determines a course of action to creatively solve the problem.	Imagines the problem or project in a variety of unique ways; self-initiates the design process - empathize, define, ideate, prototype, seeks initial input from a variety of sources, including experts in the field to explore ideas; test ideas and determines the best course of action to creatively solve the problem.
Dive In	Contributes to group ideas, values the input of others, and needs confirmation to work through ambiguity and challenges.	Demonstrates flexible thinking with prompting, works collaboratively with others under guidance, and group-thinks through ambiguity and challenges.	Demonstrates flexible thinking, works collaboratively with others, and perseveres through ambiguity and challenges.	Self-initiates flexible thinking, seeks collaboration with others, and embraces ambiguity and challenges.
Deliver	Works with others to create a shared work that demonstrates a basic understanding of the design challenge.	With guidance and support, creates a work that demonstrates an original approach to meet the needs of the design challenge.	Independently creates an original, useful, or unique work that demonstrates learning and meets the needs of the design challenge.	Creates an original, useful, or unique work that demonstrates learning and exceeds the need of the design challenge through outreach.
Debrief	Participates in shared evaluation of progress of the project and identification of next steps. Participates in shared revision and reflection on quality of creative problem solving and impact on target audience.	Uses teacher designed tools to assess the progress of the project and identify next steps. With guidance and support from a teacher, revises work based on teacher feedback. With teacher's support, reflects on quality of creative problem solving and reflects on impact on target audience.	Evaluates the progress of the project and identifies the next steps by selecting from a variety of teacher recommended tools. Revises based on critical feedback from peers and teachers. Reflects on quality of creative problem solving and impact on target audience.	Self-selects methods and tools to evaluate progress of the project and determines next steps. Seeks critical feedback from multiple sources, including experts and revises intentionally. Accurately reflects on the quality of the creative problem solving and the impact on the target audience.