









#### Beginnings

Focusing on the creative experience within the experiential classroom.

- Two Parts: I.) Creating Value. II.) Capturing Value
- Not mass quantities of content
- Do level-up on situational awareness experiences
- Understand the value of **cognitive fluidity** in the creative process
- Engage in creative behavior to create new knowledge structures
- Understand your role as conversationalist in the creative process of students

























**Discovery Thinking** 

Why do 1st graders have no difficulty in displaying proto-entrepreneurial behavior?

They have fewer memory attachments.





Purposeful Possibility

The answer to any question is...

It depends.





















#### What do you see?













