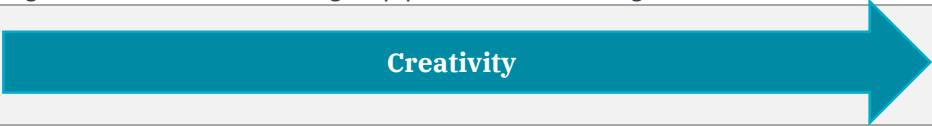




Creativity: Grade 3-5

Creativity is a process through which an individual or group produces something that is both novel and useful.²

				
	<i>Select the column where most of the criteria describe the creative products developed and the processes used.</i>			
	BEGINNING	EMERGING	DEVELOPING	DEMONSTRATING
Creative Product (Products, Ideas, Solutions)				
Novelty and Usefulness	Product copies an example.	Product reflects a copied example with a few additional features.	Product reflects a novel or useful idea/solution to the problem/task objectives.	Product reflects both a novel and useful idea/solution to the problem/task objectives.
Creative Thinking Process				
Generating and Experimenting	Generates ideas that are disconnected from the problem/task objectives.	Generates a limited number of ideas. Recognizes when ideas connect to the problem/task objectives when those ideas are presented by others.	Generates a limited number of ideas that directly connect to the problem/task objectives. Investigates ideas and possibilities from more than one perspective.	Generates a range of ideas that directly connect to the problem/task objectives. Investigates ideas and possibilities from multiple perspectives.
Selecting and Elaborating	Explanation of the product is disconnected from the problem/task objectives.	Explanation of the product demonstrates an emerging understanding of the problem/task objectives. Certain actions or responses may be disconnected from the problem/task objectives.	Explanation of the product demonstrate an understanding of the problem/task objectives.	Explanation of the product demonstrate a detailed understanding of the problem/task objectives. Explanation is clear, detailed, and convincing.

² In this rubric, “product” refers to products, ideas and solutions developed to address a pre-determined problem and/or set of task objectives.