

CREATIVITY: GOOD TO GO

Career Interest Development: Level One

Transition to High School

Note: You will use the artifact from this activity in another activity: “Revision Adventure”



LEARNING OBJECTIVES

Students will

- Learn techniques to improve their creativity.
- Identify the value of curiosity.
- Generate ideas.



ICEBREAKER

- Who thinks of themselves as creative? Why is it important in a career? Can creativity be improved or learned?
- Watch [Video](#) “6 Steps To Increase Your Creativity In Everyday Life”

OR

- See the Pre-Activity Process Questions to create a quiz or discussion,

CREATIVITY

What sparks you to create, what inspires, and what stops your ideas from expression?



ACTIVITY

Create an **ADVERTISEMENT** for a travel and tourism company

- The company is selling an image and a lifestyle.
- People who want this lifestyle will want to use the company services.
- Ask students to create a single design **AND** provide an explanation of their design features.

RESOURCES / RESOURCE

What other things might be considered resources to spark one's creativity?

Logical answers: Information (research), Teammates, Experience, Time (or lack of time), Circumstances (often pressure and need can produce creative ideas).

VOCABULARY

[Quizlet](#)

EVALUATION

See the Post-Activity Process Questions to
create a quiz or discussion