A Framework for Designing Learning **Environments to Promote Creativity**



Research shows: When children initiate learning, they engage more deeply and create connections between the material and their previous knowledge and experiences. How to apply it: Providing time for children to take ownership of their learning and make decisions promotes creative exploration and the development of higher level thinking skills.



Research shows: When children understand that their effort matters more than any single outcome, they seek out challenging new experiences, and show resilience. How to apply it: Praising children's effort ("You worked hard") rather than their inherent ability ("You're so smart") helps them develop a learning mindset and encourages them to take risks and express their creativity without fear of failure.



ATTUNED

Research Shows: Positive emotions such as joy and interest are correlated with creative thought patterns and decreased stress, which aids the transfer of information into long term memory.

How to apply it: Showing children both verbal and nonverbal support creates feelings of safety and acceptance, which promote confidence and creative thought.



Research Shows: Physical activity strengthens memory and performance because it engages different parts of the brain and provides a break before refocusing. How to apply it: Creating short, structured breaks for children to be physically active helps direct more oxygen to their brains, which enhances concentration and perseverance.



TIME FLEXIBLE

Research shows: When children are fully immersed in an activity and have entered a state of flow, they learn in a deep and joyful way by imagining and testing new ideas. How to apply it: Leaving time for children to complete tasks and games at their own pace allows them to experience learning in an ongoing, internally motivated way while their brains form new connections.



EXPLORATORY

Research shows: Open-ended questions and prompts support the development of divergent thinking (exploring many possible solutions), a critical component of creativity. How to apply it: Asking questions like "Why do you think that happened?" and using statements like "Tell me more" encourage children to engage deeply with a subject and form multiple conclusions, rather than being limited only to finding the right answer.



The acronym CREATE illustrates key elements of learning environments that support the development of creativity for children aged 2-10.

