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# Developing creative thinking skills in adolescents through play-based pedagogic planning principles

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## Question:

Is it possible to enhance creative thinking skills through a play-based pedagogical planning methodology?

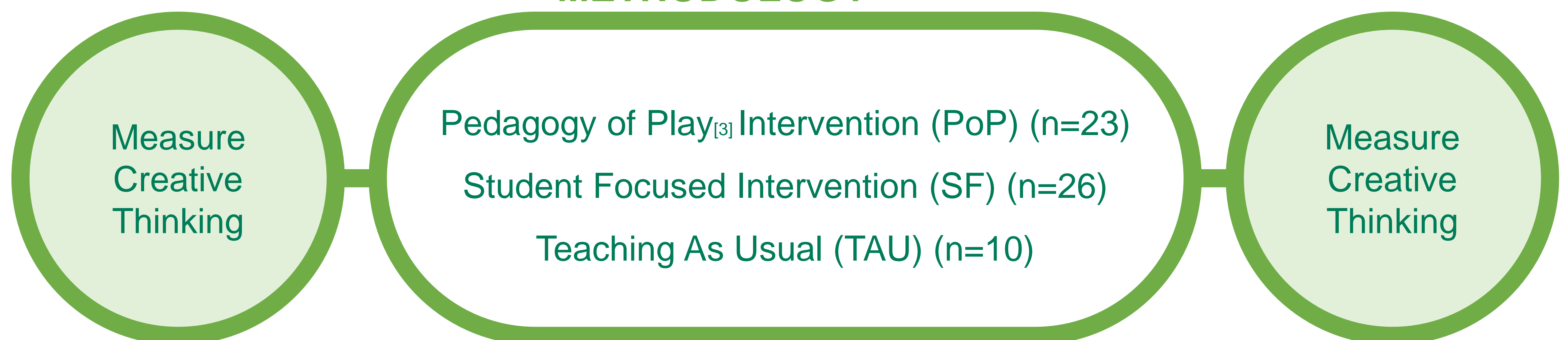
## Conclusion:

Changing a teacher's pedagogical approach when planning lessons can enhance creative thinking skills in students.

**As educators, we need to prepare learners for the 85% of jobs that do not yet exist.** [1]

*We need to develop the adaptable thinking skills needed to use the knowledge they have, in a new way* [2].

## METHODOLOGY



UK secondary school. 59 pupils (34 male). No significant pre test differences. Three groups, mean age 12.

**Interventions:** are based on a teacher approach to planning.

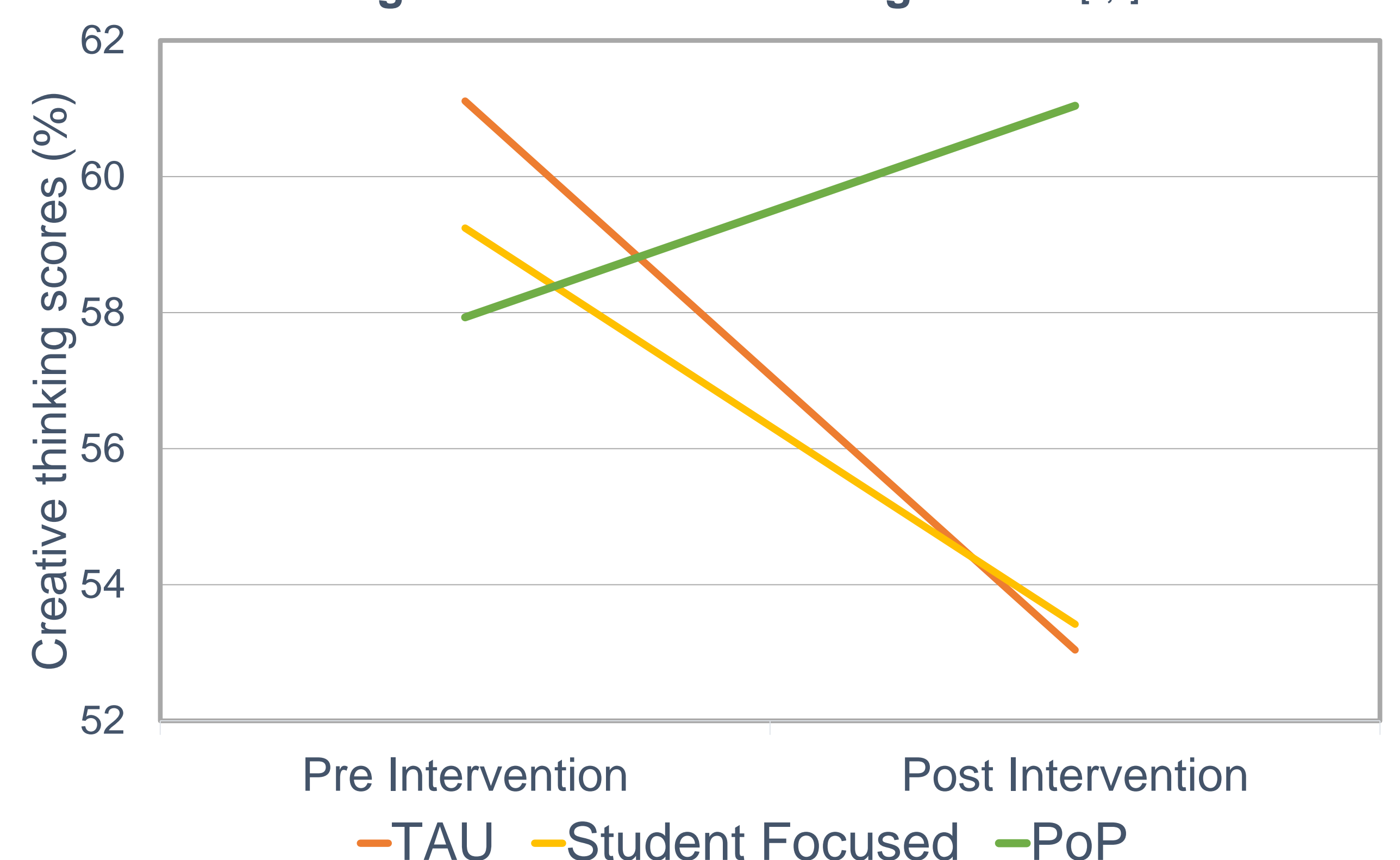
**Pedagogy of Play (PoP):** based on three pillars of Choice, Wonder and Delight [6,7]. Training includes practical examples linked to a teacher selected unit of work and researcher support in planning. Teachers reported that pupils were more engaged with the subject.

**Student Focused<sup>[8]</sup> (SF):** involves the application of heuristics to learning allowing pupils making independent choices about their tasks. The approach develops pupil responsibility for their own learning.

**Academic Progress:** Monitored throughout and learners attained expected outcome in PoP and TAU with an improvement in the SF group.

*Statistical analysis of the Creative Thinking scores revealed a significantly greater improvement for the PoP intervention with a mean improvement of 3.10 whereas SF and TAU both showed a decrease of -8.07 and -5.82 respectively.*

Changes in Creative Thinking Scores<sup>[4,5]</sup>



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