



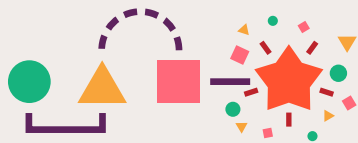
# DOMAIN GENERAL

## CREATIVITY & CRITICAL THINKING

This rubric identifies the student skills related to creativity and critical thinking to be fostered in teaching and learning. It can be used to reflect on existing teaching practices and design new activities to foster student creativity and critical thinking. It can be adapted to better fit specific contexts or domains. Teachers/faculty can discuss it with students to build understanding of creativity and critical thinking and ensure these skills are taught and learned explicitly. It is not meant to score students or provide them with a continuum of skill progression.

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# DOMAIN GENERAL



## CREATIVITY

Coming up with new ideas and solutions



## CRITICAL THINKING

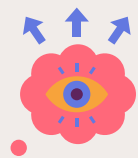
Questioning and evaluating ideas and solutions



## INQUIRING

Make connections to other concepts and knowledge from the same or from other disciplines

Identify and question assumptions and generally accepted ideas or practices



## IMAGINING

Generate and play with unusual and radical ideas

Consider several perspectives on a problem based on different assumptions



## DOING

Produce, perform or envision a meaningful output that is personally novel

Explain both strengths and limitations of a product, a solution or a theory justified on logical, ethical or aesthetic criteria



## REFLECTING

Reflect on the novelty of solution and of its possible consequences

Reflect on the chosen solution/ position relative to possible alternatives