**Creative Thinking VALUE Rubric**

*for more information, please contact value@aacu.org*

**Definition**

Creative thinking is both the capacity to combine or synthesize existing ideas, images, or expertise in original ways and the experience of thinking, reacting, and working in an imaginative way characterized by a high degree of innovation, divergent thinking, and risk taking.

Evaluators are encouraged to assign a zero to any work sample or collection of work that does not meet benchmark (cell one) level performance.

<table>
<thead>
<tr>
<th>Capstone</th>
<th>Milestones</th>
<th>Benchmark</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>4</strong></td>
<td><strong>3</strong></td>
<td><strong>2</strong></td>
</tr>
</tbody>
</table>

**Acquiring Competencies**

This step refers to acquiring strategies and skills within a particular domain.

- Reflect: Evaluates creative process and product using domain-appropriate criteria.
- Create: Creates an entirely new object, solution or idea that is appropriate to the domain.
- Adapt: Successfully adapts an appropriate exemplar to his/her own specifications.
- Model: Successfully reproduces an appropriate exemplar.

**Taking Risks**

May include personal risk (fear of embarrassment or rejection) or risk of failure in successfully completing assignment, i.e. going beyond original parameters of assignment, introducing new materials and forms, tackling controversial topics, advocating unpopular ideas or solutions.

- Actively seeks out and follows through on untested and potentially risky directions or approaches to the assignment in the final product.
- Incorporates new directions or approaches to the assignment in the final product.
- Considers new directions or approaches without going beyond the guidelines of the assignment.
- Stays strictly within the guidelines of the assignment.

**Solving Problems**

Not only develops a logical, consistent plan to solve problem, but recognizes consequences of solution and can articulate reason for choosing solution.

- Having selected from among alternatives, develops a logical, consistent plan to solve the problem.
- Considers and rejects less acceptable approaches to solving problem.
- Only a single approach is considered and is used to solve the problem.

**Embracing Contradictions**

Integrates alternate, divergent, or contradictory perspectives or ideas fully.

- Incorporates alternate, divergent, or contradictory perspectives or ideas in a exploratory way.
- Includes (recognizes the value of) alternate, divergent, or contradictory perspectives or ideas in a small way.
- Acknowledges (mentions in passing) alternate, divergent, or contradictory perspectives or ideas.

**Innovative Thinking**

Novelty or uniqueness (of idea, claim, question, format, etc.)

- Extends a novel or unique idea, question, format, or product to create new knowledge or knowledge that crosses boundaries.
- Creates a novel or unique idea, question, format, or product.
- Experiments with creating a novel or unique idea, question, format, or product.
- Reformulates a collection of available ideas.

**Connecting, Synthesizing, Transforming**

Transforms ideas or solutions into entirely new forms.

- Synthesizes ideas or solutions into a coherent whole.
- Connects ideas or solutions in novel ways.
- Recognizes existing connections among ideas or solutions.