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Empowerment

Inclusivity





Aspiration

RQ: To what extent does teaching for creativity support school improvement? 1

Why did we decide this line of inquiry?

- We are focusing in particular on developing "inquisitiveness"
- Resonated with existing school priorities and areas of interest
- Wide application in different contexts
- Focuses on classroom practice that can supplement and strengthen existing curriculum approaches
- We believe that creativity is valuable per se, but can it also improve other outcomes?



Year 1: Exploration of Inquisitiveness



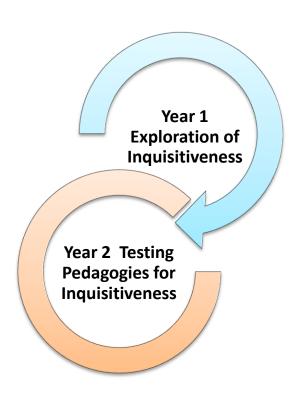
Sub research questions

What does creative thinking in the classroom look like? What do we mean by inquisitiveness in the classroom?

9 Action Research were conducted across Trust schools based on wondering and questioning/ exploring and investigating in the classroom.



Year 2: Testing Pedagogies for Inquisitiveness – Process



Sub research question

What pedagogies can be used in the classroom to foster inquisitiveness?

Projects

Action Research Projects from last year were upscaled in some cases across whole key stages and in others to whole departments

Pedagogical approaches included:

Exploring and Investigating through project-based learning

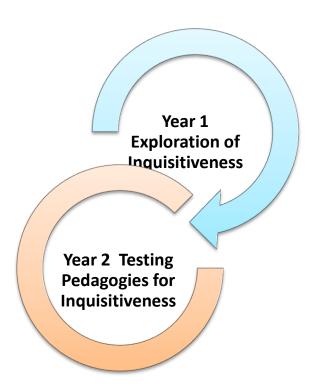
Mantel of the Expert

Wicked questions

Using oracy to aid inquisitiveness

Wondering and questioning

Year 2: Testing Pedagogies for Inquisitiveness - Findings



It was clear that to foster inquisitiveness in the classroom was multidimensional and the following factors emerged as being important.

1) Student attributes

Students perceived that:

- having autonomy over projects made them successful
- they were more inquisitive when there was student led learning
- o inquisitiveness was a skill that could be learned
- collaboration helps them to be more inquisitive
- project based learning helped them acquire knowledge that they could apply to other settings, e.g. exams
- o students identified that challenge helped them to be inquisitive

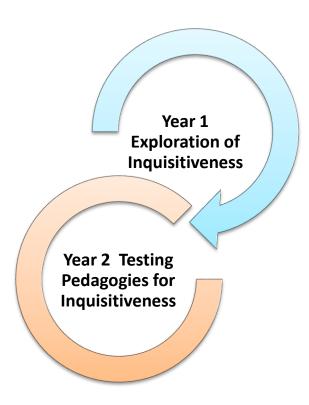
2) Classroom Culture

Students perceived that elements of their classroom impacted their inquisitiveness:

- o relationship between student and teacher
- seating plans

"If the teacher makes it look like he wants to do it. If the teacher's just sat there, you're just gonna be bored, you want the teacher to be interested."

Year 2: Testing Pedagogies for Inquisitiveness – Findings



3) Teacher attributes

Students perceived that:

- o a teacher's own inquisitiveness impacted their inquisitiveness
- the dynamics between students and teacher affected their desire to be inquisitive in lessons
- Project-based learning helped students to be more inquisitive and curious in their learning

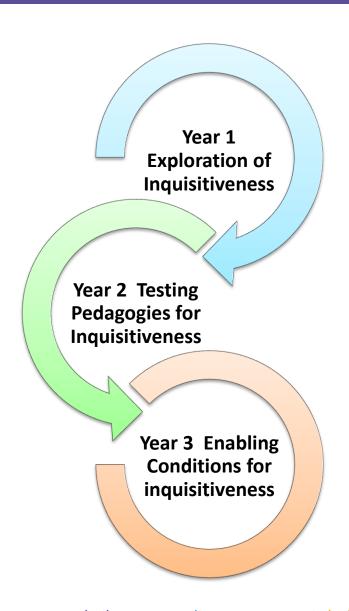
4) Whole School Ethos

There seemed to be a correlation between inquisitive values and whole school values.

For example, in a primary school where collaboration was a 'key attribute' students were able to articulate how this helped them to be more inquisitive.

"Some lessons are set out quite boringly.
They just talk for ages and then set us
some book work and they don't really set
you any challenges. If we're not challenged
then we're not learning anything, we're not
progressing."

Year 3: Enabling conditions for inquisitiveness in the classroom



Sub research question: What are the conditions for inquisitiveness?

Student Attributes

Teacher Attributes Classroom Culture School Ethos

Plans to create conditions for inquisitiveness in the classroom

- Upscaling our 'action research' to whole school
- Primary School projects
- Training sessions across the Trust teaching lead posts advertised
- Toolkit of pedagogies
- Teaching skills required for inquisitiveness and creativity. For example, working with Educational Consultant to create dialogic teaching cards for inquisitiveness and collaboration