In my science amp lab, I demonstrated the creative thinking core competency the most. I got new ideas when I played. For example, I adjusted the number of cells to make the bulb brighter. I also I can get new ideas or build on other people’s ideas. For example, when Lauren said, “how can we make this brighter?” I suggested the we add all four cells. I can generate new ideas.

I can also generate new ideas. I get ideas when I use my senses to explore. For example, I felt the wires for how we could be more efficient with connecting them. When we were making the sway, I combine other ideas in. For example, Olive was in my group and I had to include her in the process, so I gave her the role of adding the pictures. I also have deliberate ideas for quieting my conscious mind. For example, I took a walk before getting to work.

I could've worked on developing ideas. I struggled with connecting the wires at first, but didn’t change what I was doing, instead I had to wait for Nayoen to step in and help out. I should've also tried again (build the skills I need to make my ideas work, and usually succeed, even if it takes a few tries.