



Module 3: Innovation

Topic 3.3: Techniques for teaching innovation?

Quiz

Check your knowledge by answering questions in the following quiz:

What do we mean by the rubric »A« among the STEAM's key attributes to be taught in addition to codified (technological/scientific) curricula?

- applied science, arts, 3D thinking
- arts, design, modern techniques, visual arts
- design, haptic problem-solving, applied creativity, and integrated learning
- arts and crafts, planning, specialization in the design

Innovation is:

- having an idea
- the development or adoption of new concepts or ideas and successful exploitation of new ideas
- the origination of a new concept or idea as the result of a process of creativity

What does the evaluation in the creative process mean?

- Pearson thinks that idea is really great according to talking to her friends.
- The idea is analysed for its feasibility.
- Writing a business plan.
- A teacher decides whether the idea is good or bad.

In terms of future environment and the needs of future generation teaching, what does VUCA mean?

- Visible
- Creative
- Volatile



- Uncertain
- Ambiguous
- Accessible
- Complex

Which are the four main types of innovations?

- Marketing/market innovation
- Organizational innovation
- Process innovation
- Social innovation
- Product innovation

Which statements are incorrect?

- Students will be more innovative if we give them open-ended questions.
- There are seven ways of teaching innovativeness.
- Reviewing on the day before the test is boosting the creativity of students.