



Innovative Thinking

Competence 4 of 4

Upper secondary / VET · ages ~15-18+



WHAT IS THIS COMPETENCE ABOUT? A disciplined, iterative process for turning insights into testable solutions. It combines **inquiry and speculation, creativity, design skills, adaptability and storytelling** — from framing challenges to prototyping and purposeful communication.



The student is able to...

OBJECTIVES

- Analyse underlying assumptions.
- Make evidence-based decisions.
- Synthesise valuable ideas into a new concept.
- Plan and execute a design cycle.
- Present and model design ideas with a sustainable perspective.
- Adapt designs to feedback and communicate complex ideas persuasively.

ASSESSMENT CRITERIA

- Develops creative, feasible and meaningful solutions.
- Carries out design projects following design methods.
- Reflects on learning and adjusts strategies.
- Communicates creative viewpoints and adapts them to audience and goal.
- Integrates data and evidence into a narrative.



The teacher is able to...

OBJECTIVES

- Facilitate evidence-based decision-making.
- Encourage critical discussion about uncertainty and innovation.
- Guide students from idea to implementation.
- Support ethical, sustainable and user-oriented design.
- Guide the use of narratives for professional, creative or persuasive purposes.

ASSESSMENT CRITERIA

- Supports defending ideas with evidence and reasoning.
- Uses authentic assessments that value originality and innovation.
- Uses feedback that rewards learning from failure.
- Assesses design work for process, ethics and innovation and weighs adaptability.
- Evaluates storytelling for clarity, coherence and audience impact.

Partners: Universidad de Burgos · HAMK · IPCA · Junta de Castilla y León · CFIE · Politécnico de Leiria · NHL Stenden · Howest · TUS

Co-funded by the Erasmus+ Programme of the European Union. The European Commission's support for this product does not constitute an endorsement of its contents.