

## APPENDIX C

### 253 Pieces of Data Showing Evidence of 8 Fundamental Attributes

#### 1. Serendipitous Learning

*(23 pieces of data within 10 Creative Categories showed evidence of the Serendipitous Learning attribute)*

Amphibian & Insect Habitats (4): 001, 002, 003, 015

Dance (1): 027

Doodles on Math Pages (1): 032

Drawing (3): 036, 039, 044

Dyes (2): 054, 055

Food Creations (1): 060

Forts and Spaces (7): 082, 098, 100, 101, 109, 114, 119

Glue (2): 126, 128

Masking & Duct Tape Creations (3): 140, 144, 149

Painting (3): 174, 182, 186

#### 2. Process as Important as Product

*(26 pieces of data within 9 Creative Categories showed evidence of the Process as Important as Product attribute)*

Drawing (4): 036, 041, 042, 044

Dyes (4): 048, 053, 054, 055

Food Creations (2): 058, 061

Forts and Spaces (4): 086, 091, 092, 093

Head & Hands Accoutrements (1): 137

Painting (5): 175, 176, 178, 180, 181

String (2): 207, 209

Tools (2): 220, 221

Toys & Games (2): 228, 230

#### 3. Cross Pollination

*(50 pieces of data within 11 Creative Categories showed evidence of the Cross Pollination attribute)*

Amphibian & Insect Habitats (5): 004, 005, 006, 007, 015

Dyes (2): 048, 050

Forts and Spaces (11): 069, 071, 099, 103, 107, 110, 111, 112, 114, 115, 116

Frozen Creations (3): 120, 121, 122

Glue (5): 123, 124, 125, 127, 129

Head & Hands Accoutrements (2): 135, 136

Masking & Duct Tape Creations (7): 138, 139, 140, 141, 142, 144, 146

Math Class Creations (3): 157, 158, 159

Mixtures and Potions (5): 161, 162, 163, 164, 168

String (5): 205, 206, 208, 211, 212

Table Marks (2): 218, 219

#### **4. Autonomous Group Learning**

*(45 pieces of data within 8 Creative Categories showed evidence of the Autonomous Group Learning attribute)*

Dyes (3): 051, 053, 055

Forts and Spaces (31): 065, 066, 067, 068, 069, 070, 071, 072, 073, 074, 078, 080, 081, 082, 084, 085, 087, 088, 089, 094, 096, 098, 102, 103, 108, 109, 110, 111, 112, 115, 116

Masking & Duct Tape Creations (2): 151, 153

Movies (2): 170, 171

Panting (2): 184, 185

Sounds and Rhythms (2): 199, 203

String (1): 207

Toys & Games (2): 229, 231

#### **5. Innovative Appropriation & Adaptation**

*(48 pieces of data within 7 Creative Categories showed evidence of the Innovative Appropriation & Adaptation attribute)*

Amphibian & Insect Habitats (4): 001, 002, 005, 006

Cheerios (6): 017, 018, 019, 020, 021, 022

Classroom Space (2): 023, 025

Dance (1): 027

Dyes (6): 047, 048, 049, 050, 051, 052

Forts and Spaces (22): 065, 066, 068, 069, 070, 071, 072, 076, 082, 083, 087, 091, 098, 099, 100, 103, 107, 109, 110, 111, 112, 119

Glue (7): 123, 124, 125, 126, 127, 128, 129)

#### **6. Creative Transcendence & Aesthetic Enhancements**

*(13 pieces of data within 7 Creative Categories showed evidence of the Creative Transcendence & Aesthetic Enhancements attribute)*

Cheerios (2): 020, 021

Drawing (1): 040

Dyes (1): 048

Food Creations (1): 058

Forts and Spaces (5): 090, 094, 117, 118, 119

Frozen Creations (2): 120, 121

Head & Hands Accoutrements (1): 135

#### **7. Communication, Empowerment & Self-Advocacy**

*(59 pieces of data within 10 Creative Categories showed evidence of the Communication, Empowerment & Self-Advocacy attribute)*

Amphibian & Insect Habitats (2): 010, 013

Cheerios (1): 021

Classroom Space (4): 023, 024, 025, 026

Drawing (4): 038, 042, 044, 045

Forts and Spaces (22): 066, 067, 069, 070, 071, 072, 080, 081, 084, 088, 090, 092, 094, 095, 096, 102, 103, 1, 111, 114, 115, 116

Frozen Creations (3): 120, 121, 122

Head & Hands Accoutrements (2): 131, 135

Studio & Supply Area (4): 213, 214, 215, 216

Table Marks (3): 217, 218, 219

Whiteboard (13): 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253

### **8. Conflict Within the Status Quo**

*All 253 pieces of data in all 27 Creative Categories showed evidence of the Conflict Within the Status Quo attribute*