



Creative Thinkers Foundation

Winner of “ NGO of the Year” Award by UBS forums for Education Welfare  
**Flagship Program**

**FUSION of SCIENTIFIC AND CREATIVE SKILLS**  
*inter school team based Extemporal competition*



**QUANTA OF CREATIVITY**

A platform to Nurture SWIFT, SMART, SPONTANEOUS DECISION making skills-

A desirable 21 st Century skills!

**Being organised since 2016 involving over 1300 children(2016 event supported by Dept. of Sc. & Tech., Govt. of India )**

*A World-Class Education through Creative problem solving method has been introduced worldwide successfully using STEM and futuristic problem solving activities.*

First platform of its kind, focussing **CREATIVE PROBLEM SOLVING** in India, with a belief on experiential learning. Growing importance of product design and creative expressions, **Art** has been recognised as desirable skill for all hence CTF initiated this event named STEAM. In India **Creative Thinkers Foundation (CTF)** initiated the unique event, the first inspiring innovation program namely ‘STEAM 2K16’ was organised in 2016 where students got the inspiration to be creative and innovative. **STEAM stands for Science, Technology, Engineering, Arts and Mathematics.** It's the fusion of science and art required to enhance overall creativity .STEAM is an educational movement poised to place Art and Design at the centre of STEM in order to truly meet the needs of 21st century economy. This is a forum for expression of their inherent creativity in a stress free environment, no preparedness but simply spontaneous thinking and analytical frame of mind works. This is an educational initiative for Nurturing life skills of SMART DECISION making skills through spontaneous problem solving activities.

It is an endeavour to engage students in experiential learning , persist in problem solving , embrace collaboration , take thoughtful risks and work through the creative process . Spontaneous thinking includes quick creative/scientific problem analysis and decision making.

This is an activity ***“To develop a complete mind, Study the science of art, Study the art of Science. Learn how to see, Realize that everything connects to everything else”***

During a short period of 3 years over a thousand children from around 70 odd schools have participated in Spontaneous workshops and STEAM like events. An international exposure is given through participation in STEAM like events viz. DECATHLON in Korea, Odyssey of the Mind (USA) They have brought home back the laurels. The 10 year long exposure to another world famous creativity based educational program Odyssey of the Mind is also being organized by same group. Where in more than 7000+ children & 100+ teachers enrol for the programme every year and the numbers are growing.

No question papers, no general knowledge test, we just make them go through extemporaneous problem solving process in a defined time frame. The skill of taking quick, right and creative decisions is the indicator of their technical and artistic thought process. The activities designed by CTF will guide the parents/ teachers to unleash the inherent talent, even if they pursue the S & T stream or not but they can find the areas where they can de-stress themselves. These small activities help the generation to take swift, smart decisions, work in group mode and using natural and financial resources judiciously.

CTF takes care of recognizing and motivating students in teams; individuals and also the schools promoting creativity in school activities.

**FORMAT OF EVENT - In this 1 day event** nearly 260 students (in team format, team consists of 5 students) participate

- o **One hour of team activity** ( Skill based + Creative Art based)
- o **15 minutes Activity - identifying most Creative Individual**

#### **Category of Participants**

- Group 1 class 3 – 5;
- Group 2 class 6 – 8
- Group 3 - class 9 – 11 )

#### **Awards -**

The awards to **3 top teams** in each category

**School** Winning most no. of Award

Most Creative Individual

Certificates to all participants

. To find the most creative individual another round of competition is organised among top team members of each category.

***“Everyone is a genius. But if you judge a fish by its ability to climb a tree, it will live its whole life believing that it is stupid.”***

*Einstein*



Team in Action

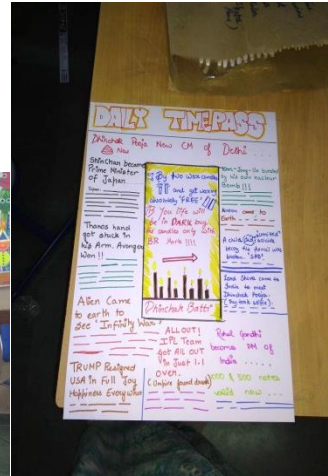
Medals and Trophies for Winners of Each Category



Valedictory Function



Certificates for all



Other Category in Action

Group of Experts watching Action

Creative Expression !!!

Our Experience at STEAM 2K18  
Ramagya School

On 5<sup>th</sup> May, 2018, we participated in an interschool team competition of creativity, decision making and problem solving at Ramagya school. We learned a lot there and the best part was, we were able to use our creative minds in order to solve a problem. We enjoyed the whole session, we faced some difficulties while performing but at the end we were able to finish the task. We made many friends there and learned a lot from their ideas as well. STEAM 2K18 was all about "creativity can happen any time, any where" and we wish to take part in such competitions some again.

By  
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This activity is interesting and will help the students develop problem solving & analytical skills. They would be able to think creatively.

→ It will be really good together as a part of education curriculum. Nice way to develop thinking skills in kids.