Name:_____ **Alpha ID:**_____ **School:**_____

School District of Volusia County, FL
Student Services

CREATIVE POSITIVES CHECKLIST

Guideline: This checklist is used to estimate a student's creative ability when he/she is screened for the gifted program.

Directions: One checklist will be given to three teachers, one at a time, who know the student's abilities. Each teacher checks the characteristics that he/she has observed in the student. If an item has been checked once, that is sufficient. The second and third teachers merely add checks to the same sheet. Once an item is checked, it remains, regardless of what subsequent raters have observed.

Scoring: To score the checklist, simply count the number of items checked to find the raw score. Use the raw score in the table to find the number of points one has for creativity.

1. Ability to express feelings and emotions

☐ Expresses feelings and emotions facially
☐ Expresses feelings and emotions by body gestures
☐ Expresses feelings and emotions in writing
☐ Expresses feelings and emotions in discussions
☐ Expresses feelings and emotions in role playing
☐ Expresses feelings and emotions in dramatics
☐ Expresses feelings and emotions in dance and/or creative movement
☐ Expresses feelings and emotions in visual art media
☐ Expresses feelings and emotions in music and rhythm

2. Ability to improvise with materials

☐ Makes toys from commonplace materials
☐ Uses commonplace materials to modify toys
☐ Makes games from commonplace materials
☐ Uses commonplace materials for home purposes
☐ Uses commonplace materials for school purposes
☐ Uses commonplace materials in "inventions"
☐ Uses commonplace materials in music and rhythm

3. Articulateness in role playing and storytelling

☐ Role playing becomes very involved and life-like
☐ Expresses ideas in role playing
☐ Responds at empathic level toward others in role playing
☐ His storytelling arouses interest
☐ Becomes very involved in storytelling
☐ Engages in fantasy in storytelling

4. Enjoyment of and ability in visual art

☐ Experiences real joy in drawing
☐ Experiences real joy in painting
☐ Experiences real joy in sculpture
☐ Experiences real joy in other visual art activities
☐ Understands subject matter by "drawing it"
☐ Communicates skillfully through drawings
☐ Communicates skillfully through painting
☐ Communicates skillfully through sculpture
☐ Makes others see something new through visual arts

5. Enjoyment of and ability in creative movement, dance, dramatics, etc.

☐ Experiences deep enjoyment in dance and/or creative movement
☐ Experiences deep enjoyment in creative dramatics
☐ Becomes completely absorbed in dance and creative movement
☐ Can elaborate ideas through creative movement and/or dance
☐ Movement facilitates learning and understanding
☐ Creative drama facilitates learning and understanding ideas, events, concepts
☐ Creates own style of movement, dance, etc.

6. Enjoyment of and ability in music, rhythm…

☐ Writes, moves, works, walks with rhythm
☐ Rhythm facilitates learning of skills
☐ Rhythm facilitates learning and understanding ideas, events, concepts
☐ Creates songs
☐ Creates music
☐ Can interpret ideas, events, feelings, etc., through rhythm
☐ Can interpret ideas, events, feelings, etc., through music

7. Expressive speech

☐ Speech is colorful
☐ Speech is picturesque (suggests a picture, etc.)
☐ Speech includes powerful analogies, metaphors
☐ Speech is vivid (lively, intense, penetrating, etc.)
☐ Invents words to express concepts new to him

8. **Fluency and flexibility in non-verbal media**

- ☐ Produces large number of different ideas through drawings
- ☐ Produces large number of ideas with common objects
- ☐ Produces large number of ideas through creative movement/dance
- ☐ Produces large number of ideas through music and rhythm
- ☐ Produces large number of ideas in play situations
- ☐ Produces large variety of ideas through drawings
- ☐ Produces large variety of ideas through dance
- ☐ Produces large variety of ideas through music

9. **Enjoyment of and skills in small group activities, problem-solving, etc.**

- ☐ Work in a small group facilitates learning
- ☐ Tries harder in small groups
- ☐ Produces ideas in small groups
- ☐ Skillful in group organization
- ☐ Highly aware of feelings and skills of others in small groups
- ☐ Supports other members of small group, high group loyalty and involvement

10. **Responsiveness to the concrete**

- ☐ Ideas start flowing when concrete objects and materials are involved
- ☐ Uses concrete objects and materials to generate ideas, solutions, etc.

11. **Responsiveness to the kinesthetic**

- ☐ Movement stimulates ideas
- ☐ Movement communicates ideas

- ☐ Skillful in interpreting meaning of concept

12. **Humor**

- ☐ Portrays comical, funny, amusing in writing
- ☐ Portrays comical, funny, amusing in role playing
- ☐ Portrays comical, funny, amusing in drawings
- ☐ Makes humorous cartoon strips (original)
- ☐ Portrays comical, funny, amusing in dramatics
- ☐ Makes people laugh in games
- ☐ Makes up humorous jokes
- ☐ Makes people laugh (not make fun of) in discussion
- ☐ Tells his experiences with humor

13. **Richness of imagery in informal language**

- ☐ Makes others see pictures when he tells a story or relates personal experiences
- ☐ Makes people see a picture when he describes something in a conversation
- ☐ Makes people see pictures n role playing and dramatics

14. **Originality of ideas in problem-solving**

- ☐ Produces solutions that others do not think of
- ☐ Produces solutions when no one else can
- ☐ Solutions are unusual, unconventional
- ☐ Stories have unusual endings
- ☐ Stories have unusual plots
- ☐ Stories have unusual titles
- ☐ Comes up with inventions to solve problems
- ☐ Innovates with commonplace materials to produce solutions to day-to-day problems

15. **Problem-centeredness**

- ☐ Doesn't give up, keeps trying to solve problems
- ☐ Shows concern about the problems of others and tries to solve them
- ☐ Is hard to distract when he is concerned about a problem
- ☐ Keeps seeing relevance of new information to problems of group

16. **Emotional responsiveness**

- ☐ Responds emotionally to stories, events, needs of group members, etc.

17. **Quickness of warm-up**

- ☐ Always ready to go; may get tired of waiting and become "turned off"

SCORING

School	1 Point Raw Scores Third Quartile	2 Points Raw Scores Above Third Quartile
Elementary	36-44	Over 44
Middle	16-29	Over 29
Senior	26-36	Over 36