Creativity

Think broadly about not just what you create online (emails, messages, comments, images, posts, etc.), but also how you create, and what the opportunities and challenges are to being creative. By creating, we can share things about ourselves with others.

* What is creativity?
* What are the different ways people are creative online?
* How do you express yourself online?
* What are the challenges to being creative online?
* What do you like about being creative online? How is it different from being creative offline?

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1. **Create-an-Avatar**

* Create an avatar (a role model or a superhero) that represents a person who engages in creative ways with science and technology. How can this avatar inspire or motive others to go further with science and technology? How can they show that science and technology are really cool?
* *Participants will receive a large sheet of paper and some art materials.*
* **Takeaway**: Everyone has interesting perspectives to contribute, and being interested in STEM as a youth can be cool and inspiring.

**(B) Create-an-App**

* Come up with a way to use an existing online service or social network online to help other youths share their experiences with science and technology. Do you want to create a new tool or feature for a current social media application, or do you want to create a whole new way to interact with others interested in science and technology? Use art supplies to design the web tool’s functions, design, characters, desktop, features, icons, buttons, etc.
* *Participants will receive paper and some art materials.*
* **Takeaway:** We can use the internet to reach others, spreading knowledge and encouraging people to follow their interests.

**(C)** **Create-a-Story**

* Create a story about youths who are interested in science and technology. How do these youths overcome challenges? What are opportunities that science or technology have for them? Write a skit, make a movie, create a photo series, or make a fake Facebook profile!
* *Participants will have access to media equipment, including still/video cameras.*
* **Takeaway:** We can use storytelling and new media to reach out to others, spreading knowledge and encouraging people to pursue their interests in STEM.