

THE

CREATOR

ARCHETYPE



**SOCIAL & EMOTIONAL
FOUNDATION**



**ACADEMICS
& ARTISTRY**



**DIGITAL
FLUENCY**



**DESIGN
THINKING**



**CIVICS
& SERVICE**

The **Creator Archetype** outlines the skills, competencies, and experiences that equip and empower youth to create their best lives and world.

CREATIVITY

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creativity (n): The ability to **IMAGINE** new ways of solving problems, approaching challenges, making connections or creating products.

Creativity is not based on a formula, but on thinking that relates to discovery and inquiry.

Creativity In Learning (Gallup)



Creativity is quickly becoming one of the most valued skills of top employers. In the out-of-school time learning community, we have long known that our programs build the creative muscle, yet we have lacked the structure to define it, measure it and demonstrate its value to youth and the community.

CREATING THE **CREATOR** ARCHETYPE

The **Creator Archetype** was developed through a design process that included interviews and focus groups with youth, K-12 educators, higher education leaders, industry leaders, community organization leaders, and Big Thought staff. The design process also included a thorough review of existing literature and frameworks related to youth skill development and learning pathways.

Our driving question: What are the skills and competencies a young person needs to be able to imagine and create their best lives and world?

WORKFORCE EXPERTS LITERATURE REVIEW



- American Institute for Research
- Business-Higher Education Forum
- World Economic Forum
- Burning Glass
- New Skills Now: Accenture
- Institute For The Future
- & more...

205
2019
2018
2017
2016

LOCAL INSIGHTS COLLECTED

(Higher Ed, Industry, K-12, Community Orgs, & Youth)

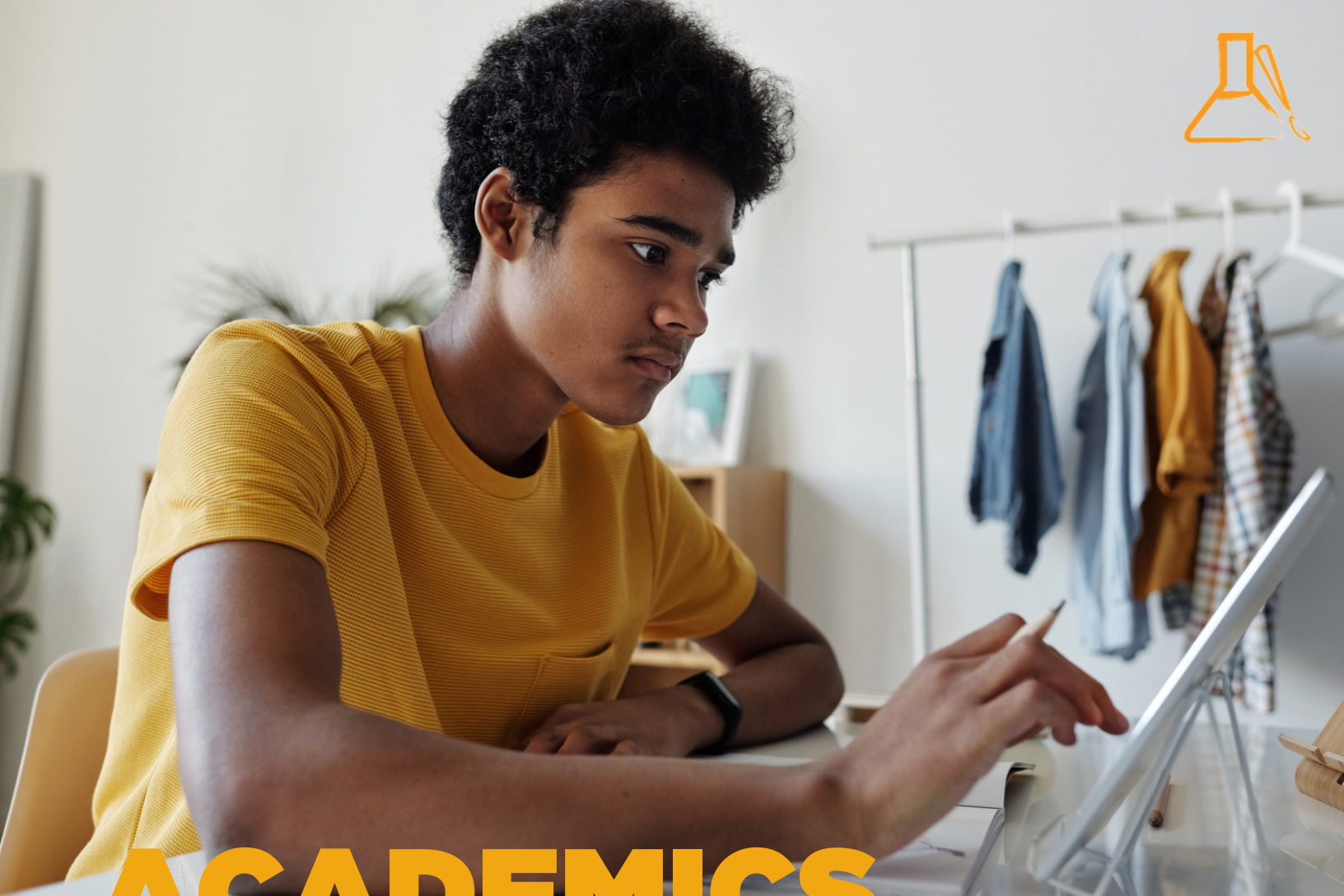


SOCIAL & EMOTIONAL FOUNDATION

Creators know themselves and others.

They recognize that no one is successful alone and they build up their capacity to be empathetic, collaborative, and self-aware.

- **SELF-AWARENESS**
- **SELF-MANAGEMENT**
- **SOCIAL AWARENESS**
- **RELATIONSHIP SKILLS**
- **RESPONSIBLE DECISION MAKING**



ACADEMICS & ARTISTRY

Creators are lifelong learners who are relentlessly curious.

Academic and artistic foundations give Creators the authority to choose their passions and pursue more focused areas of expertise with confidence.

- **ENGLISH LANGUAGE ARTS**
- **SCIENCE STEAM**
- **VISUAL & PERFORMING ARTS**



DIGITAL FLUENCY

Creators are digital explorers.

They take a balanced approach when using digital assets and can effectively navigate and employ both existing and emerging technologies to make judgments, solve problems, and bring new ideas to fruition.

- **MEDIA & TECHNOLOGY**
- **DATA**
- **IDENTITY & PRIVACY**
- **CONTENT CREATION**

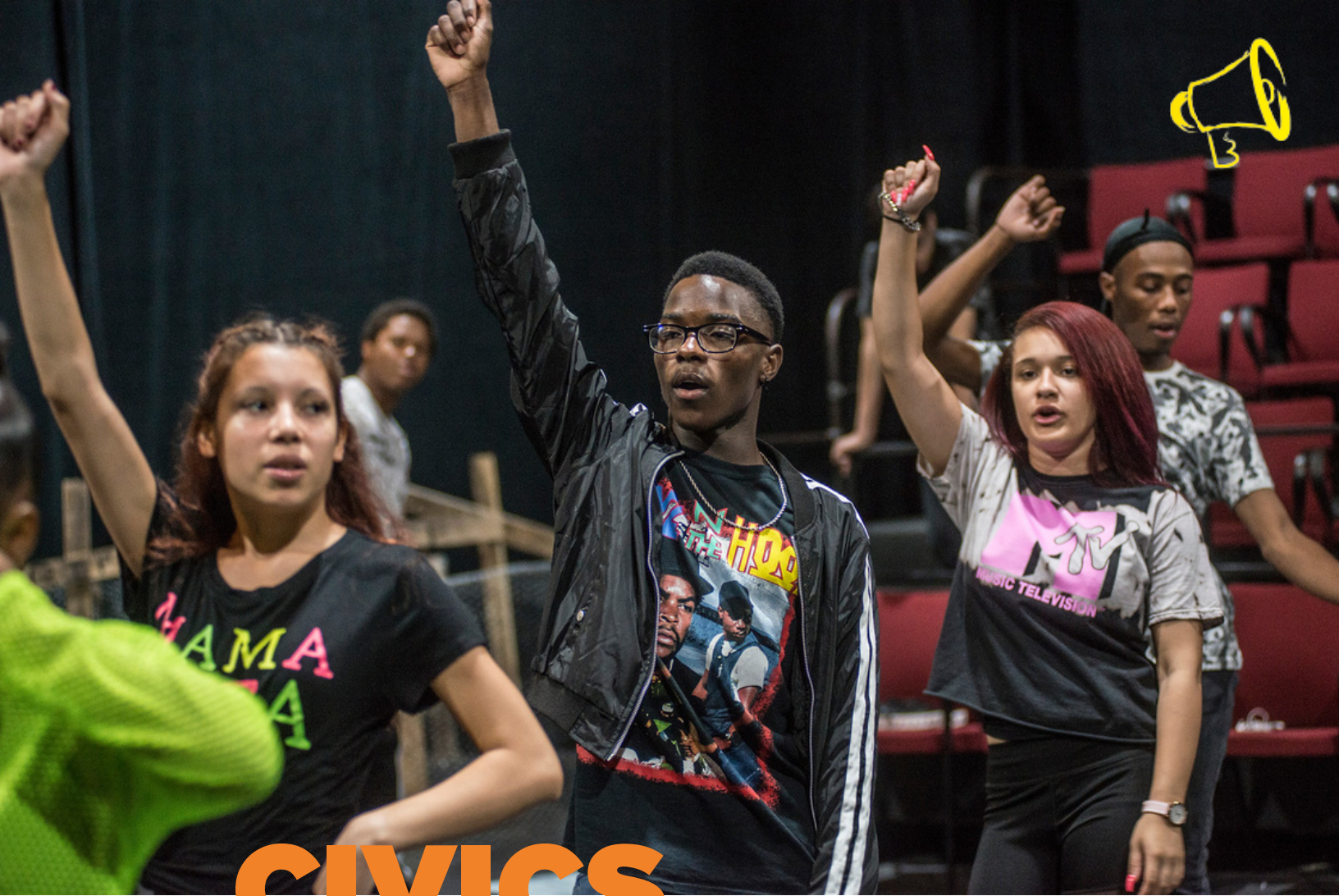


DESIGN THINKING

Creators are solution-oriented.

They can see and understand a need, build an approach to address the need, and ultimately implement a solution; even if it requires multiple iterations.

- **IDEAS INTO ACTION**
- **TIME MANAGEMENT**
- **STORYTELLING**
- **AGILITY**



CIVICS & SERVICE

Creators are participants in their communities.

With visibility and understanding of all levels of governmental systems and power dynamics, they are able to navigate systems and be agents of change.

- **VOLUNTEERING**
- **ADVOCACY (PERSUASION)**
- **PUBLIC SPEAKING**
- **CONVENING**