

# EDUCATION DEPARTMENT GUIDING PRINCIPLES

## We Value...

experiences that nurture imagination, provoke critical thinking, foster innovation, and inspire creativity. We develop programs, activities and exhibitions that support these values.

## Imagination

The capacity to conceive of what is not.

## Creativity

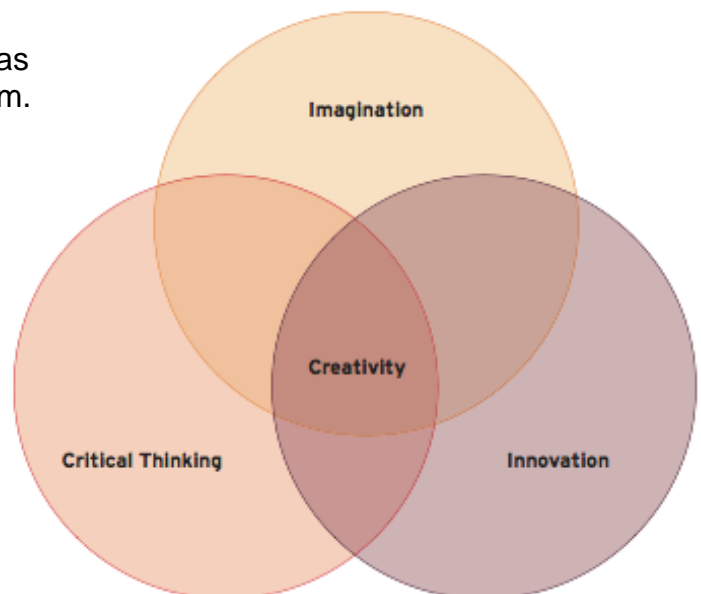
1. Creativity, in turn, is imagination *applied*: doing something, or making something, with that initial conception.
2. The process of generating new ideas that are valuable.
3. A genuine creative process involves critical thinking as well as imaginative insights.

## Critical Thinking

The purposeful and reflective process of conceptualizing, applying, analyzing, synthesizing, and or evaluating information gathered from observations, experience, expression or arguments.

## Innovation

1. Innovation comes when an act of creativity has been accepted by and advanced the field/form.
2. Is when creativity has somehow progressed, changed, or impacted the world.



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## We commit to...

- **lifelong learning** opportunities for people of all ages.
- **object-centered** learning with authentic works of art to promote a greater understanding of our humanity and history.
- **a visitor-centered approach** to museum learning. Each visitor has different needs, motivations, and prior knowledge, and thus each visitor will have a unique learning experience.
- the importance of **social learning**. Families and social groups are a primary context for learning. Learning takes place through the language, conversations, and shared experiences of social groups.
- dynamic learning through **inquiry and conversation**. The ideas, concepts, and issues at the heart of many great works of art are best revealed through constructive and critical dialogue, debate, and personal reflection.
- **active (minds-on) experiences** that are lively, inspiring, engaging, provocative, and often, fun.

