GENIUS MODE RESEARCH

CREATIVE ENVIRONMENTS SUPPORT STUDENT GROWTH

Izquierdo-Sanchis, J., & Martín, F. (2025). Home or school? The impact of social environmental factors in the development of children's creativity. *The Journal of Creative Behavior*, 59(1), 150–168.

ESSENTIAL QUESTIONS

Where should schools concentrate their effort if they want to raise students' measured creativity on family supports or on school-level climate and pedagogy?



Which school practices are linked with higher creativity performance?

KEY TAKEAWAYS



- Self-reported "creative home climates" DID NOT correlate with increased creativity scores.
- Concrete practices drive results; simple encouragement from teachers did not.
- Teacher responsiveness is pivotal. Supportive, risktolerant teaching relates to fluency/originality;
 "killing ideas softly" suppresses creative behavior.
- Many teachers only associate creativity with the arts, indicating a PD need.

DOS AND DON'TS

DO Use student-centered methods school-wide: project-based learning, cooperative learning, inquiry; trim default reliance on textbooks.

DO invest in PD that expands creativity beyond the arts to equip teachers of every subject with concrete strategies.

DO provide coaching on accepting novelty, inviting risk-taking, and protect emerging ideas to increase fluency/novelty.

DON'T equate "We value creativity" with actual impact.

DON'T outsource creativity to families alone.

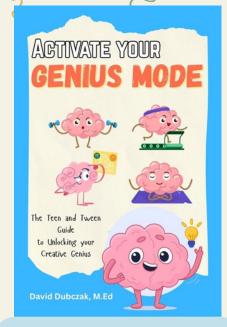




GENIUS MODE CONNECTIONS

This study confirms the Genius Mode principle that creative ideas require an environment where 1) **psychological safety** protects students' ability to freely give ideas, and 2) **explicit teaching** of divergent thinking skills.

In fact, this study confirms the entire reason I got into this field of study in the first place: **it's not enough to just tell students to be creative**. Creative problem solving is a highly disciplined process that requires intentional training and practice, and can be applied to any subject to increase our problem-solving ability.



Reviews Say:

Empowering, Entertaining, and Perfectly Designed for Tweens & Teens! "Activate Your Genius Mode is a creative powerhouse of a book that speaks directly to young minds in a way that's equal parts hilarious, encouraging, and deeply practical.

YOU NEED THIS BOOK! I feel this book will enable me to explain and get them to not be so afraid of giving a "dumb" answer... I loved this book and can NOT wait to use it in my classroom in just a few weeks!!"

John Hattie's research of educational practices shows Creativity Programs and Problem-Solving Programs can increase learning by more than one year per academic school year! Perfect for a method that can be applied to any subject.

Is smart something you're born with?

Genius isn't a birthright. It's a habit you can train.

Activate Your Genius Mode shows teens and tweens (and the adults who guide them) how to turn creativity from something you wait for into something you can do on demand. Drawing on brain science and proven psychology, this fast, practical guide teaches the three core skills every creative thinker masters:

- Divergent thinking to generate bold options
- Convergent thinking to choose the best ones
- · Planning to turn ideas into real results

Inside you'll find:

- A 30-day Creativity Bootcamp with bite-sized daily reps
- The Creative Problem-Solving (CPS) process, used by psychologists and innovators to get reliable ideas fast
- Activities, worksheets, and stories that make the science stick—and the practice fun
- Additional online free resources only for those who purchase the book, including printables, videos, lesson plans, and more.

You'll walk away able to beat blocks, make better decisions, and ship your best ideas—whether you're a student, teacher, parent, or professional problem-solver.

Creativity isn't something you're born with. It's something you build.

Open the book. Flip the switch. Activate your genius mode.