

Teaches students that original ideas are not valuable and that other peoples ideas are better

**Problems**

No thought, exploration, openness and discovery involved when templates are used

Allow for class time to work on the assignment so that students may collaborate and discuss to feel more comfortable.

Value students opinions and celebrate success

Students are taught that there is only one right answer

Templates are drag and drop; all creative and design elements already chosen

**Templates Are Destroying Creativity**

**Solutions**

because of this they...

see trial and error as failure would rather something they know will work

fear of failure: do not want to step outside of the box

**Why use Templates**

Lack of confidence in creative abilities

Comfortable with known platforms

Easier to use templates

emphasize that trial and error is part of the learning process and that there is not always one right answer. Also assure that you will not mark artistic ability but rather effort level and thinking.

help them to see the limitations to the templates they use and suggest more open platforms like: raspberry pi, scratch, HTML...