



## ABOUT IGNITE

Ignite is a **strategic framework** designed to **stimulate creative confidence** in teenagers (aged 12-18) in Dutch Secondary schools.

The framework consists of two layers:

### The Student Experience

The visible student journey starts with a one-time **Kickstart** to break assumptions about 'talent'. This is followed by a continuous rhythm:

- **Creative Sparks:** Frequent, short micro-success experiences during regular lessons.
- **Fueling the Fire:** Periodic deep-dives giving students complete autonomy.

Together, these phases drive the **Creative Confidence Loop**

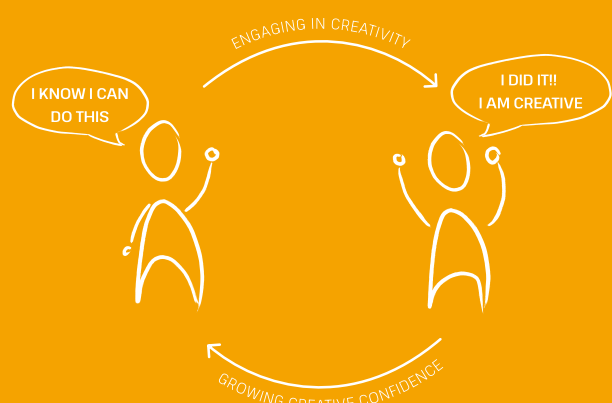
### The Systemic Foundation

Without a safe, structural foundation, classroom initiatives quickly fade. **The Fire Pit** anchors creativity in the school culture. Teachers and school leaders work together as drivers: they share successes in an active community and normalize a Brave Space across all subjects. They provide the place needed to make creativity the new normal, rather than a one-off project.



### The Activation Threshold

In order to even want to start a creative assignment, the stimulating factors (enablers) must outweigh the obstacles (blockers). In today's education system, performance pressure, grades, and lack of time often make this threshold too high.



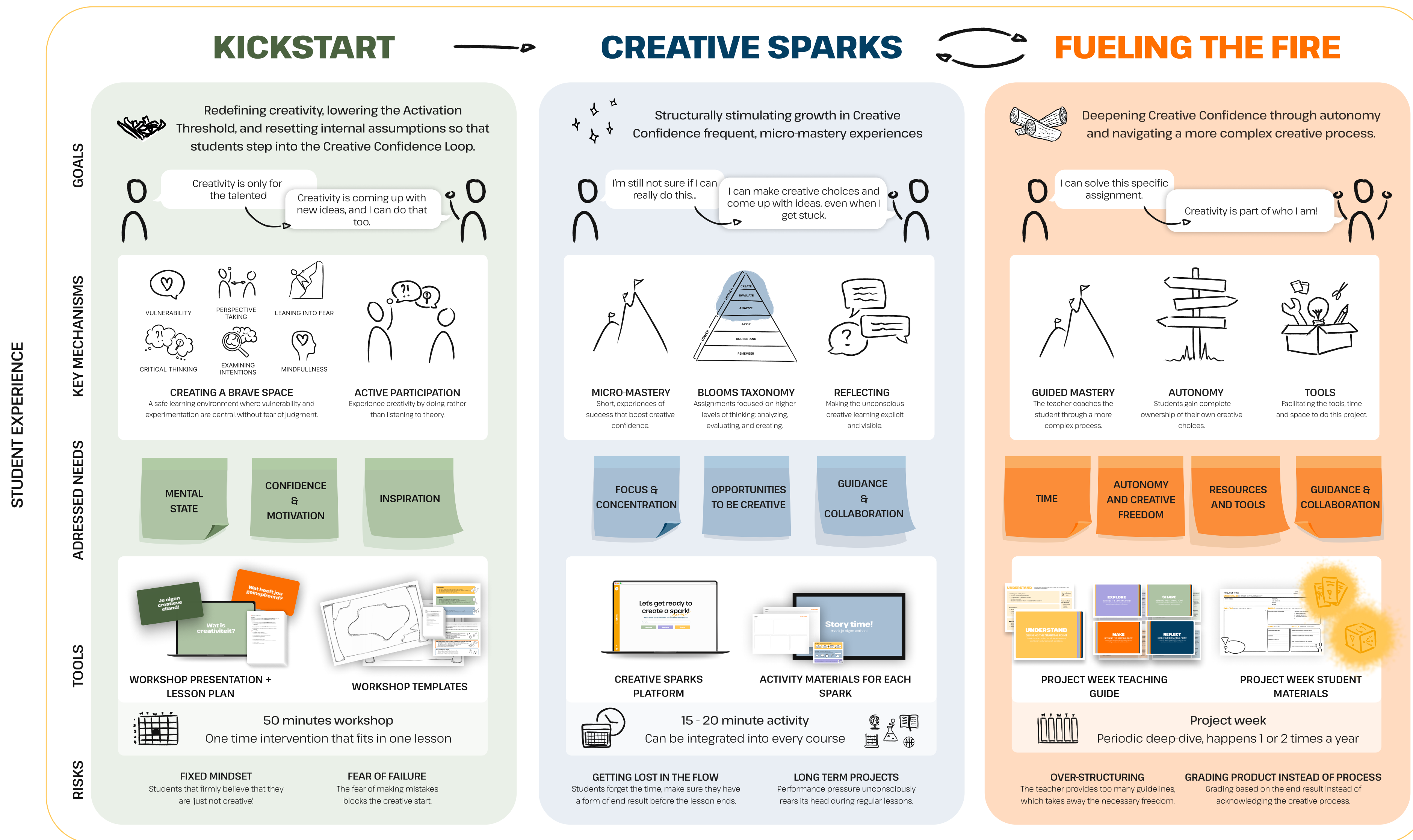
### The Creative Confidence Loop

Self-confidence grows exclusively through doing. Every small action that succeeds provides a success experience (a mastery experience). This moment of "I can do this!" strengthens self confidence, lowering the threshold for taking on the next, bigger creative challenge.



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# THE IGNITE FRAMEWORK



## THE FIRE PIT



Structurally embedding a creativity in school culture, to make it the 'new normal' and protect students' growth

