

# CREATIVE INNOVATION QUALIFICATION



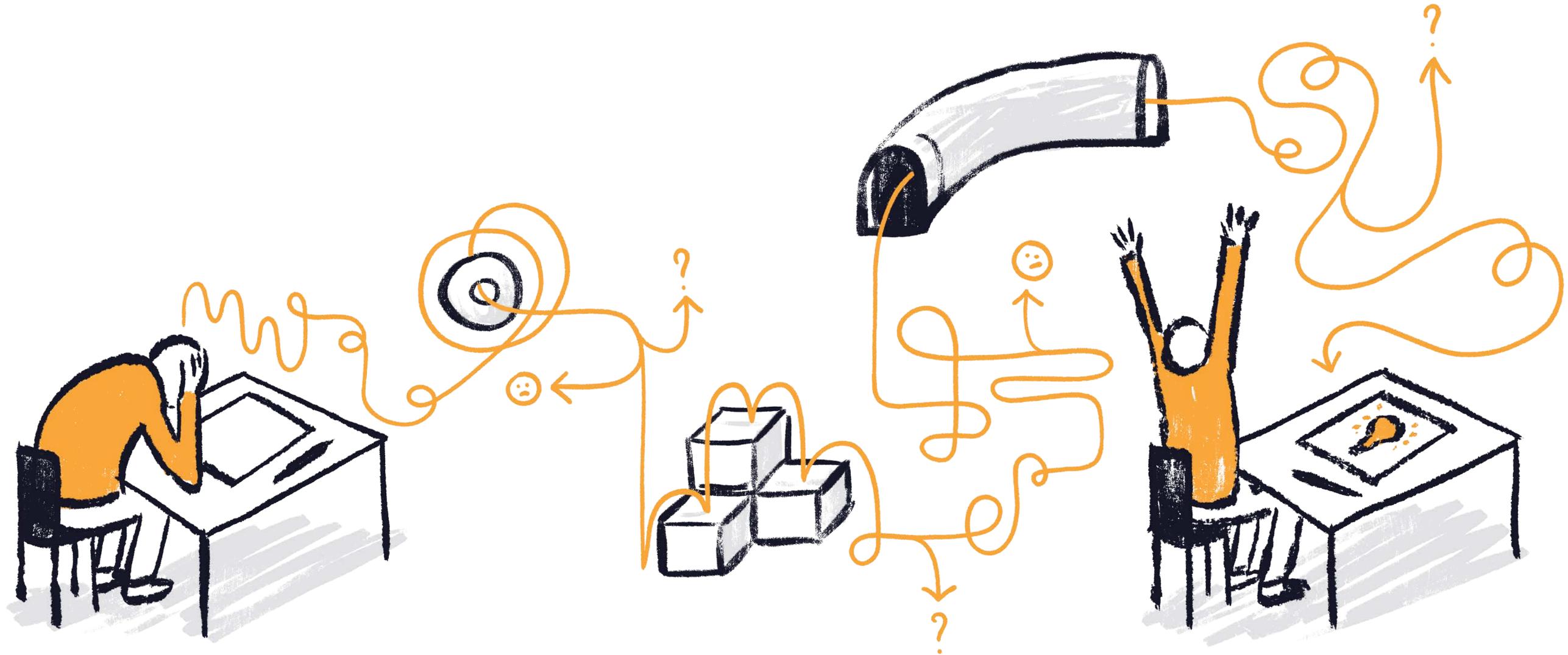
daydream  
believers

Level 5 & 6, 24 SCQF Credits  
Level 6 UCAS tariff points

# WHERE IDEAS GET REAL

The Creative Innovation Qualification has been designed to encourage an innovation mindset in our future workforce.

Students tackle real-world challenges, turn ideas into opportunities and take action to bring their solutions to life.



# CREATIVE INNOVATION, WHAT DOES IT MEAN?

Creative Innovation is a course for **S4–S6** learners (ages 15–18) at **SCQF Levels 5 and 6**.

It's a flexible course open to any teacher interested in fostering creativity, enterprise, and innovation.

Students will tackle real-world challenges linked to communities and industries, hear from innovators and explore case studies, learning to **research, develop concepts, fail and fix, communicate and evaluate** potential solutions.

[Watch video](#)



# HOW DOES IT WORK?

We've designed this qualification around two exciting playlists: **Dreamers & Doers** and **Carers & Darers**.



## One Playlist per Academic Year

Each playlist is designed to span one full academic year.

All new teachers must deliver Dreamers & Doers in the first year of delivery to support the moderation process.



## Three Challenges per Playlist

Every playlist includes three main challenges that students must complete to earn the qualification.

Each project deck has been carefully structured to support you in the delivery of the course.



## Activities and Templates

To help students get into a creative mindset, each playlist includes creative warmup activities, video content and downloadable templates. They have all been designed to enable teachers and learners in gathering evidence for marking.

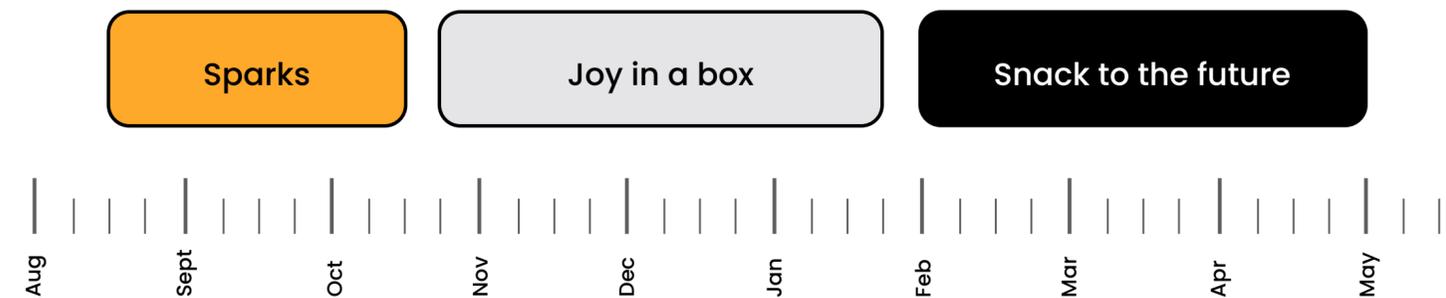
# CREATIVE INNOVATION PLAYLISTS

**Dreamers & Doers** and **Carers & Darers** are our Creative Innovation playlists, focused on developing entrepreneurial thinking, problem solving, and business skills.

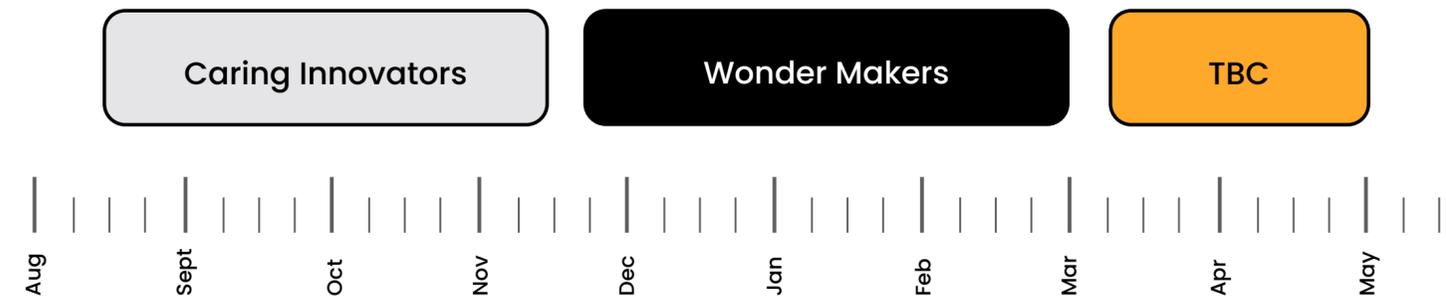
It encourages young people to explore their values, understand what matters to them, and turn ideas into real world action, blending creativity with purpose to build a future-ready mindset.

[Download Dreamers & Doers playlist](#)

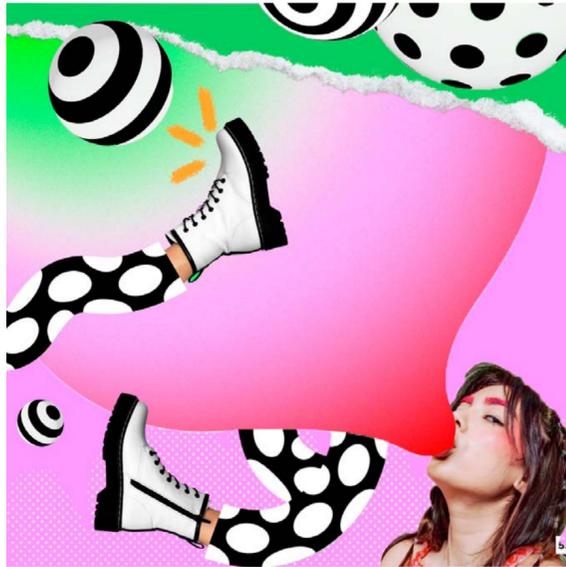
## Dreamers & Doers Challenges & Timeline



## Carers & Darers Challenges & Timeline



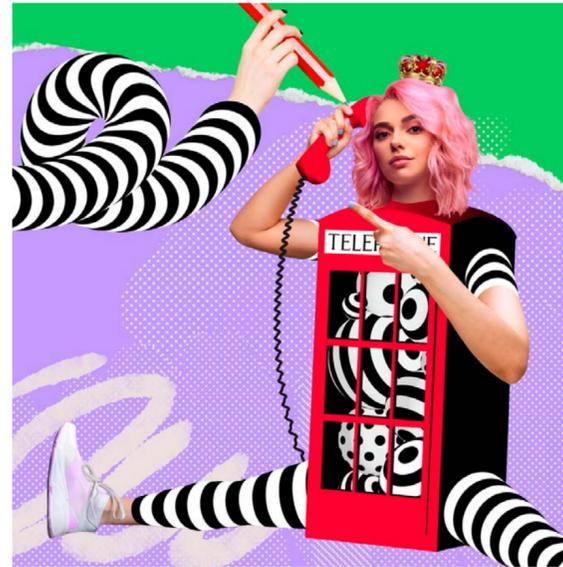
# 1. DREAMERS & DOERS PLAYLIST



## Challenge 1 Sparks

Where does innovation begin and what does it mean? Students are challenged to explore their own values and discover how personal purpose can meet imaginative solutions in the matchbox challenge.

Explore Sparks



## Challenge 2 Joy in a Box

What if we measured success by how often we made people smile? Learners reimagine an old phone box as a joyful business idea, then explore how that spark of happiness could grow into a product, service or campaign with real world impact.

Explore Joy in a Box



## Challenge 3 Snack to the Future

In this challenge, learners step into the role of food innovators, creating surprising new snacks that could take the world's taste buds by storm. They develop a bold concept and design a campaign to turn their idea from curious to craveable.

Explore Snack to the Future

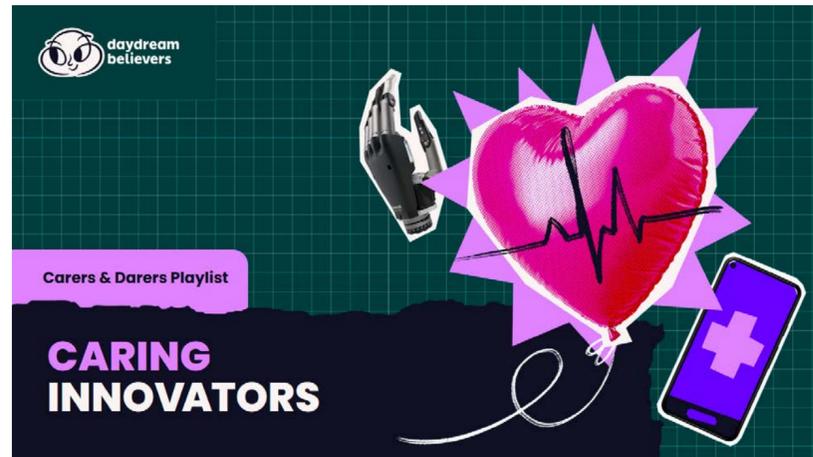
# DREAMERS & DOERS TIMELINE

Playlist	Projects	Proposed Schedule		
Playlist 1 Dreamers & Doers  Level 5 & 6 24 SCQF	1. Sparks	8 weeks (32 hours)		
		Part 1	Part 2	Part 3
		3 weeks	1 week	4 weeks
	2. Joy in a box	12 weeks (48 hours)		
		Part 1	Part 2	Part 3
		3 weeks	5 weeks	4 weeks
	3. Snack to the future	12 weeks (48 hours)		
		Part 1	Part 2	Part 3
		4 weeks	5 weeks	3 weeks

\* Proposed timeline based on an academic year of 32 weeks both for levels 5 & 6, with 80 hours of supported self-study equal to 2.5 hours of self-study per week.

# 2. CARERS & DARERS PLAYLIST

Playlist  
Launching  
April 2026



## Challenge 1 Caring Innovators

Created in partnership with the NHS, this challenge invites learners to become caring innovators by pitching ideas that help people thrive. It's a chance to explore how creativity and empathy can shape the future of healthcare.



## Challenge 2 Wonder Makers

Learners will transform how we experience school by designing joyful and imaginative ways to learn. Rethinking education to better reflect the needs, values, and challenges of today's world.



## Challenge 3 TBC

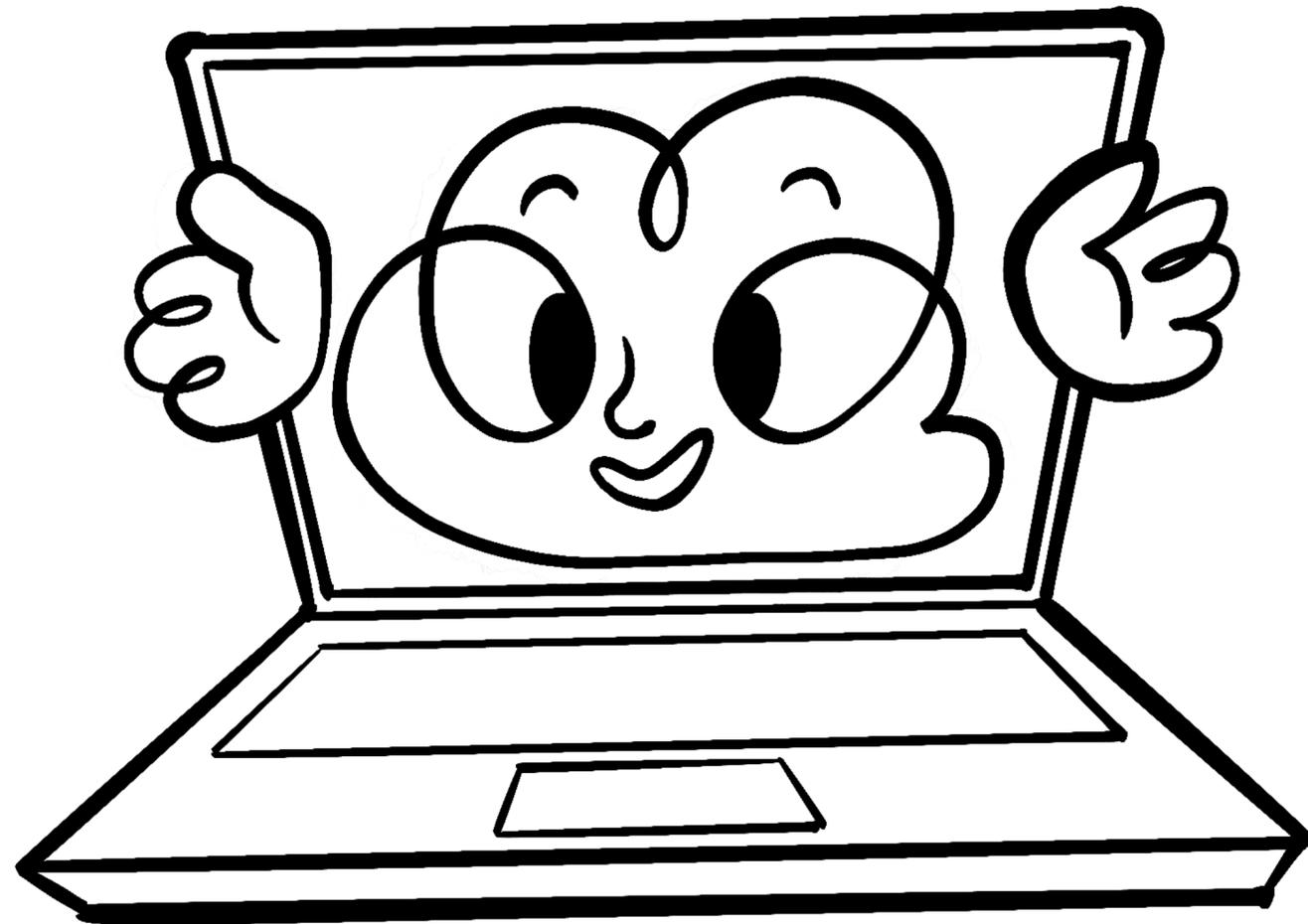
Learners will design a brand new National Day that reflects their community's values, needs, and hopes for the future. This challenge empowers them to engage with real issues and shape meaningful change where they live.

# CARERS & DARERS TIMELINE

Playlist	Projects	Proposed Schedule				
Playlist 2 Carers & Darers  Level 5 & 6 24 SCQF	1. Caring Innovators	12 weeks (48 hours)				
		Part 1	Part 2	Part 3	Part 4	Part 5
		4 weeks	3 week	2 weeks	2 weeks	1 week
	2. Wonder Makers	10 weeks (40 hours)				
		Part 1	Part 2	Part 3	Part 4	
		4 weeks	4 weeks	1 weeks	3 weeks	
	3. TBC	6 weeks (24 hours)				
		Part 1	Part 2		Part 3	
		tbc	tbc		tbc	

\* Proposed timeline based on an academic year of 32 weeks both for levels 5 & 6, with 80 hours of supported self-study equal to 2.5 hours of self-study per week. The challenges can be completed within 28 weeks, but we include an extra 4 weeks to give you flexibility where your learners need it most, whether that's extra time on a particular challenge or space for reflection, iteration, or catch-up.

# MEET BRUA, OUR AI ASSISTANT



Starting something new can bring questions. That is why we created an AI support tool to help you get the most from Creative Innovation.

It is available anytime, offering ideas, guidance and quick tips. While it is still learning, it draws from trusted resources, and it improves with every question.

[Chat with Brua AI](#)

# UCAS TARIFF POINTS, UNIVERSITY AND COLLEGE PROGRESSION

The qualification offers **24 SCQF credits at Level 5 or Level 6** and **INSIGHT points**. You can find the course on the [SCQF website](#) under the following codes:

Daydream Believers Education Ltd,  
Creative Innovation (Level 5)  
Creative Innovation (Level 6)

At **Level 6**, the Creative Innovation qualification also carries **UCAS tariff points for grades A–D**.

Qualification title	SCQF Credits	Size band	Grade	Grade band	Tariff points
Daydream Believers	24	3	A	12	36
	24	3	B	9	27
Creative Innovation Level 6	24	3	C	7	21
	24	3	D	4	12

# THE CREATIVE INNOVATION CALENDAR

## Download

1

Start by downloading the Dreamers & Doers playlist (3 presentations)

## Join

2

Join our friendly Slack community to connect with other educators or ask questions

## Plan

3

Start planning your delivery and project timelines. Look through the activities

## Attend

4

Sign up to our CPD events for inspiration and practical advice

## Let us know

5

Let us know if you're planning to deliver the qualification by August

## Tune in

6

Join the introductory meeting in August to get all the essential info

## Register

7

Register your learners in September

## Assess

8

Use the ongoing assessment tools

## Moderate

9

Attend 3 mandatory moderation meetings between October to March

## Verification

10

Possible external verification between April to May

## Submit

11

Submit final grades in May

## Award

12

Receive learner award certificates in June

# HOW LEARNERS ARE ASSESSED?

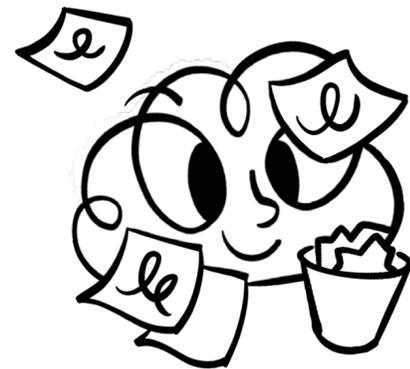
This project based course is assessed on 5 key learning outcomes through a practical, creative portfolio.

[See assessment rubrics](#)



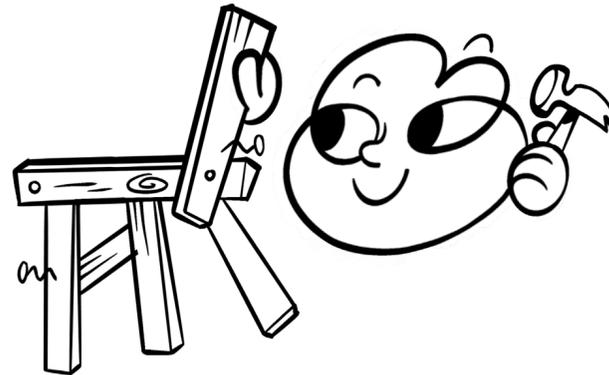
## Research

Independently leads research using diverse primary and secondary sources. Synthesises complex data into original insights that redefine the problem or reveal new opportunities. Research is investigative, strategic, and clearly informs direction.



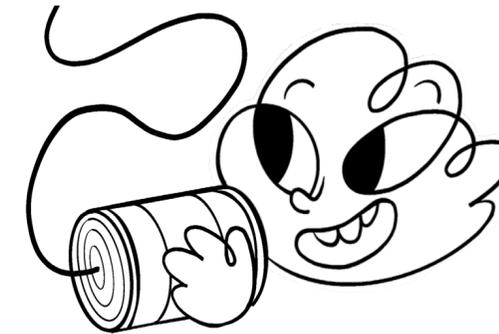
## Conceptualise

Generates bold, original concepts transforming insights into high-value opportunities. Considers scalability, sustainability, and measurable impact. Demonstrates strategic thinking and creative leadership.



## Fail & Fix

Independently tests and validates concepts through multiple iterations with users, stakeholders, or real-world contexts. Records and interprets evidence critically to refine value, fit, and feasibility. Iteration is strategic, data-driven, and purposeful.



## Communicate

Communicates with clarity, confidence, and persuasive impact. Uses storytelling, data, and visuals strategically to inspire belief in the innovation's value and potential. Tailors message effectively to different audiences.



## Evaluate

Evaluates the full innovation process critically and holistically. Explains how research, iteration, and decision-making shaped measurable value and impact. Identifies future potential or scalability; reflection shows ownership and strategic foresight.



# YOUR MUST HAVE RESOURCES

We provide a range of tools to support both assessment and feedback, including Dreamcatcher, our electronic marking tool.

Alongside this, teachers receive access to practical delivery resources and toolkits designed to make assessment straightforward and well-supported.

[Explore Dreamcatcher](#)

# HOW TO REGISTER?

If you're interested in delivering our qualification in your school, please contact us first. Share your school name and the email address of the lead teacher (and any other colleagues who will be delivering the course).

We will share a registration form at the start of the academic year. The cost is **£40 per learner** to register for the qualification. Levels can be reviewed later in the year.

As a not-for-profit organisation, all money goes straight back into improving our resources and supporting learners and educators across the world.





# START THE CONVERSATION

Now that you've explored the qualification, take a moment to share it.

Chat with your school, speak to department leads, and invite colleagues who might like to be part of the journey. Ask your learners if it sparks their interest.

You'll also need your pupils' parents on your side. We've created a few helpful resources to support those conversations.

This can help you started

# ANY QUESTIONS?

If you have any other questions **Brua AI tool** is available to support you with anything related to the qualification.

We organise a series of introductory meeting to support new teachers, address questions and assist you in registering for the qualification. All students must be registered in order to receive the award.

Let's keep nurturing brave ideas, bold questions and the creative minds that will shape our future.

[Chat with Brua AI](#)

[Contact us](#)

