

Erasmus +, KA2: Strategic Partnerships, Project: "The system of support for academic teachers in process of shaping soft skills of their student" Agreement no: 2018-1-PL01-KA203-050754

## **Module 2: Creativity**

## Topic 2.2: How to teach creativity?

## Introduction to the course

This course was developed within an Erasmus+ KA2 project with the title **The system of support for** academic teachers in the process of shaping the soft skills of their students.

The aim of the project is to develop 4 courses **targeting higher education teachers** as guidance for **embedding soft-skills teaching into regular courses** and curriculum of higher education institutions.

This course is focused on the skills of **creativity**, **innovation**, **critical thinking**, **and teamwork**. It is organized into 5 modules together bringing 75 hours of learning workload. The methods of learning are based on a mix of **self-study**, **discussions in forums**, **face-to-face lectures**, **workshops**, **and online learning**.

Video: <a href="https://youtu.be/Xs-vnxEfXV0">https://youtu.be/Xs-vnxEfXV0</a>

#### **Module objectives**

- To present definitions of creativity as well as its importance for today's graduates.
- To present the situation of teaching creativity in an educational context.
- To show several practical examples of techniques for teaching creativity.

#### About the module

In the module about Creativity, we talk about creative thinking with a special focus on the way creativity and creative thinking might be taught at a higher education institution.

Торіс	Methods/materials	Student activity	Contact hours	Mode	
What is creativity?	Self-study, video, readings	Forum	5	Online	
How to teach creativity?	Self-study, video, readings	Forum, quiz	5	Online	
Techniques for teaching creativity	Self-study, video, readings, introduction to lecture	Preparation for the workshop	3	Online	
Teaching creativity	Lecture	Workshop	4	Webinar/face-to- face session	

The module is divided into 3 lessons with an online learning approach such as forums, video presentations, reading materials, and quizzes. Please follow the directions for studying available in each of the lessons.



After the three lessons, the face-to-face lecture with the workshop will be organized in which the topics of the first three lessons will be discussed in detail.

# **Topic 2.2 Directions for studying**

- 1. Check the introductory video and text.
- 2. Check the reading material with the video lesson and readings.
- 3. Try to answer the discussion question and join the forum.
- 4. Try the quiz and check your knowledge.
- 5. The contents will be discussed at workshop.

# **Topic 2.2 Discussion questions**

Please, after watching and reading the above video and reading materials try to answer the below question. You will be able to discuss this issue with your colleagues enrolled in this course by joining the appropriate forum.

• Have you used and specific approaches to teaching creativity? What are your experiences, doubts, suggestions, warnings?

No.	Time needed to execute the activity (minutes)	Contents of the activity	Activity executed	Learning goals/learning outcomes (listing)	Literature and study materials used for study
1	15'	Introduction	Introduction in the module; previous modules revised		
2	30'	The definition of creativity	Presentation	Understand the definition of creativity in general and for the educational purposes creativity and innovation;	<ul> <li>Danah Henriksen, Punya Mishra and Petra FisserInfusing: Creativity and Technology in 21st Century Education: A Systemic View for Change.</li> <li>Danah Henriksen, Punya Mishra: We Teach Who We Are: Creativity in the Lives and Practices of Accomplished Teachers</li> </ul>
3	30'	The importance of teaching	Presentation and discussion	Understand the importance of	<ul> <li>Alencar, Eunice ML, Denise de Souza Fleith, and Nielsen Pereira. "Creativity in higher</li> </ul>

# Topic 1.3 Workshop



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		creativity and how to approach it		teachers for empowering students' creativity; understand the strategies to empower creativity in the classroom	fa P: 5: - C cr P: C (2 - M tr tr a c tr (2 - M tr C C (2 - M tr C C C C C C C C C C C C C C C C C C	ducation: Challenges and acilitating factors." Temas en sicologia 25, no. 2 (2017): 53-561. ropley, David H. "Promoting reativity and innovation in ngineering education." sychology of Aesthetics, reativity, and the Arts 9, no. 2 2015): 161. AlShRA, P. U. N. Y. A. "We each who we are: Creativity in ne lives and practices of ccomplished teachers." eachers College Record 117 2015): 070303. Vyse, Dominic, and Anusca errari. "Creativity and ducation: Comparing the ational curricula of the states f the European Union and the Inited Kingdom." British ducational Research Journal 1, no. 1 (2015): 30-47.
4	30'	How to teach creativity	Presentation and discussion	Understand how to motivate students for creativity; learn the different tools to teach creativity in different situations and subjects	- El A Fl E F P 2 2 - D h d le - h h & D h h h	unice M. L. Soriano de lencar, Denise de Souza leith: Creativity in Higher ducation: Challenges and acilitating Factors. Trends in sychology / Temas em sicologia – Junho 2017, Vol. 5, nº 2, 553-561 rigital story telling: lesson ttps://sites.google.com/site/ igitizeww/digital-storytelling- esson ttp://digitalstorytelling.coe.u .edu/page.cfm?id=24&cid=24 esublinkid=42 rigital stories for educational urposes: ttp://anth101.com/videos/ ttps://www.facultyguild.org/
5	15'	Break				
6	90'	Workshop	Workshop using the chosen tool according to the participates	Understand and learn the different tools for different situations	A Fl Ec Fa	unice M. L. Soriano de lencar, Denise de Souza leith: Creativity in Higher ducation: Challenges and acilitating Factors. Trends in sychology / Temas em



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experience and expertise		Psicologia – Junho 2017, Vol. 25, nº 2, 553-561
	-	<ul> <li>Digital story telling: lesson https://sites.google.com/site/ digitizeww/digital-storytelling- lesson</li> <li>http://digitalstorytelling.coe.u h.edu/page.cfm?id=24&amp;cid=24 &amp;sublinkid=42</li> <li>Digital stories for educational purposes:</li> </ul>
	_	<ul> <li>http://anth101.com/videos/</li> <li>https://www.facultyguild.org/</li> </ul>
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