

Teaching Creativity, Creatively

Course Outline

Course Description

This course provides teachers with the knowledge and skills to nurture creativity in their students. Creativity is one of the most essential of human talents. Our daily lives are enriched by the products of creative individuals. It can be argued that creativity is the driving engine of civilized societies. Among students in our classrooms, creativity varies over a wide range - visual, mechanical, verbal, artistic, linguistic, athletic, mathematical, and analytical. Each student is a living composite of innate characteristics associated with creative behavior. These innate characteristics can be enhanced by teachers who are aware and knowledgeable of proven and effective ways to teach creative behavior.

Part I defines creativity and describes behaviors most often associated with creative behavior. In addition, a model is systematically developed that teachers may use to develop creative lessons. The model includes four components:

- Catalyst to Action
- Incubation
- Process(es)
- Outcomes

Part II elaborates each part of the model by adding and covering topics that range from finding problems to critical thinking. Each topic is functionally related to model components. Part III emphasizes the application of the model to lesson development and teaching creatively.

Objectives

- Complete a historical review of creativity.
- Develop a definition of creativity and name creative attributes.
- Develop and apply a four-part model for teaching creativity.
- Relate the role of thinking in the process of creativity.
- Name and assess "Nine Creative Intelligences."
- Match and apply creative and critical thinking to problems.
- List and describe domain structures and their impact on creativity.
- Analyze and use ways to assess creativity.
- Use the four part model to develop creative lessons.
- Complete a review and analysis of a case study of creative problem solving.
- Name and organize the essential elements in a congenial environment that nurtures creativity among students.

Curriculum Design & Time Requirements

Teaching Creativity, Creatively is a 3 credit graduate level or forty-five hour professional development course taught on weekends or over five full days. The basic methodology is experiential through group work on prescribed topics, issues, and "real" problems. Participants will, using a prescribed model, develop a lesson, field-test the lesson, and report outcomes.

Course Materials

The required textbook for this course is *Creativity in Education and Learning: A Guide for Teachers and Educators* by Arthur J. Cropley, Kogan Page. A range of activities along with supplemental material is also provided.

Session Outline

Session 1: Creativity Orientation

Contents:

1. Course orientation
2. Ten definitions of creativity
3. The Creators' Patterns
4. Essential terms and definitions
5. Three examples of teaching creativity creatively
6. A case for teaching students creative attributes

Session 2: A Model for Classroom Application

Contents:

1. Catalyst to action: problems, needs, challenge, curiosity
2. Irrational element(s): dreams, fantasy, etc.
3. Generative processes (rational elements)
4. Discovery, judgments, and justification
5. A model to facilitate creativity in the classroom

Session 3: The Role of Thinking in Creativity

Contents:

1. The role of cognitive structures
2. Proven paths of creative exploration
3. Problem solving through creative behavior
4. The relationship of intelligence and creativity
5. How to think creatively

Session 4: Nine Creative Intelligences

Contents:

1. Create yourself
2. You and you - Personal intelligence
3. You and them - Social intelligence
4. Heaven knows! - Spiritual intelligence
5. Body talk - Physical intelligence
6. Making sense of your senses
7. Count on yourself - Numerical intelligence
8. Mind the gap!
9. The power of words

Session 5: Screw-Worm Caper: A Case Study in Creativity

Contents:

1. The setting
2. The problem
3. The creative process

Session 6: Creativity and Critical Thinking

Contents:

1. What is critical thinking?
2. The role of logic in critical thinking
3. Phases of decision making
4. Critical thinking and objectivity
5. The role of transfer
6. Inductive/deductive reasoning
7. Applying structured knowledge to unstructured problems

Session 7: Domains and Creativity

Contents:

1. Distinct bodies of knowledge and modes of inquiry
2. Thinking process across disciplines
3. Fields of human beings that make judgments
4. Creativity and domain structure
5. A case study

Session 8: Assessing Creativity

Contents:

1. Domain criteria, traditional and out-of-the-box thinking
2. Conditions for novelty in context
3. Effectiveness as a function of usefulness and practicality
4. Teacher judgments and assessments
5. Tests of creativity - commercial and teacher made
6. Criteria for product assessment

Session 9: Writing and Developing Creative Lessons for the Classroom

Contents:

1. The structure of an elegant problem
2. Solving real problems through the use of creative attributes
3. The impractical to practical continuum
4. Creative cooperation and collaboration
5. Challenging but achievable problems
6. Transforming, restructuring, combining, reorganizing to achieve problem resolution
7. Time to reflect and integrate lessons
8. Making diverse connections through problem content

Session 10: Providing the "Congenial" Environment

Contents:

1. Learning environment that promotes risk taking and living with temporary frustrations and failure

2. Appropriate meshing of prescribed curriculum and creativity
3. Domain impact on a congenial environment
4. Accepting creative behavior by parents, administrators, and students
5. Provide specific instruction in creative and critical thinking
6. Course review and synthesis

Grading

Assignment	Points	Grading Scale	
Attendance	10	100 – 93	A
Participation	10	92 – 85	B
Class Exercises	20	84 – 77	C
Lesson Field-tested	20		
Reviews of assigned readings	10		
Presentation of field-tested results	10		
Final Exam	20		
Total Points	100		

Student Requirements

1. Attend and actively participate in class sessions.
2. Complete all reading assignments in the textbook and all class exercises.
3. Develop, based on specific criteria, a lesson to teach creativity, creatively. Participants will use the model for lesson development to construct a lesson to use in their classroom to foster creativity among all students.
4. Complete final exams.

Student Academic Integrity

Participants guarantee that all academic class work is original. Any academic dishonesty or plagiarism (to take ideas, writings, etc. from another and offer them as one's own), is a violation of student academic behavior standards as outlined by our partnering colleges and universities and is subject to academic disciplinary action.