

# Course Overview

## Fostering Creativity and Innovation in the Classroom

<b>Overview</b>	This course is designed to help K-12 teachers identify and understand various types of creativity and develop classroom activities that encourage students to apply creative and innovative approaches to their tasks. This aligns with both the NETS-S and 21st Century Skills Framework. Participants will review each of four major types of creativity and locate online resources that can be used within their curriculum units to support and develop these traits in their students.
<b>Goals</b>	Upon completion of the course, participants will be able to: <ol style="list-style-type: none"><li>1. List and define various types of creativity and innovation skills.</li><li>2. Explain how the NETS-S and 21st Century Skills Framework address the need for creativity and innovation in the classroom.</li><li>3. Identify four types of creative thinking and give examples of how each can help students achieve curriculum and technology goals.</li><li>4. Implement, review, and reflect on the success of at least one creative or innovative classroom activity integrating technology and curriculum goals.</li></ol>
<b>Pre-requisites</b>	This is an introductory course for teachers and library/media specialists. Participants are expected to have regular access to computers. In addition, participants should be proficient with using email, navigating the Internet, and working with electronic files. The ability to multitask (open a number of programs at the same time and navigate between them) is beneficial but not mandatory.
<b>Course Outline</b>	<p><i>Orientation:</i> Introduction to the course materials and the Blackboard interface.</p> <p><i>Session One:</i> What does it mean to be creative or innovative?</p> <p><i>Session Two:</i> How can students develop and apply fluent thinking?</p> <p><i>Session Three:</i> How can students develop and apply flexible thinking?</p> <p><i>Session Four:</i> How can students develop and apply originality in their thinking?</p> <p><i>Session Five:</i> How can students develop and apply elaboration skills?</p> <p><i>Session Six:</i> How can classroom activities effectively identify and enhance student creativity and innovation skills?</p>
<b>Course Expectations</b>	Each session includes readings, activities, and a discussion assignment which participants are required to complete. In Sessions two, three, and four, participants will locate and share one example of how the featured type of creativity and innovation can be integrated into their specific curriculum lessons. The final product requires participants to select, deliver, and reflect on one classroom activity designed to help students increase their creativity and innovation skills.

<b>Course Products</b>	<b>Activity</b>	<b>Criteria for Evaluation</b>
	<b>Discussion Board</b>	Participants will be evaluated on the frequency and quality of their discussion board products. They are required to provide an original posting each session and respond appropriately and thoughtfully to at least two other threads each week.
	<b>Readings and Activities</b>	Participants are expected to complete the required course readings and assignments as posted for each session. Products are due to the facilitator by the end of each session as assigned. All work is to be completed as individual projects unless there has been prior approval for team collaborations.
	<b>Products</b>	<ol style="list-style-type: none"> <li>1. Session One: Locate and share one example of a lesson that effectively incorporates creativity or innovation skills</li> <li>2. Sessions Two through Five: Adapt a current curriculum lesson to enhance student skills in the creativity skills focus for that week.</li> <li>3. Select one of the lessons from Sessions Two through Five to implement in the classroom.</li> <li>4. Review and reflect on the effectiveness of the lesson implemented with students and share ideas for improving the lesson in the future.</li> </ol>
<b>About This Workshop</b>	This course was developed by educators as part of the eLearning Delaware initiative. <a href="#">eLearning Delaware</a> is Delaware's implementation of the <a href="#">eLearning for Educators</a> Initiative, a project funded through a federal Ready to Teach grant and a multi-state collaboration between ten state education agencies and associated public broadcast stations. eLearning Delaware partners are the <a href="#">Delaware Center for Educational Technology</a> , the <a href="#">Delaware Department of Education</a> , and <a href="#">WHYY</a> .	