



CREATIVITY AND INNOVATION IN TEACHING

A complex and perfect week in
Seville



Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:30	Introduction to the course, the school, and the external week activities.	Motivation and Serious Games.	Looking for online visual materials: Google, Youtube, Wordclouds.	Portfolios and online tools.	Final presentations.	Cultural activities
11:00	Break	Break	Break	Break	Break	
11:15	Icebreaker activities. Presentations of the participants' schools.	Creative Thinking and Mapping.	Managing pair and group work.	Solutions, strategies, and methods to involve your students.	Course evaluation: round up of acquired competences, feedback, and discussion.	
12:45	Break	Break	Break	Break	Break	
13:00	Key Competences in Schools and Learning Styles.	Visual Resources in Education: VTS.	Work and assessment. Types of Assessment (teacher, p2p, self).	Motivation (intrinsic and extrinsic). Integrate motivating tasks into lessons.	Awarding of the course Certificate of Attendance.	
14:30						

Further information about the cultural activities are available on each location webpage.

Teacher Trainer: Jonathan Taibo

 teacheracademy.eu

 info@teachertraining.eu

Notes: The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion.



DAY 1 – CREATIVE IDEAS FOR ICEBREAKING AND COURSE INTRODUCTION

QUOTE OF THE DAY: "OUR NEED WILL BE THE REAL CREATOR". PLATO.



- ❖ How do you feel? – „Ikonikus” card game with explanations
- ❖ Participants intros – 16 teachers from Rhodes, Lucca, Milano, Palagnano, Piacenza, Ostrava and Budapest
- ❖ Intro to Seville: Where is the spot? – Famous movies scenes
- ❖ What to see? What to eat?

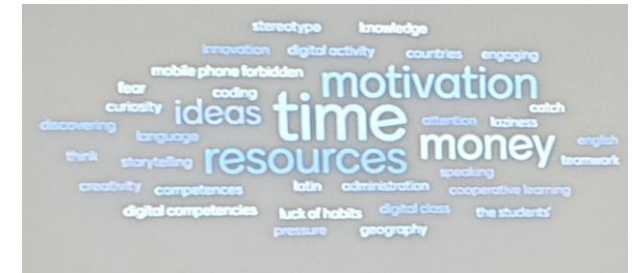
DAY 1 - SHARING PERSONAL TEACHING CONTEXTS AND EXPERIENCES - INNOVATION AT SCHOOLS

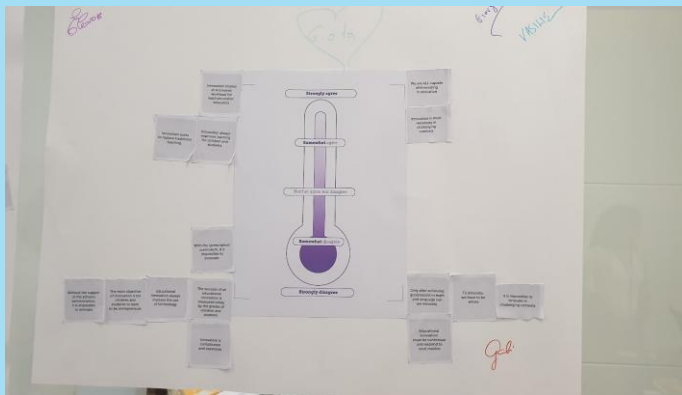
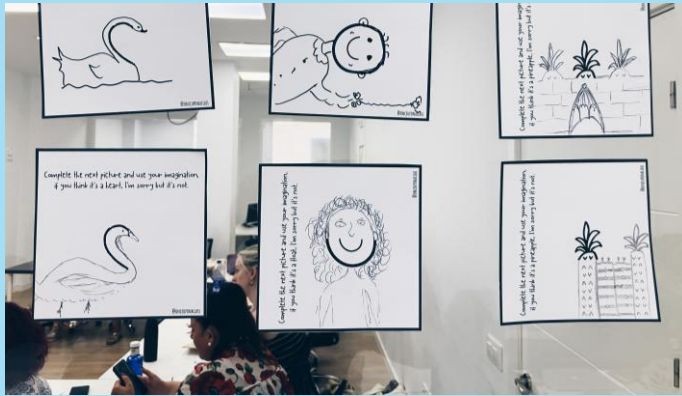
❖ What is creativity? Myths and challenges

[The Innovator: The Story of Wool's History, Use and Innovation](#)

❖ The intercultural perspectives of innovation

[Making creativity and innovation happen: 1.4 The common myths of creativity | OpenLearn – Open University](#)
[Edutopia | Teacher2Teacher](#)





- ❖ Think out of the box! - How can we trigger creativity?
free ourselves from previous ideas – building in memories
higher level: story

start with small and rules

- ❖ Gestalt principle
free exercise – deductions - rules
- ❖ The Barometer teaching strategy – helping to phrase opinions

DAY 2 – CREATIVE THINKING AND COLLABORATION

QUOTE OF THE DAY: "WHO KNOWS WHAT WE'LL NEED TO LEARN THIRTY YEARS FROM NOW? WE DO KNOW THAT WE WILL NEED TO BE GOOD AT SEARCHING FOR INFORMATION, COLLATING IT, AND FIGURING OUT WHETHER IT IS RIGHT OR WRONG". SUGATA MITRA.

WAYS TO ENCOURAGE ACTIVE LISTENING

3 videos on innovations – collect keywords in different categories - presentations

Different types of Mindmapping

Benefits of Tree Mindmaps – organize and provides framework

Design thinking



Design Thinking



Empathize



Define



Ideate

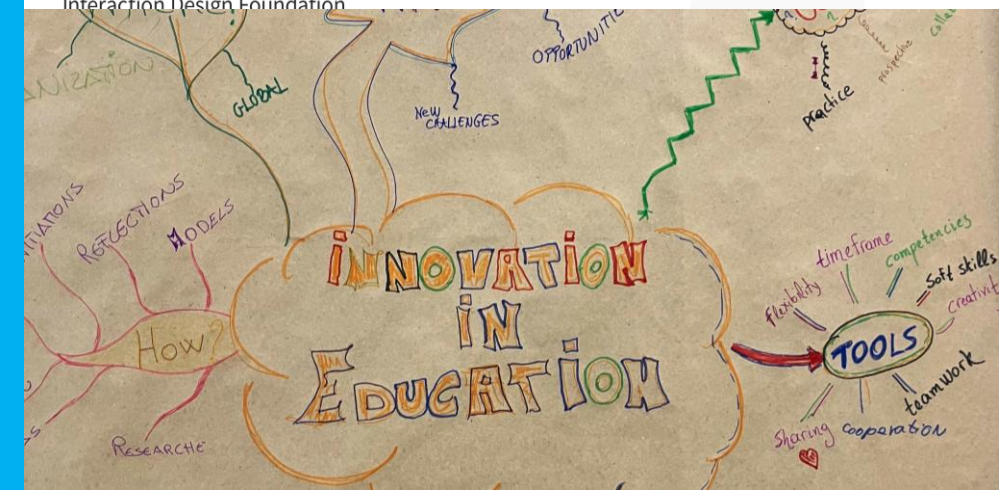


Prototype



Test

Interaction Design Foundation



DAY 3 — SITUATED EXPERIENCES — CREATIVE MUSEUM VISITS



QUOTE OF THE DAY: "YOUR EMOTIONS ARE AN IMPORTANT PART OF YOUR EXPERIENCE, BUT THEY ARE NOT WHO YOU REALLY ARE. THIS DISTINCTION IS CRUCIAL". RUKMINI PODDAR.



Treasure hunt — emotions — reviving the past
narrating events — metaphors
Gymkhana: a way to transmit values,
positive attitudes, a way to encourage cooperation
and fellowship.

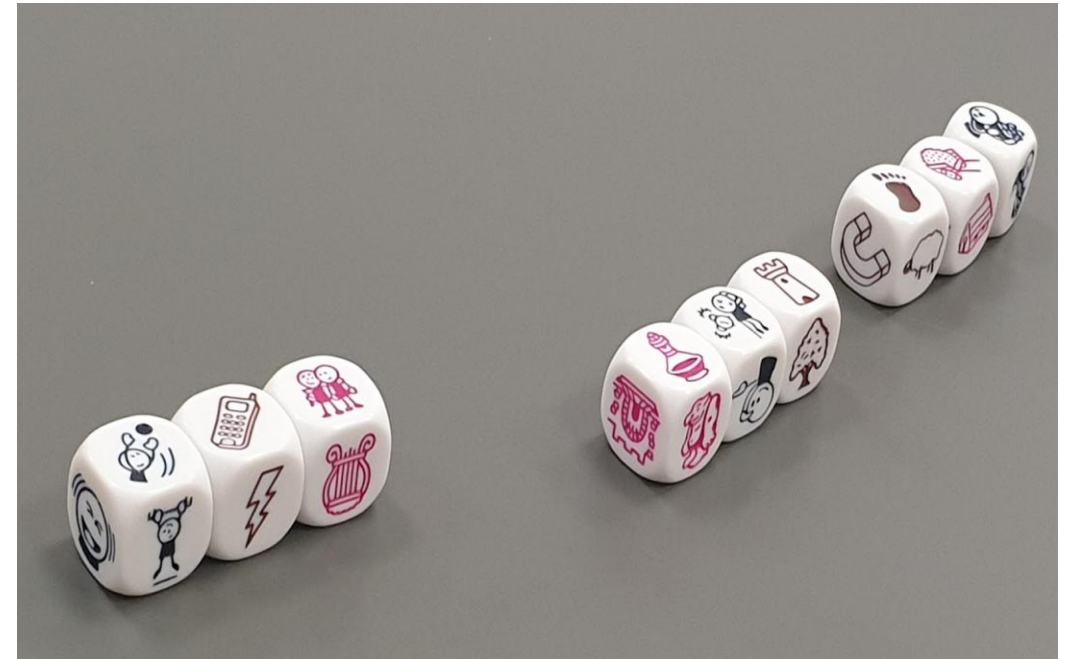


DAY 4 - MOTIVATION AND ENGAGEMENT - GAMIFICATION

QUOTE OF THE DAY: "GAMES THAT MAKE YOU FEEL GOOD ABOUT YOURSELF ARE GOOD GAMES TO BE PLAYING". JANE MCGONIGAL.

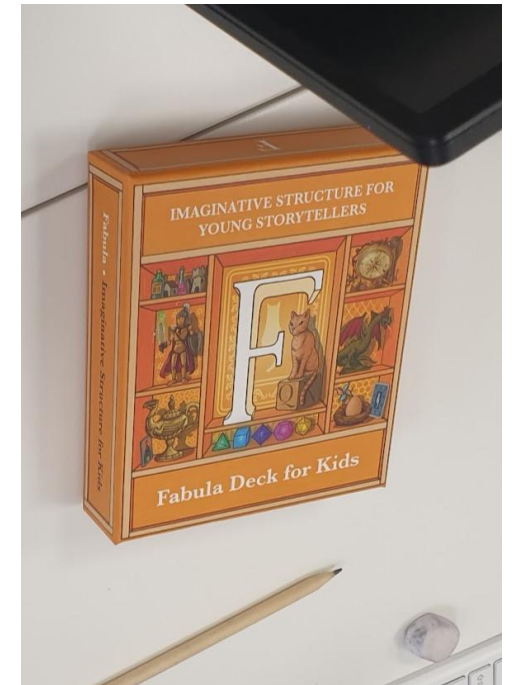
Aim: reaching different audiences through various platforms

Tool: delivering information on creative ways and storytelling bilding on triggering emotions



SERIOUS GAMES GAMIFICATION AND GAME BASED LEARNING

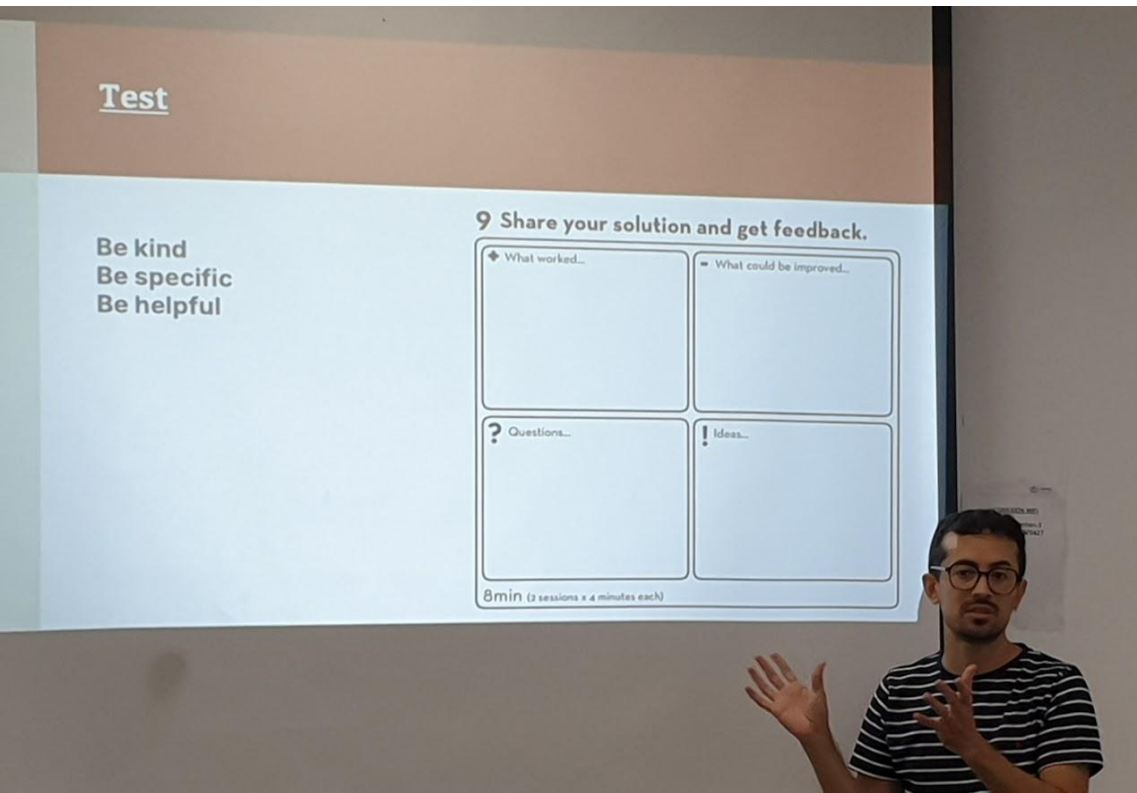
- ❖ Card games for various goals
- ❖ Playing = Games ?
 - clear instructions
 - set of rules
 - feedback system
 - social interaction
 - educational goal
 - use existing games



DAY 5 — PRESENTATIONS AND ASSESSMENTS

QUOTE OF THE DAY: "ACCEPTING AND RESPECTING DIFFERENCE IS ONE OF THOSE VIRTUES WITHOUT WHICH LISTENING CANNOT HAPPEN". PAULO FREIRE

- ❖ Presentation skills: Elevator pitch, Ignite talks, Pecha-Kucha
- ❖ Assessment: Rubrik and Formative
- ❖ Feedback: Peer critical feedback culture





WE HAD FUN
AND LEARNED A
LOT - WE WERE
ALL SO SAD TO
LEAVE SEVILLE!

