



## **Introduction to Classroom Creativity**

**EDUO 9791**

**1 Semester Credit/Unit**

Instructor – Ryan Pickett

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*Note: This is a Public syllabus of the course. For a full detailed syllabus please email the instructor.*

### **Course Overview**

This course is one of a three-part series entitled **Roadmap to Student Creativity** which will expose you to research, theory, practical applications, and current thoughts about the role of creativity in education. Bringing creativity into your classroom is proven to increase motivation and engagement. After taking all three classes, you will have the tools needed to foster student creativity in your classroom. The other two courses in the series are:

- **EDUO 9792: Creativity and the State Standards**
- **EDUO 9793: Imagination, Innovation, and Creative Problem Solving**

Although Introduction to Classroom Creativity is **NOT** a prerequisite for the other two courses, it does provide a foundation for them. All three courses in the Roadmap to Student Creativity series require the following book: Sparking Student Creativity: Practical Ways To Promote Innovative Thinking And Problem Solving by Patti Drapeau.

In the class **Introduction to Classroom Creativity** EDUO 9791 you will learn about the importance of promoting student creativity and how to make it work in your classroom.

### **Course Objectives:**

After completing the course titled Introduction to classroom creativity, you will demonstrate or indicate:

- The definition of creativity and it's importance in today's classroom
- How to transform a classroom into one that embraces creativity
- The ability to teach the skills necessary for creativity
- How to design lessons that incorporate creativity

## Course Assignments:

### 1. Creativity

For the first assignment, you will be utilizing prior knowledge combined with what you learn in this class to create a personal definition to creativity as well as elaborate on its importance in the classroom.

### 2. Habits

In completing assignment two, you will demonstrate how to transform your classroom into one that embraces creativity and promotes an environment that makes creativity a habit for your students.

### 3. Grab and Go

In this section you will be picking several ideas presented in the textbook that you feel can be utilized in your classroom and explain how they will improve student creativity.

### 4. Implementation

For the final assignment you will be creating a lesson to be taught in your classroom that incorporates everything that you have learned in this class.

## Course Assessment Rubric

<b>Exemplary: A+ to A-</b>	<b>Acceptable: B+ to B-</b>	<b>Unacceptable</b> Must be resubmitted
Reflective, thoughtful ideas relevant to the assignment are clearly stated	Presents some relevant ideas and connections to the assignment	Ideas are not clear or relevant
Very well organized	Generally well organized	Shows little or no organization
Responses relate numerous facts and specific details of the program materials	Some facts and specific details of the program materials are included	Few or no facts or specific details of the program materials are included
Free of spelling and/or grammatical errors	Writing contains a few spelling and/or grammatical errors	Numerous spelling and/or grammatical errors make the writing difficult to read

- You are allowed 9 months to complete the course. Course questions? Contact your instructor by email.
  - For questions involving your registration or to change your address please contact us at support@dominicanCAonline.com or call (800) 626-5080.
- For Dominican Self-Guided course information go to <http://dominicancaonline.com/Dominican-CA-Online-FAQ>