



Creativity in the Modern Classroom

Course Syllabus

Course Description

This course on creative teaching in the classroom empowers educators to transform traditional instruction into engaging and innovative experiences that inspire students. Participants will explore the principles of creativity and learn how to integrate them into lesson planning, instructional delivery, and classroom culture. The course emphasizes practical strategies, including gamification, arts integration, role-play, and cross-curricular collaboration, to foster critical thinking and increase the level of engagement in the classroom.

Educators will also discover how to use technology to enhance creativity, leveraging tools such as digital storytelling platforms, virtual simulations, and interactive apps. Techniques for differentiating instruction and assessing student learning in creative ways, such as portfolios and performances, will be highlighted to meet diverse learner needs.

The course aims to support educators by reigniting their passion for teaching. By the end of the course, educators will be equipped with a toolkit of ideas and methodologies to cultivate a classroom where creativity thrives, preparing students for success in an ever-changing world. This course is ideal for educators seeking to inspire both themselves and their students through imaginative and impactful teaching practices.

This course enhances classroom teaching effectiveness and supports improved student outcomes by introducing new knowledge in creative and innovative teaching strategies.

Course Objectives

At the end of this course you should be able to:

1. Examine best practices in creating a creative classroom environment.
2. Explore how to incorporate the arts across content areas.
3. Explore how project-based and inquiry-based learning can be utilized to enhance creativity in the classroom.
4. Examine creative practices for assessing student work; providing students with multiple opportunities to demonstrate learning.
5. Explore how instructional technology can be utilized to enhance creativity in the classroom.
6. Examine the role of play in the creative classroom.
7. Explore how makerspaces and DIY opportunities can enrich curriculum instruction.
8. Examine how gamification can increase creativity in the classroom and improve student motivation.

Modules

- Module 1: Creating a Creative Classroom Environment, Quiz 1



- Module 2: Incorporating the Arts in your Classroom, Quiz 2
- Module 3: Project-based Learning in the Creative Classroom, Quiz 3
- Module 4: Creative Methods to Assess Student Work, Quiz 4
- Module 5: Utilizing Instructional Technology to Enhance Creativity, Quiz 5
- Module 6: The Role of Play in the Creative Classroom, Quiz 6
- Module 7: The Role of Makerspaces and DIY Opportunities in the Creative Classroom, Quiz 7
- Module 8: Gamification in the Creative Modern Classroom, Quiz 8

Grading

Each quiz must be passed at an 80% or higher (three attempts allowed).

Format

This is a self-paced, asynchronous (no required live meetings) course. Throughout the PD course, you will find it helpful to take notes along the way to assist with the quizzes. Within each module, you will find reflection assessments that are not graded but will help in your journey through the course. There is an interactive forum in the course to help you connect with peers and instructors, share ideas, and collaborate on best practices throughout your learning journey.