

Using Classroom Technology Creatively - Syllabus

Course Description:

In this course we will explore ways to foster creativity through the use of technology. Pedagogical strategies will be offered as a means to develop students' ability to think and produce creatively. We will do this by addressing ways to develop students' confidence and providing experiences that scaffold learning.

Contact Hours: 1

Prerequisites: None

Learning Objective: Learners will consider ways to foster and support creativity through the use of classroom technology by applying pedagogical strategies.

Course Structure:

This course consists of three parts.

1. Watch - Watch the recorded session to learn about the information you will need to complete the course.
2. Learn by Doing - Complete this activity to practice the skill(s) presented.
3. Learning Artifact - an activity to apply knowledge or reflect on practice in your setting. Required for course credit.

Learn By Doing:

In preparation for the learning activity, consider the following questions. Reflect on your own practices and determine how you are currently supporting creative thinking and how you might further develop your own pedagogical strategies to better support your students creativity.

1. Consider why creativity is important in your classroom.
2. What do students need to be creative (what does their brain need to be creative)?
3. How can teachers support students' creativity?

Learning Artifact: Make a copy of this [document](#) . Use the resources found on the Teacher Campus lesson artifact page to help you respond to the questions on the document. Please answer all the questions and then submit them to Teacher Campus.



Standards:

Ohio Educator Standards

4. Teachers plan and deliver effective instruction that advances the learning of each individual student.
5. Teachers create learning environments that promote high levels of learning and achievement for all students

ISTE Educator Standards

- 2.1. Learner: Teachers continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.
 - 2.1.c. Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.
- 2.5. Designer Teachers: design authentic, learner-driven activities and environments that recognize and accommodate learner variability.
 - 2.5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.
 - 2.5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.
 - 2.5.c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning

