



# UNIVERSITY OF BIAŁYSTOK

## FACULTY OF EDUCATION

### ACADEMIC YEAR 2021/2022

<b>Course: Creativity workshop</b>		<b>ECTS Points: 2</b>
<b>Course Code: 0800-ERA-7GWO</b>		
<b>Language: English</b>		
<b>Course description: educational content – elective, optional course</b>		
<b>Lecturer: Urszula Namiotko, MA.</b>		
<b>Semester: summer</b>	Number of hours: 15 Lecture: Classes: <b>15</b>	
<b><u>Substantive content:</u></b>		
<ul style="list-style-type: none"> <li>– Creative warm-up - introduction to the "creativity" issue and the purposefulness of its training. Exercises help to concentrate on the creative tasks, build the group's creative atmosphere (interest, integration, educational play) and stimulate creative thinking such as fluidity (ability to generate large amount of solutions), flexibility (efficient transition between methods and problems) and originality (ability to create non-standard solutions)</li> <li>– Interrogative thinking training - it develops the abilities to recognize the problems and to formulate and reformulate the questions (redefining the problems)</li> <li>– Associative thinking training - it aims to stimulate the participants to combine (associate) different things and ideas in order to find new perspectives for generating creative solutions</li> <li>– Transformative thinking training - it aims to develop the ability to transform things (in one's imagination or in the reality) into new and original creations</li> <li>– Search for creative solutions in the implementation of care and educational tasks</li> </ul>		
<b>Classes</b>	<b>Number of hours</b>	
1. Introduction to the issue (presentation of the subject and the assessment rules)	1	
2. Creative warm-up	2	
3. Interrogative thinking training	2	
4. Associative thinking training	2	
5. Transformative thinking training	2	
6. Search for creative solutions in the implementation of care and educational tasks	1	
7. Presentation of the workshop tasks performed by the students. Assessment and analyse of the work in a team	4	
8. Evaluation	1	
<b><u>Aim of the course:</u></b>		
<ul style="list-style-type: none"> <li>– Stimulating and developing the ability to generate new and valuable ideas for the cognitive and practical problem solving</li> <li>– Presenting how to utilize one's creative potential to realize business, life and social aims</li> <li>– Freeing us from the restrictions blocking our innate, expressive creativity</li> <li>– Acquiring knowledge about the individual and group work tools which allow us to increase the efficiency of our education and work</li> <li>– Teach participants how to use their natural surroundings to generate ideas</li> <li>– Start the creative process to develop leadership and teamwork skills</li> <li>– Getting over fear of creativity</li> </ul>		
<b><u>Teaching methods:</u> workshops</b>		

**Literature:**

1. Dawid Sherwin, Mary Paynter Sherwin, *Creativity workshop. Teacher's guide*, Paperback – November 24, 2010 (<http://www.slideshare.net/changeorder/creative-workshop-teachers-guide>)
2. Arthur B. VanGundy, *101 ACTIVITIES for Teaching Creativity and Problem Solving*, Pfeiffer 2004 (<http://www.bio-nica.info/biblioteca/VanGoundy2005101ActivitiesTeaching.pdf>)
3. Robert W. Lucas, *The Creative Training Idea Book: Inspired Tips and Techniques for Engaging and Effective Learning*, AMACOM 2003 (<http://www.futuresalumni.org/pdf/The%20Creative%20Training%20Idea%20Book%20Inspired%20Tips%20and%20Techniques%20for%20Engaging%20and%20Effective%20Learning%20-%20ROBERT%20W.%20LUCAS.pdf>)
4. Tan A.G., *Creativity: Handbook for teachers*, World Scientific Publishing Co., New York 2007
5. Baer J. Kaufman J.C., *Being Creative Inside and Outside the Classroom: How to Boost Your Student's Creativity- and Your Own*, Sense Publishers, Rotterdam 2012
6. Epstein R., *The Big Book of Creativity Games*, McGraw-Hill, New York 2000

**Forms and conditions of credit:**

- preparation of creative activities on the indicated topic