

**Cultivate school entrepreneurial mindset through holistic approach  
targeting teachers and pupils**

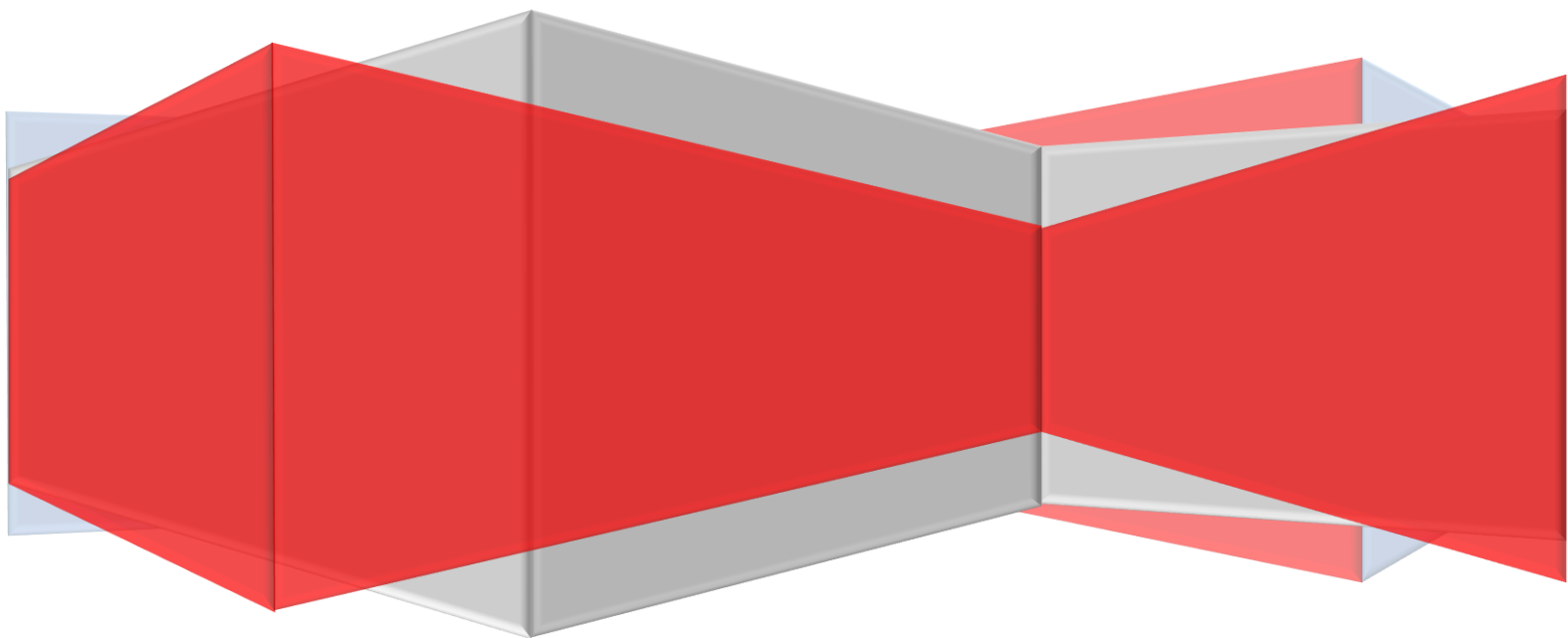


enterschoolmind

# **ISO Certification of the curricula: Development of Entrepreneurial Mindset for Teachers Level 6**

Competence: 1.2 Creativity

**Partner Responsible: FH JOANNEUM**



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## TRAINING CURRICULUM FOR COMPETENCE: CREATIVITY

### Aim of the workshop

This workshop focussing on *Creativity* is part of an eight-workshop series named “Development of Entrepreneurial Mindset of Teachers EQF Level 6”. By sharpening the teachers’ understanding of today’s importance of entrepreneurial skills and equipping them with supporting tools, they will foster the pupils’ skills related to the entrepreneurial mindset, which is seen as competence to support society, take over the responsibility for one’s own life and start initiatives that create value to society.

The *Creativity* Workshop is dedicated to helping teachers boost their creativity, understand creative processes and by this support their pupils to learn how to be more creative. The workshop will help the teachers to develop an advanced level of proficiency that is beyond average. They will be able to transform ideas into solutions that create value for others.

### Learning outcomes

After the end of the workshop the participants will be in a position to:

***In terms of knowledge:***

1. Define creativity and list its elements that are relevant in classrooms

***In terms of skills:***

2. Encourage pupils to find new ideas and perspectives by using creative techniques like Mind mapping, The Walt Disney Method and others, and guide them through their developments by being aware of the four main steps of The Creative Process.

***In terms of competences:***

3. Support pupils to generate ideas and encourage experimentation by providing a learning atmosphere that encourages creativity
4. Understand own creative strengths and weaknesses and help pupils to become aware of their creativity by supporting reflection of their creative endeavour

## Training methodology

☒ Classroom Learning

☒ Self-Directed Learning

## Prerequisites

*Please state if it is for beginner level or some specific skills or previous workshops are required.*

- ✓ Beginner level
- ✓ No prior participation in workshops mandatory
- ✓ Participants must be certain that they are able to attend the entire workshop

## CLASSROOM LEARNING

### Workshop duration

14 teaching hours, 2 days

### Training techniques

Technique
<input checked="" type="checkbox"/> Lecture (compulsory)
<input checked="" type="checkbox"/> Individual Exercise
<input type="checkbox"/> Group Exercise
<input type="checkbox"/> Role play
<input type="checkbox"/> Experiential workshop
<input checked="" type="checkbox"/> Group discussion
<input checked="" type="checkbox"/> Brainstorming
<input type="checkbox"/> Case Study
<input checked="" type="checkbox"/> Questions and Answers (multiple choice and open questions)
<input type="checkbox"/> Other (Please indicate)

### Equipment and materials necessary

**Equipment:**

- ✓ Projector
- ✓ Flipchart
- ✓ Pin boards
- ✓ Pins
- ✓ Coloured cards

- ✓ Pens
- ✓ Specific equipment for distinctive methods

**Materials:**

- ✓ Power point presentation
- ✓ Information material
- ✓ Training material

### Workshop programme breakdown

No.	Theme/Content	Workload in minutes
1	<b>Welcoming</b> <ul style="list-style-type: none"> <li>• Welcoming participants                             <ul style="list-style-type: none"> <li>▪ Lecture: Creativity [PPT1.2_1]</li> </ul> </li> <li>• Setting the workshop in context of EnterSchoolMind project and development of entrepreneurial mindset</li> <li>• Organizational topics</li> <li>• Introduction round</li> <li>• Icebreaking activity                             <ul style="list-style-type: none"> <li>▪ Pictionary [Instructions included in the PPT]</li> </ul> </li> </ul>	60 min
2	<b>Introduction to Creativity</b> <ul style="list-style-type: none"> <li>▪ Lecture: Introduction to Creativity [PPT1.2_1]</li> <li>• Definition of creativity</li> <li>• Elements of creativity</li> <li>• The creative process                             <ul style="list-style-type: none"> <li>▪ Questions and answers: Open-ended questions [CL1.2_2]</li> </ul> </li> </ul>	180 minutes
3	<b>Individual Creativity</b> <ul style="list-style-type: none"> <li>▪ Lecture: Individual Creativity [PPT1.2_1]</li> <li>• Characteristics of creative persons</li> <li>• Dimensions of creativity</li> <li>• Intelligence and creativity</li> <li>• Creative thinking</li> <li>• Assessing Creativity                             <ul style="list-style-type: none"> <li>▪ Group discussion: True or false? (Mis)conceptions on creativity [CL1.2_4]</li> </ul> </li> </ul>	240 min
4	<b>Boosting creativity in school</b> <ul style="list-style-type: none"> <li>▪ Lecture: Boosting creativity [PPT1.2_1]</li> <li>• Creativity techniques</li> </ul>	300 min

No.	Theme/Content	Workload in minutes
	<ul style="list-style-type: none"> <li>▪ Brainstorming: Implementing a story telling activity [CL1.2_5]</li> <li>• Reflection of creative endeavours</li> <li>• Supporting aspects for promoting creativity in school</li> <li>• Hindering aspects for promoting creativity in school                             <ul style="list-style-type: none"> <li>▪ Individual exercise: Find the right word [CL1.2_6]</li> </ul> </li> <li>• Discussing opportunities where, how and when to implement activities in the classroom                             <ul style="list-style-type: none"> <li>▪ Brainstorming: Creativity in the classroom - where, how and when [CL1.2_7]</li> <li>▪ Group discussion: Creativity in the classroom - where, how and when [CL1.2_8]</li> </ul> </li> </ul>	
5	<b>Summary and evaluation</b> <ul style="list-style-type: none"> <li>▪ Questions and answers: Closed questions [CL1.2_3]</li> <li>• Summary of workshop</li> <li>• Feedback round</li> </ul>	60 min

### Methodological tools

No.	Training Technique	Title of Methodological tool
1	Lecture	PPT
2	Questions and answers	Open-ended questions
3	Questions and answers	Closed questions
4	Group discussion	True or false? (Mis)conceptions on creativity
5	Brainstorming	Story telling activity
6	Individual exercise	Find the right word
7	Brainstorming	Creativity in the classroom - where, how and when
8	Group discussion	Creativity in the classroom - where, how and when

## SELF DIRECTED LEARNING

### Resources

No.	Title and Reference	Attachment (if applicable)
1	James, M. A. (2015). Managing the Classroom for Creativity. <i>Creative Education</i> , 6, 1032-1043. <a href="http://dx.doi.org/10.4236/ce.2015.610102">http://dx.doi.org/10.4236/ce.2015.610102</a>	
2	Cress, S. W. & Holm, D. T. (2015). Creative Endeavors: Inspiring Creativity in a First Grade Classroom DOI 10.1007/s10643-015-0704-7	
3	Sawyer, R. (2010). Learning for Creativity. In R. Beghetto & J. Kaufman (Eds.), <i>Nurturing Creativity in the Classroom</i> (pp. 172-190). Cambridge: Cambridge University Press. doi:10.1017/CBO9780511781629.009	
4	Craft, A (2005). <i>Creativity in Schools: Tensions and Dilemmas</i> . Abingdon: Routledge.	
5	Kaplan, D. E. (2019). Creativity in Education: Teaching for Creativity Development. <i>Psychology</i> , 10, 140-147. <a href="https://doi.org/10.4236/psych.2019.102012">https://doi.org/10.4236/psych.2019.102012</a>	