

Syllabus of the training modules on Creativity

Module/Workshop Title	Creativity
<p>Learning outcomes</p> <p>Indicate the knowledge (facts, principles, theories and practices that characterize the training) and skills (ability to apply such knowledge) that the student is expected to acquire by the end of the course. They articulate how students will be able to employ the material, both in the context of the class and more broadly.</p>	<p>It is expected that at the end of the workshop participants can successfully understand what is creativity and use basic creativity techniques. Advanced knowledge about the barriers and boosters of creativity, as well as the stages of the creative process will be learned.</p> <p>Greater awareness will be developed with the use of Brainstorming and Random words association techniques.</p> <p>After the workshop participants will develop the following competences:</p> <ol style="list-style-type: none"> 1) Knowledge: identify the characteristics of a creative person, the barriers and boosters to creativity and the stages of the creative process. 2) Skills: apply the Brainstorming and Random words association techniques. 3) Attitudes: Explore their own self-perception of being a creative person, Cooperate with others to produce creative outcomes, Reflect on the change of attitudes toward creativity, Reflect on situations when they are going to take risks in using the new techniques to solve problems
<p>Course content and objectives</p> <p>Brief description of the course content, which skill(s) will be trained and the main topics covered that will allow students to achieve the expected learning outcomes.</p>	<p>Goals</p> <ol style="list-style-type: none"> 1. Provide practical knowledge on using creativity in a professional environment 2. Raise awareness of the key factors for fostering creativity 3. Train the use of some creativity techniques <p>Program</p>

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	<ol style="list-style-type: none"> 1. What is creativity? - 10 minutes 2. Aspects of creativity? – 5 minutes 3. What are the characteristics of a creative person? – 10 minutes 4. Elements of convergent and divergent thought – 10 minutes 5. Barriers to creativity – 15 minutes 6. Creativity boosters – 15 minutes 7. Great ideas – 5 minutes 8. The creative process - 5 minutes 9. Creativity techniques – 30 minutes <ol style="list-style-type: none"> 9.1 Brainstorming - 30 minutes 9.2 Random word association -30 minutes
<p>Methodology</p> <p>Specify what the teaching method is (workshop with a theoretic part and exercises, role plays, games, simulations, questionnaires...) and how the proposed training activities respond to learning objectives. Indicate if any specific software or applications will be used.</p>	<p>Pedagogical philosophy is essentially "Learning by doing". We will always start from action to personal and group reflection. Always starting from situations, problems and cases, the thoughts, emotions and behaviors of those involved are experienced and discussed through the AAR (After Action Reflection) technique. The Theory is provided in its basic aspects at the end of each action-reflection and in a more developed way in materials to explore after the session. Each participant will make an individual, interpersonal and team trip being an actor/actress and author/author of their creativity skills and not mere spectators. It will make some self-assessment, will have roles to play and problems to brainstorm with a positive focus. The challenge to metacommunication and team coaching will also be present as pedagogical and development techniques.</p>
<p>Bibliography</p> <p>Indicate a short bibliography with reference texts, slides, tools etc.</p>	<p>- BERMEJILLO, A. (2012). El ser creativo. Barcelona: Plataforma.</p> <p>- DE BONO, E. (1985). Six thinking hats.</p>

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	<ul style="list-style-type: none"> - DE BONO, E. (1992). Serious Creativity: Using the Power of Lateral Thinking to Create New Ideas - DE BONO, E. (1967) The Use of Lateral Thinking - DE BONO, E. (1981). Atlas of Management Thinking. - BUZAN, T. (2006). The Ultimate Book of Mind Maps - DAMASIO, A. (2010). Self comes to mind. - GARDNER, H. (2010). Creating minds. - JOHNSON, S. (2010). Where Good Ideas Come From: The Natural History of Innovation. - LLORENTE, J. (2010). Piensa, es gratis: 84 ideas brillantes para potencia el talento. Barcelona: Planeta. - MEDINA, A. (2007). Ideas para tener ideas. Madrid: Prentice- Hall. - MICHALKO, M. (2001). Cracking Creativity. - SÁNCHEZ MANZANO, E. (2010). La inteligencia creativa. Málaga: Aljibe. - SEFCHOVICH, G. (1993). Creativity for adults. - STERNBERG, R.J. (1999). Creativity. books.google.com
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