

Course Syllabus

Creativity and Innovation in the Classroom

Winter/Spring 2010

Course Number:	ED & HUD 795-2, section 804 (#0628C)
Credits:	One (1) Graduate Credit
Prerequisite:	Graduate Standing (Must have earned a bachelor's degree)
Instructor:	Connie Jaeger
Location:	Online course
Schedule:	This online course begins February 22 and ends March 19, 2010. This course is four weeks in length and will be conducted in an asynchronous format. During this 4-week period, participants will have access to this course 24/7.

Course Emphasis: This online course is designed to help the classroom teacher align their curriculum to ISTE teacher standard “Facilitate and Inspire Student Learning and Creativity.” This course is appropriate for administrators, teachers, library media specialists, and technology leaders.

Course Rationale: ISTE teacher standard “Facilitate and Inspire Student Learning and Creativity” states that teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.

Teachers:

- a) promote, support, and model creative and innovative thinking and inventiveness;
- b) engage students in exploring real-world issues and solving authentic problems using digital tools and resources;
- c) promote student reflection using collaborative tools to reveal and clarify students’ conceptual understanding and thinking, planning, and creative processes;
- d) model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments

Teachers today have a strong commitment to teaching the subject matter as listed in the state standards. However, with the changing trends in education, and the push for technology integration, classrooms and their teachers are facing change fast. The question remains “how do you inspire learning and creativity in students according to the ISTE standards while maintaining balance in your core curriculum?”

This course will give classroom teachers insight into how to balance their curriculum with integrated technology. Participants will design curriculum to be used in their classrooms and work in a collaborative environment to share ideas and build a surplus of useful strategies and ideas as determined by the community of practice.

Course Description: This online course examines the ISTE standard “Facilitate and Inspire Student Learning and Creativity” and how educators can apply and integrate it into their current curriculum. Educators will create curriculum and project ideas that support this standard to be used in their current professional settings. Participants will learn about best practices when integrating technology and inspiring student learning. Educators will assess existing resources, evaluate one another’s work through a Community of Practice, and will demonstrate knowledge through the creation of an online resource.

Course Objectives:

At completion of the course, participants will:

1. Research the idea of creativity, innovation, and inventiveness and construct a definition of the idea. (WI DPI 4) (NETS-T-1a-d)(21st Century Skills #2)
2. Identify digital tools and resources that engage students in exploring real-world issues as related to the curriculum. (WI DPI 4, 6) (NETS-T-1b)(21st Century Skills #2)
3. Research and identify collaborative online tools that promote student reflection and identify ways to integrate these tools into the curriculum. (WI DPI 8) (NETS-T-1c,1d)(21st Century Skills #2)
4. Recognize ways to model collaborative knowledge by experimenting with Web 2.0 technologies. (WI DPI 7) (NETS-T-1a,1c)(21st Century Skills #2)
5. Design and share activities to be used in the classroom that support and promote creative and innovative thinking in students. (WI DPI 7) (NETS-T-1a,1d)(21st Century Skills #2)
6. Develop a web-based portfolio of ideas, projects, and resources as reference for continuing professional development. (WI DPI 10) (NETS-T-1a-d)(21st Century Skills #2)

Course objectives are aligned with the following:

- Wisconsin Standards for Teacher Development and Licensure
- [International Society for Technology in Education, National Educational Technology-Teachers \(NETS-T\)](#)
- [International Society for Technology in Education, National Educational Technology-Students \(NETS-S\)](#)
- [International Society for Technology in Education, National Educational Technology-Administrators \(NETS-A\)](#)
- [Partnership for 21st Century Skills](#) (21st Century Skills)

Required Readings:

Journal/Articles

Breen, Bill. (December, 2004). The 6 Myths of Creativity. Fast Company. Retrieved 29 September 2008, from <http://www.fastcompany.com/magazine/89/creativity.html>

Franker, Karen. (14 November, 2007). Joyce Valenza –21st Century Research Skills: Navigating the Shifting Information Landscape. Tech Tips for Educators. Retrieved 29 September, 2008, from <http://www.uwstout.edu/soe/profdev/blog/2007/11/joyce-valenza-21st-century-research.html>

Plough, Cory. (1 March 2008). Web 2.0 Tools Motivate Student Creativity. Techlearning. Retrieved 29 September, 2008, from <http://www.techlearning.com/story/showArticle.php?articleID=196605050>

Reynolds, Peter. (June, 2008). Six Essentials to Foster Creativity and Innovation in the Classroom. District Administration. Retrieved 29 September, 2008, from <http://www.districtadministration.com/VIEWARTICLE.ASPX?ARTICLEID=1605>

Newitz, Annalee. (05 September 2007). Virtual reality will enhance real-world experiences. New ScientistTech. Retrieved 29 September, 2008, from <http://technology.newscientist.com/article/mg19526206.000>

Deubel, Ph.D., Patricia. (2008). Crossroads in Education: Issues for Web 2.0, Social Software, and Digital Tools. T.H.E. Journal. Retrieved 29 September, 2008, from <http://www.thejournal.com/articles/22454>

Video(s)

Robinson, Sir Ken. "Do schools kill creativity?". TED Talks. February, 2006.
<http://www.ted.com/index.php/talks/view/id/66>>. 6 June, 2008

Course Outline/Activities Aligned with Learning Objectives:

Week One

Objectives covered:

- Research the idea of creativity, innovation, and inventiveness and construct a definition of the idea.
- Design and share activities to be used in the classroom that support and promote creative and innovative thinking in students.
- Develop a web-based portfolio of ideas, projects, and resources as reference for continuing professional development.

Activities:

- **Required Reading:** Six Essentials to Foster Creativity and Innovation in the Classroom (Technology lives up to its potential when we approach it creatively.) Peter H. Reynolds
- **Discussion Board Topic:** Ideas and ways to foster creativity and innovation in today's 21st Century classroom.
- **Group Wiki Collaboration:** Construct a group definition of creativity and innovation in the classroom. What does it mean to you and your classroom?
- **Personal Journal/Blog:** Rate yourself on your use of technology integration. How innovative is your classroom. How well do you feel you foster creativity in your classroom or school?
- **Social-bookmarking Collaboration:** Post resources to group del.icio.us account.

Week Two

Objectives covered:

- Identify digital tools and resources that engage students in exploring real-world issues as related to the curriculum.
- Design and share activities to be used in the classroom that supports and promotes creative and innovative thinking in students.
- Develop a web-based portfolio of ideas, projects, and resources as reference for continuing professional development.

Activities:

- **Required Reading:** Virtual Reality will Enhance Real-world Experiences By: Annalee Newitz Magazine issue 2620 September 2007
- **Discussion Board Topic:** How do other standards apply to or affect your lessons that focus on creativity and innovation?
- **Personal Journal/Blog:** Watch "Do Schools Kill Creativity?" By Sir Ken Robinson http://www.ted.com/index.php/talks/ken_robinson_says_schools_kill_creativity.html Respond. Do you agree? Disagree? Where do you feel your classroom fits it?
- **Construct/Adapt a Lesson Plan:** Create one lesson plan or activity idea that would encourage students to explore real world issues. (Meet with your instructor next week to discuss.)
- **Social-bookmarking Collaboration:** Post resources to group del.icio.us account.

Week Three

Objectives covered:

- Research and identify collaborative online tools that promote student reflection and identify ways to integrate these tools into the curriculum.
- Design and share activities to be used in the classroom that supports and promotes creative and innovative thinking in students.
- Develop a web-based portfolio of ideas, projects, and resources as reference for continuing professional development.

Activities:

- **Required Reading:** Web 2.0 Tools Motivate Student Creativity By: Cory Plough
<http://www.techlearning.com/story/showArticle.php?articleID=196605050>
- **Discussion Board Topic:** What tools are available and how to you stay afloat.
- **Group Wiki Collaboration:** Share your resources, research others posting, and comment on your experiences and new findings
- **Personal Journal/Blog:** Free Topic (*Optional*)
- **Skype with your instructor:** Discuss the lesson plan activity from week 2.
- **Social-bookmarking Collaboration:** Post resources to group del.icio.us account.

Week Four

Objectives covered:

- Recognize ways to model collaborative knowledge by experimenting with Web 2.0 technologies.
- Design and share activities to be used in the classroom that supports and promotes creative and innovative thinking in students.
- Develop a web-based portfolio of ideas, projects, and resources as reference for continuing professional development.

Activities:

- **Required Reading:** Crossroads in Education: Issues for Web 2.0, Social Software, and Digital Tool By Patricia Deubel, Ph.D. <http://www.thejournal.com/articles/22454>
- **Discussion Board Topic:** Examples of collaborative knowledge
- **Group Wiki Collaboration:** Identify a Web 2.0 technology. How can it be used in your classroom?
- **Personal Journal/Blog:** Teach your lesson developed in week 2 and respond with your findings, difficulties, and questions.
- **Social-bookmarking Collaboration:** Post resources to group del.icio.us account.

Requirements, Evaluation, and Assessment:

Assignment	Method	% of final grade
Participation in Online Discussions	Requested topics and information are addressed	30%
Contributions to the course Wiki	Makes helpful suggestions and posts relevant information. In addition, responds to peer postings	20%
Contributions to the course del.icio.us site	Posts relevant and useful resources weekly	10%
Personal Journal/Blog	Posts are thoughtful and on topic	10%
Lesson Plan	Plan is thorough and reflects both the state and ISTE standards Participant schedules and participates in Skype with instructor	30%

Dissemination: The online course calendar will be the main mode of dissemination of important course information and/or assignments. Final projects will be disseminated via the course wiki.

Wisconsin Standards for Teacher Development and Licensure

[Wisconsin Standards for Teacher Development and Licensure](http://dpi.wi.gov/tepd/stand10.html) (WI DPI)

<http://dpi.wi.gov/tepd/stand10.html>

- (4) The teacher understands and uses a variety of instructional strategies, including the use of technology to encourage children's development of critical thinking, problem solving, and performance skills.
- (6) The teacher uses effective verbal and nonverbal communication techniques as well as instructional media and technology to foster active inquiry, collaboration, and supportive interaction in the classroom.
- (7) The teacher organizes and plans systematic instruction based upon knowledge of subject matter, pupils, the community, and curriculum goals.
- (8) The teacher understands and uses formal and informal assessment strategies to evaluate and ensure the continuous intellectual, social, and physical development of the pupil.
- (10) The teacher fosters relationships with school colleagues, parents, and agencies in the larger community to support pupil learning and well-being, as well as acts with integrity, fairness, and in an ethical manner.

Oct. 20, 2009--CL