



Thank you for attending the **Teaching the Creative Process: 6 Steps to Fueling Innovation in Curriculum** Workshop on Saturday December 12th 2015. We hope you found the experience not only enjoyable but inspiring. This online component of the Workshop ensures that the work you did can be kept and applied to other plans in the future.

Below outlines the next steps for obtaining a Certificate of Completion.

Overview

Adapting Lesson Plans to Integrate Art:

As a participant in the Yours for the Dreaming workshop, you were shown a PowerPoint presentation that explains the story behind the program and its significance to education and development. The PowerPoint also allowed for a reading of the children's book associated with the Six Step Process that welcomed participants to return to their younger selves. This introduction explained to the participants/educators the opportunities that exist in engaging with the arts, to challenge the black and white and gain new perspective, using their creative license and present the world with something it's never seen before.



The Program encapsulates interactivity, strategic thinking and creativity. The skills gained and tools provided are integrated cross curriculum not only to enhance lesson plans but to enhance creative ability for life skills.

Imagine it Real!

To begin the Creative Process, participants were asked to Think and Share! Three words that expressed what it felt like to be a child at play are pleasing and that in themselves, tell the tale of creativity. These 3 words were shared with group members, were produced visually using art supplies by participants in

their groups and asked to present to the workshop as a whole. Those three words were kept in their journal.



The Creative Process includes the following 6 Steps:

- Perception
- Idea
- Recording
- Understanding
- Transformation
- Presentation

Example of STEM Lesson Plan using the Creative Process

The Steel Ball Roller Coaster Project

This Lesson Plan can be adapted across Grade levels – A copy of the popular Lesson Plan can be found here <http://www.instructables.com/id/Marble-Roller-Coaster/?ALLSTEPS>

Perception

Explore how the Participant looks at visuals and concepts. Finding a new way that is open to looking becomes a new world of possibilities - Ask a Question

Begin the Lesson Plan with showing examples of movement and the different types of energy in the classroom. For example a rubber band shoots into the air, or different objects falling from a desk. Ask students to express feelings and experiences toward rollercoasters. What makes them fun, what are the feelings they get when they ride them and gather possible explanations for those feelings. What is their favourite thing about rollercoasters, the speed? The drops? The feeling of their stomach falling to their feet?

Idea

Exercise the process of idea generation and the recording of conceptual issues into a platform that can be communicated

Discuss the theory behind movement, different ways to express energy through their bodies, throwing a ball or shooting a rubber band.

Identify the access to materials and the Outcomes. i.e the ball needs to travel from end to another.

Recording

*Investigate the numerous ways that the participant can chart, record, journal, verbalize, and express –
Imagine: Develop possible solutions*

Record possible materials, things they notice that act in a similar way. Provide sketching books. Stress to participants to carry their journals with them everywhere they go. Inspiration and ideas can come from anywhere and questions might come to mind at any moment.

Understanding

*Explore-feel-identify-share-investigate and become comfortable with the process and the outcomes. -
Plan: Select a promising solution, Build a prototype*

Consultation with teacher to discuss ideas and progress toward outcomes. Engage students with the materials they presented, for examples have them feel material to understand friction. Conveying how they want the rider to feel through images and colours. Discussing solutions and ways to make those images come alive. Build prototype

Transformation

Finding a new way to approach situations, projects, people and life the participant welcomes input and constructive criticism. - Test and evaluate prototype, improve redesign as needed

Brainstorm ideas with other classmates and family members. Ask what materials they are using and the rationale behind it. See other student's designs. Collect ideas and ways to improve.

Presentation

Learning to communicate the findings allows the participant to gain confidence in the process. - Present Findings

Present Rollercoaster demo!

Online Entry

Using the handout you were provided which contain your notes from the workshop, please review your lesson plan and continue to enter break up your lesson plan into the Six Steps in the online form to complete the requirements of the Workshop.

Step One: Follow the Link to the Yours for the Dreaming Website.

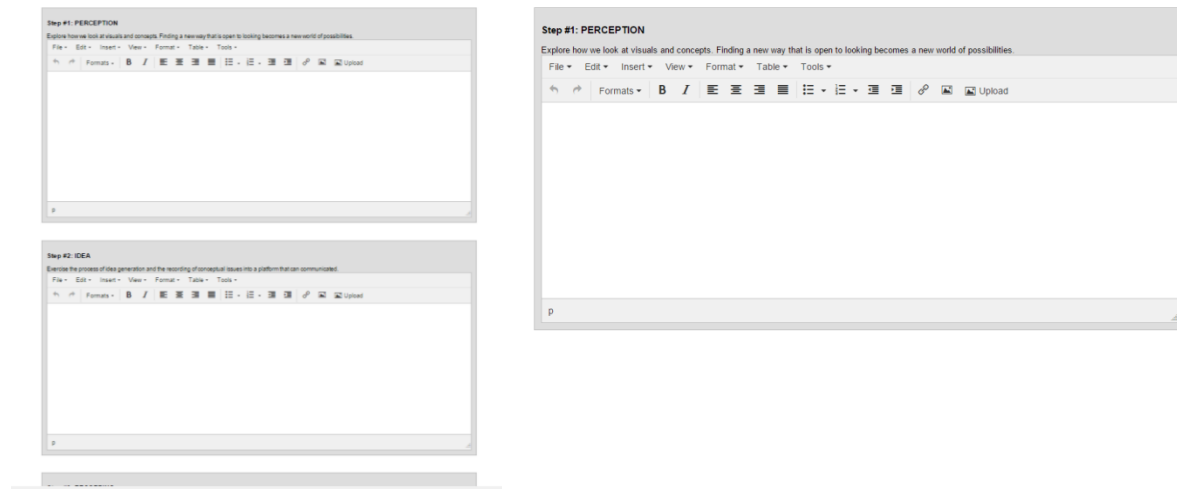
<http://www.yoursforthedreaming.com/dpsforms.php>

Step Two: Enter in the information provided in the Email

Username: Provided in Email

Password: Provided in Email

Step Three: Enter in the Online Journal your Lesson Plan created during your workshop and adapt it to incorporate the six step process. After each section is completed please press submit.



The image displays two screenshots of the online journal interface. The left screenshot shows two separate journaling spaces, one for 'Step #1: PERCEPTION' and one for 'Step #2: IDEA'. The right screenshot shows a larger journaling space for 'Step #1: PERCEPTION' with a rich text editor toolbar.

Step Four: Along the right side of the page is a Journaling Space. Please input your **3 Words** here. After your **3 words** are entered, please press submit.

Step Five: Upon completion of all entries, you will be asked to fill out a form evaluating the Workshop and your experiences with Teaching the Creativity Process. Your feedback is greatly appreciated!

Step Six: Re-visit your Email Inbox to find your Creative License and Certificate of Completion for the Workshop. This may take up to 24 hours after completion.

Using this login, you are now able to re-visit your Lesson Plans, as well enter new Lessons Plans using the Six Steps. If you require assistance, you can use the **Request Assistance** icon to email your question.