Ways in which a trainer can enhance creativity in class during training.

* Encouraging participation in learning helps to develop confidence and expand the thinking capacity. The learner becomes more confident to express his/her idea or opinion. Creativity is therefore motivated and encouraged. For example during class presentation and debates the learner grows in confidence and also develops ways to express himself/herself. It also expands thinking as the learner seeks ways to bring clarity to the listeners.
* Giving projects/project work. This enhance creativity because students cannot learn to be creative by doing a worksheet only. As a trainer, we often feel that it is our duty to teach them to master academic standards while also empowering them to think creatively, work together and learn. The classroom and the real world has been bridged using high-quality project based learning. Engaging students in projects that connect them to their local community opens up the door for them to show compassion and others in need.
* Provide resources material for creativity. Materials used to enhance creativity include photographs, drawings, paintings, sculpture, graphic art, costume or set design that illustrate your creative vision and style. As a trainer you need to provide those materials or purchase them for your learners.
* Blending learning content with art (songs, poems, drama). A trainer can be able to deliver knowledge, skills and attitude to his/her learners using songs, drama and recall difficult content with catchy tunes they can relate with. The trainer can also use actors and their content with ease. For instance an early childhood trainer uses the narrative " one like a stick, two like a duck, three like a butterfly," to demonstrate numbers to their learners.
* Encourage innovation by introducing more technology in the classroom to create a blended classroom where students experience technology as they would in the real world, recognizing that students are better served by a flipped classroom where they watch lectures at home and complete assignments in the classroom and providing greater ways to facilitate clearer and better communication between school districts parents with powerful video tools.
* Guide learners to get solutions to problems. It is the trainers role to guide students, train and counsel students during training. Also pinpoint students strength and weaknesses. The trainer identifies students strengths and weaknesses then guides them to improve on their weak points. Trainers mould students future by aligning them with their talents like in the sports, music and arts.
* Technology offers various platforms that can be applied in training. A trainer can use technological gadgets such as mobile phones, tablets, and computers as well as technological tools including google, youtube, and mail services to enhance creativity. Online lessons, projects, and games can be effected through technology. Such integration offers great benefits to both the trainer and trainees.For instance, technology drives the curiosity of the trainees keeping them attentive and engaged to content being taught throughout a session (boredom and monotony in face-to-face learning is reduced). Additionally there is increased collaboration and communication between a trainer and trainees as well as amongst trainees themselves. They carry out various activities that require collaborative effort in sharing ideas, thoughts and support for each other.
* Technology also motivates and encourages learners to carry out their own personalized learning as they encounter inherent information available on the internet. The trainer can also develop lesson based on learner interests and strengths whilst offering support and assistance whenever there are weaknesses.
* Ultimately, a trainer’s integration of technology in training leads to improved productivity and efficiency. Factors such as time of instruction and cost of instructional materials greatly reduced.
* A trainer may employ organized exhibitions in a training program as a learner centered approach to serve the purpose of creativity. Exhibitions comprise projects, presentations, and products developed by learners. They present achievements of learners demonstrating with respect to expected learning standards and objects. Exhibitions offer avenues for learners to develop their creative skills through all phases and learning experiences. They also offer the trainer a means of evaluating academic progress and achievement of learners.
* Using methods such as projects, charts, drawings, trips in teaching can also enhance creativity among learners. These methods put learner's knowledge and skills to test while challenging them to come up with ways to solve problems. For effective deployment of these teaching methods, a trainer must supervise the projects to offer guidance where need and critic methodologies used and project findings. A trainer can as well organize healthy competitions such as science congress to promote creativity among trainees. Science congresses where learners compete for prizes motivates them to become innovative in problem solving approaches.