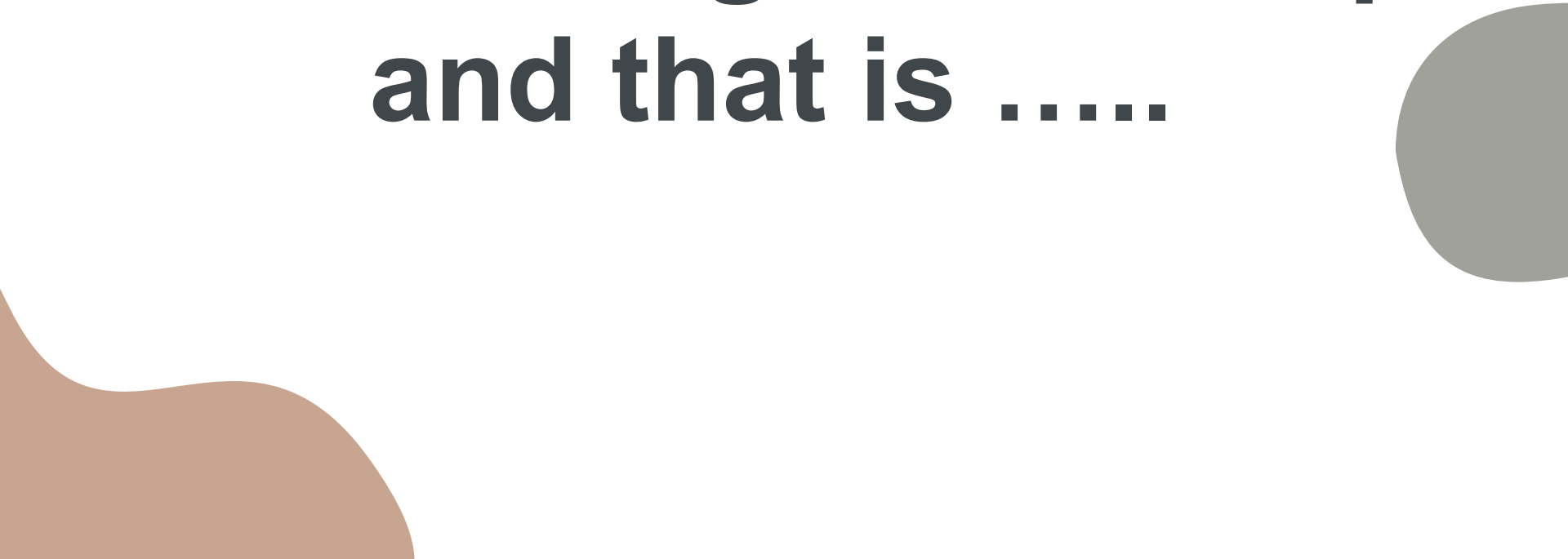


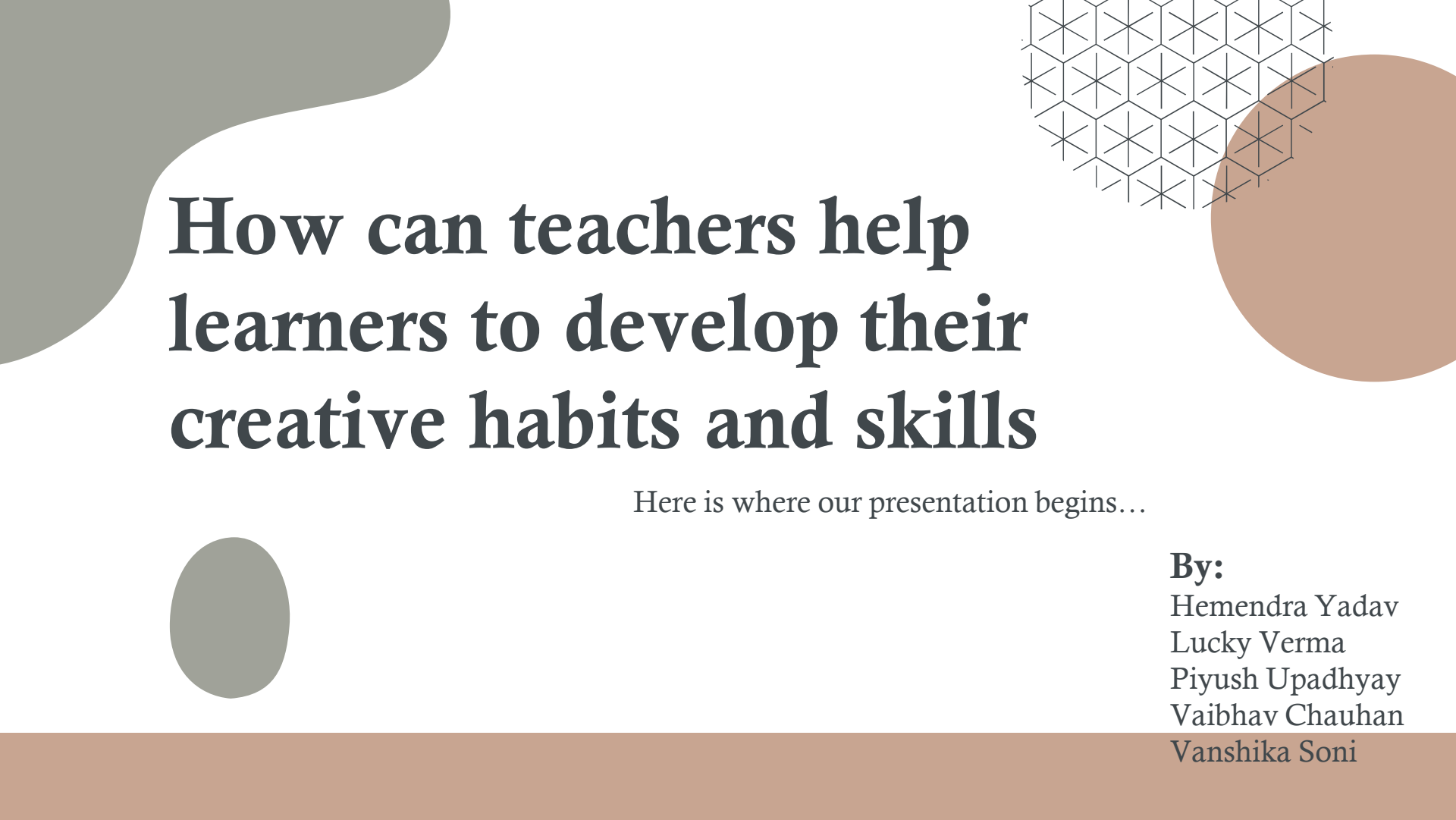
What is Creativity ?

- We can all notice that in every creative act we could look at, essentially it was doing new things with old things.
- It's not like the ideas come out of thin air. It's finding some old ideas, some old concepts, doing new things with them, blending them together in new ways.
- This is an incredibly simple insight (like Vaibhav thought) but it actually has a lot of guidance about what you should do and how you should organize a creative group or organization.



**So, this brings to our topic
and that is**

The slide features two large, abstract, organic shapes. A light brown shape is located in the bottom-left corner, and a grey shape is in the bottom-right corner. Both shapes have soft, irregular edges.



How can teachers help learners to develop their creative habits and skills

Here is where our presentation begins...

By:

Hemendra Yadav
Lucky Verma
Piyush Upadhyay
Vaibhav Chauhan
Vanshika Soni

How can teacher develop creativity in learners?

- Inspire students to take risks with their ideas.
- Introduce multimedia learning material.
- Motivate students with rewards and recognition.
- Teach students the other skills they need to be creative.



Teacher can support creativity and innovation by

- Role modelling creative habits

Teachers being role models includes showing students how to make sense of the world, and express different ideas in a peaceful way. Create activities and discussions that foster conversations and discovery about who they are, and how they can appreciate the differences between each other.

- **Importance of Questioning in classroom from both sides**
- Questions stimulate discussion and creative and critical thinking, as well as determine how students are thinking.
- Asking questions not only widens your knowledge but also motivates to learn more.
- Helps students to think out of the box.

- Treating mistake as learning opportunities and encourage learner to take sensible risks in classroom



- Build Confidence
- Promotes Active Learning
- Develops Problem-Solving Skills

- Giving learners sufficient time to complete their work.

- Stress and pressure
- Critically and creatively
- Revise and edit their work
- Experiment with different approaches



Incorporating creativity into classroom practice across the curriculum

- Problem solving and enquiry are at the heart of learning.
- A mark of a good teacher.
- Presenting questions, problem statement may vary
- Enhance the child's behavior
- Impact of individual projects/works
- Both teacher and student altogether work to bring the best out of it
- Enquiry based learning
- Project based learning
- A productive conclusion



Creative Questioning

Learn from yesterday , live for today , hope for tomorrow . The important thing is to never stop Questioning – *Albert Einstien*



Why to ask question?

- Built curiosity
- Stimulate to “Think hard” about a topic
- Give different protective’s
- Make a path to follow
- Inspire to take challenges and find answers



Which Question?

- Beginning with open questions.
- Stop asking “WHY”.
- Avoid YES/NO question.
- Question with many answers.



Example

1. Question that have more than one possible answers

For example in math's how many ways of you can find 24 using any

mathematical operations ?

if we give the answer is..... 1989 ,which can be the answers of questions like

- when did the cold war end ?
- which year saw the dissolution of solvent union ?
- which year saw the end of the Soviet unions conception of Afghanistan?

Thinking differently can be helpful in generating questions and nurturing critical and creative thinking skills enhancing the use of discussion and collaboration in the classroom one and think in many different ways.

Harvard project zero

- The Project Zero's “mission is to understand and enhance the learning, thinking, and creativity in the arts, as well as humanistic and scientific disciplines, in formal and informal contexts, and at the individual, group, and institutional levels.
 - It has thinking activities to trigger question and thinking about a topic for which you have a related photographs , artwork or object .
-

Example of Project Zero

- Step-1 = show your audience an artwork related to your art work
 - Step-2= Now brainstorm 3-4 questions about the art work .
And use these question as a starters :
I wonders....whyWhat are the reasons.....What if I
am puzzled byHow would it be different if....What if we know
....? If I could interview the artist / maker, I'd ask....
 - The question that the audience form should be recorded the
displayed if possible
-



Thank You

