

Erasmus + Programme

Key Action 2 – Cooperation for Innovation and the Exchange of Good Practices

Action type – Strategic Partnerships for school education

Project no. 2016-1-UK01-KA201-024296

”Innovation through Creative Arts”

IO2 – Training course

**- EFFICIENCY OF LEARNING
THROUGH THE USE OF ARTS -**

**Eficientizarea învățării prin
folosirea artelor în activitatea
didactică**

– România –

EFFICIENCY OF LEARNING THROUGH THE USE OF ARTS

Training course – 50 hours – 12 CPD points

CASA CORPULUI DIDACTIC DAMBOVITA - ROMANIA

THE AIM OF THE PROGRAMME

Empower primary school teachers to integrate arts into the curriculum, in order to develop pupils' reading, writing and mathematical skills and digital competences as well as to ensure their well-being at school.

OBJECTIVES		COMPETENCES		CONTENT
GENERAL	SPECIFICS	GENERAL	SPECIFICS	
Empowering teachers to use creativity-specific concepts	Identifying specific concepts of creativity	The ability to relate and communicate effectively with students in order to stimulate their creativity	Correct use of the concepts specific to creativity	I.1. Creativity Conceptual delimitations, characteristics Levels of creativity Stages of creative process Factors of creativity
	Recognizing the factors that stimulate / block students' activism and creativity in school		Exploiting the factors that stimulate students' activism and creativity	
				Evaluation
Use of the methods that develop students' creativity and critical thinking and class transformation into an environment of dialogue and cooperation	Identifying the role of creativity as a skill required on the labor market in 2020, by reference to national and European priorities	Competences to implement actions that will lead to the development of creativity, critical thinking and cooperation among pupils	Valorization on the legislative framework, national and European priorities of the use of creative arts for teaching and effective learning	II.1 Legislation
	Designing teaching approaches that will lead to the development of creativity and critical thinking among pupils Creating, at the class level, a stimulating environment in which each pupil can express himself creatively		Use of methods, techniques, appropriate processes for the development of creativity, critical thinking of pupils and their cooperation in learning	II.2 Strategies to stimulate creativity Traditional methods versus methods used to develop critical and creative thinking Methods and learning activities to stimulate student creativity Class - a space of dialogue and cooperation

				Evaluare
Practicing the skills to use the creative arts for developing the well-being of primary school pupils in order to make learning more effective	Identifying how to use arts in working with young learners	Ensuring the well-being of pupils in primary education through the use of arts	Using creative arts to generate good fortune in small school	III.1. Creative Arts and well-being Art versus creative therapy through art Young learners' characteristics
	Identifying techniques to stimulate students' creativity		Practicing creative techniques to ensure the well-being of the little schoolboy	III.2. Creative techniques used to work with the child Drawing and painting, modeling, collage, theater, fairy tales and therapeutic stories, play, puppets, dance and creative movement, music. Creative techniques used in child work - good practice. Exercises for the development of emotional intelligence
				Evaluation
Teacher training to bring Creative Arts into the curriculum	Designing educational approaches based on stimulating and motivating pupils, especially those with specific reading / writing disorders	Developing (self) reflexive capacity to improve the quality of teaching and learning for all pupils, regardless of socioeconomic capacity and context	Implementing creative arts in school curriculum for learning efficiency	IV.1. Communication in Romanian Language and Literature Creative reading and writing learning How to address students with specific reading / writing disorder
	Designing educational approaches based on stimulating and motivating students, especially those with computational disorders and mathematical reasoning			IV.2. Math Creative learning of mathematics Methods of intervention in working with students with specific disorder of arithmetic abilities
	Effective use of adequate strategies to improve digital skills		Facilitating the educational act in school by using digital competences	IV.3. Digital competence Creative approach to learning
				Evaluation
				Final evaluation