

# CreArt

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## NEWS LETTER

The evolution of technology and online learning has not only changed the way information is delivered, but also the teaching and learning processes. This training package focuses on the relationship between arts, creativity, and education in the digital age.

According to a recent study in OECD countries, there is an inherent mismatch between students' knowledge and use of ICT and DSI and teachers' ability to use their competencies and skills.

This suggests that teachers' inexperience and lack of skills are often underlying factors preventing the effectiveness of creativity, ICT, and DSI use in the classroom.

A digitally competent teaching profession can then influence school practices and ultimately the digital literacy of all students. In this context, the project partners created this training package to achieve the following goals.



Institution	Subject	Date
1. (SARILAM HEM)	Creativity Theories and Models	09-12.11.2022 - 16-15.11.2022
2. (YENISEHIR MEM)	Creativity and the Arts at School	09-12.11.2022 - 16-15.11.2022
3. (KARATAS HEM)	Creative Teaching and Teaching Creativity	09-12.11.2022 - 16-15.11.2022
4. (MEGIDER)	Individual and Social Creativity	09-12.11.2022 - 16-15.11.2022
5. (ECOSTITUTO)	Machine Creativity	09-12.11.2022 - 16-15.11.2022
6. (TAE)	Creative Thinking	09-12.11.2022 - 16-15.11.2022
7. (DOM SPAIN)	Pedagogical Use of the Arts	09-12.11.2022 - 16-15.11.2022

**PILOT TRAINING COURSES STARTING**



**Learning objectives**  
This course aims to:

- define the basic terms related to creativity, brilliance, an innovation;
- to help understand the creative process and be able to classify it and develop ideas to improve it;
- explain the historical and intellectual context of creativity and identify the context of creativity and education;
- explain 21st-century learning skills, such as STEM, and apply them in the classroom;
- better understand the impact of digital technologies and how to master them; identify the concept of creativity and the types, techniques and applications to provide theoretical and practical elements to develop creativity;
- apply the pedagogical use of the different types of digital art and learn the importance of digitalization in the social environment;
- develop a comprehensive model to measure creativity and in this way be able to identify and implement creative teaching approaches;
- plement creative teaching approaches;