



Creativity training course curriculum

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Introduction

In 21st century some competencies are becoming more important than others. Nowadays employee should have the competencies which could be used in various contexts and would allow flexibility to adapt to changing conditions. Next to common (usual) competencies nowadays employers also pay special attention to employees' personal qualities and values. Such trend is visible not only in Lithuania, but in all European Union. In 2014 the research conducted in Lithuania revealed that in employers' opinion graduates need stronger skills in ability to make decisions (84%), analytical thinking (77%) and creativity (59%). According to employers confederation, one of the most needed/wanted skills - employees' creativity will be on 2020. When talking about creativity skill, it is increasingly considered as a main reason for success for whole organisation. Successful creative organisations cannot function without creative workers. Such organisations adapt to changes quicker and successfully deal with competitors. Creativity is the ability to raise new ideas, think outside the box, find unusual solutions, and deal with problems quickly. It's very important in adult training, especially unemployed adult. Adult trainers promoting creativity enable adult students to explore and find their hidden talents. A lot of teachers working with Adult learners are not aware how to develop these competencies.

1. The purpose of the course

To enhancing the creativity skills and competencies of adult education trainers and learners

2. Partners

1. NGO Creative Future Ideas, Lithuania,
2. NGO Radosas Iniciativas Centrs, Latvia,
3. SYKLI - Environmental School of Finland,
4. Pirkanmaa design, arts and crafts association Modus, Finland,
5. Turku University of Applied Sciences, Finland.

3. Modules

The course consists of 5 modules:

Module	Title
1 Module	Creativity definition, objectives of creativity, principles of creativity training
2 Module	Creativity tools and methods
3 Module	Creativity training environment, assessment for creative learning
4 Module	Creativity trainin in schools

5 Module	Creativity at work
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4. Learning outcomes

Knowledge - at the end of the unit the learner will be able to:

Know new creativity training methods;
Define the key aspects of creativity.

Skills - at the end of the unit the learner will be able to:

Compare socio-educational aspects of creative and not creative training.
Discuss the issues of creativity training methods characteristics and effectiveness.
Be able to use creativity training methods in training process.

Competencies - at the end of the unit the learner will be able to:

Be able to choose appropriate creativity training method during . training process.
Evaluate the changes in trainees' creativity.

5. Achievement assessment methods

1. Self-assesment tools.
2. Self-reflection.
3. E-questionnaire.
4. Results in practical tasks.

Literature

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