
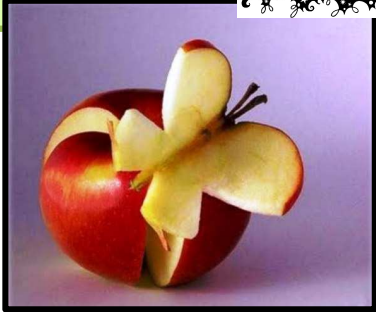


I ♥ BEING CREATIVE

Teaching Creativity Skills

Be Creative

Creative Thinking

What is Creativity?

Find the answers - Activity 1

First team back gets a reward!





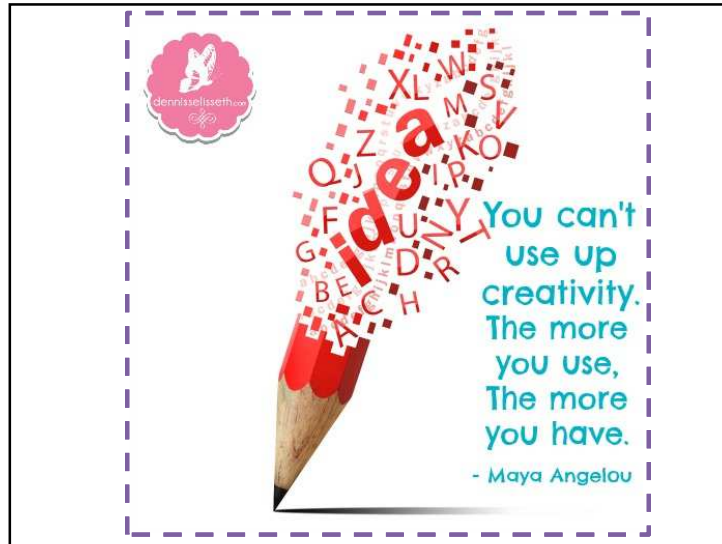

- In 2's or 3's
- Find the 5 different colour cards hidden in the room.

Introduction To Teaching Skills

Purpose	Objectives
<ul style="list-style-type: none"> • To Explore the different learning and teaching styles and teachable moments conducive for Pathfinders and Adventurers physical, mental, social and spiritual development 	<ul style="list-style-type: none"> • To discover the importance and value of creative approaches to teaching and to learn ways of developing one's own creative style of teaching

What is Creativity?

1. Creativity is the act of turning new and imaginative ideas into reality.
2. Creativity is characterised by the ability to perceive the world in new ways, to find hidden patterns, to make connections between seemingly unrelated phenomena, and to generate solutions.
3. Creativity involves two processes: thinking, then producing. If you have ideas, but don't act on them, you are imaginative but not creative.
5. Mental Characteristic that allows a person to think outside of the box, which results in innovative or different approaches to a particular task.
4. In order to be creative, you need to be able to view things in new ways or from a different perspective



Activity 2

- Under the chairs you will find an envelope
 - Discuss the statement with small group 3's or 4's
- Place the statement under the Purpose or Value heading on the wall

Understanding Creativity

Purpose	Value
<ul style="list-style-type: none"> • The reason for which something is done/exists • An intended or desired Result/Goal/Aim/End 	<ul style="list-style-type: none"> • The <ul style="list-style-type: none"> - importance - worth - usefulness of something

- It makes learning more enjoyable , lasting and meaningful
- It approaches opportunity of self-expression and development of creativity
- It instills pride in accomplishment and build self confidence
- It contributes to the development of proper self concepts

It provides for participation in groups situation and reaction to established group approval and behaviour

Its deepens a Pathfinder's need for individual expression.

Its relieves period of physical restlessness with meaningful activity, coordination mind and muscle.

it promotes respect for both adults and peer relationship

It afford opportunity to practice principles of Christian living.

- Helps the Pathfinder respect property of others
- Teaches cooperation, sharing and taking turns.
- Emphasise a Bible concept or illustrate a truth
- Provide opportunity for the Pathfinder to express his/her relationship with God and a response to Bible teaching

1. Conchology is the

- A. Study of trees
- B. Study of shells
- C. Study of measurements
- D. Study of People

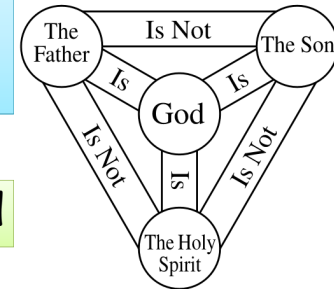
B. Study of shells



3. Theology is the

- A. Study of words
- B. Study of the Bible
- C. Study of God
- D. Study of computers

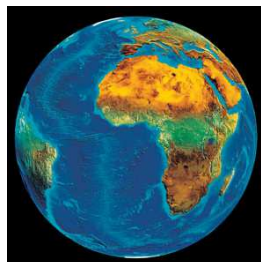
C. Study of God



2. Geology is the

- A. Study of trees
- B. Study of caves
- C. Study of shells
- D. Study of books
- E. Study of the earth

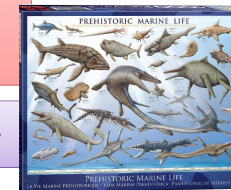
E. Study of the earth



4. Paleontology is the

- A. Study of prehistoric life
- B. Study of cells
- C. Study of rocks & minerals
- D. Study of shrubs
- E. Study of marine invertebrates

A. Study of prehistoric life



5. Herpetology is the

- A. Study of herbs
- B. Study of small mammals
- C. Study of lichens
- D. Study of reptiles
- E. Study of God

D. Study of reptiles



7. Lithology is the

- A. Study of emotions
- B. Study of insects
- C. Study of fruit growing
- D. Study of rocks
- E. Study of prehistoric life

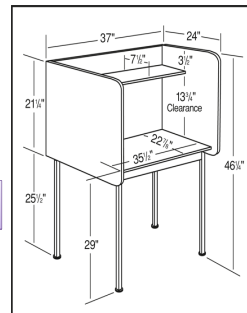
D. Study of rocks



6. Metrology is the

- A. Study of meteors
- B. Study of measurements
- C. Study of heavenly bodies
- D. Study of cells
- E. Study of music scores

B. Study of measurements



8. Cetology is the

- A. Study of whales
- B. Study of insects
- C. Study of dogs
- D. Study of cacti
- E. Study of seeds

A. Study of whales



9. Cytology is the

- A. Study of cats
- B. Study of cacti
- C. Study of the internet
- D. Study of human life
- E. Study of cells

E. Study of cells



11. Agrology is the

- A. Study of microscopic plant life
- B. Study of basket making
- C. Study of lichens
- D. Study of mushrooms
- E. Study of soil for crops

E. Study of soil for crops



10. Dendrology is the

- A. Study of trees
- B. Study of orchids
- C. Study of stars
- D. Study of environmental conservation

A. Study of trees



12. Speleology is the

- A. Study of caves
- B. Study of soil for crops
- C. Study of modern communications
- D. Study of the Northern Lights
- E. Study of stars

A. Study of caves



13. Pomology is the

- A. Study of God's creation
- B. Study of fruit growing
- C. Study of Tree rings
- D. Study of human origins

B. Study of fruit growing



15. Mycology is the

- A. Study of words
- B. Study of microscopic life
- C. Study of tropical fish
- D. Study of fungi
- E. Study of cells

D. Study of fungi



14. Oology is the

- A. Study of birds eggs
- B. Study of zoo life
- C. Study of small mammal pets
- D. Study of fish raising

A. Study of birds eggs



Steps to being creative

Step one: Become a knowledgeable teacher

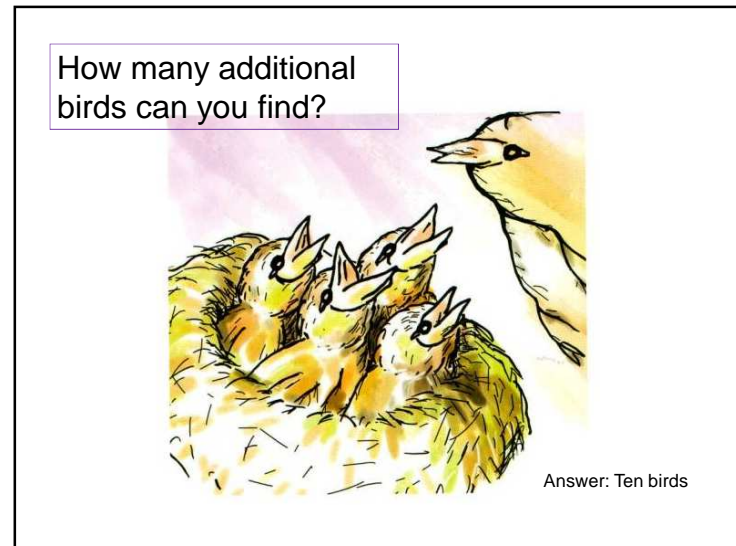
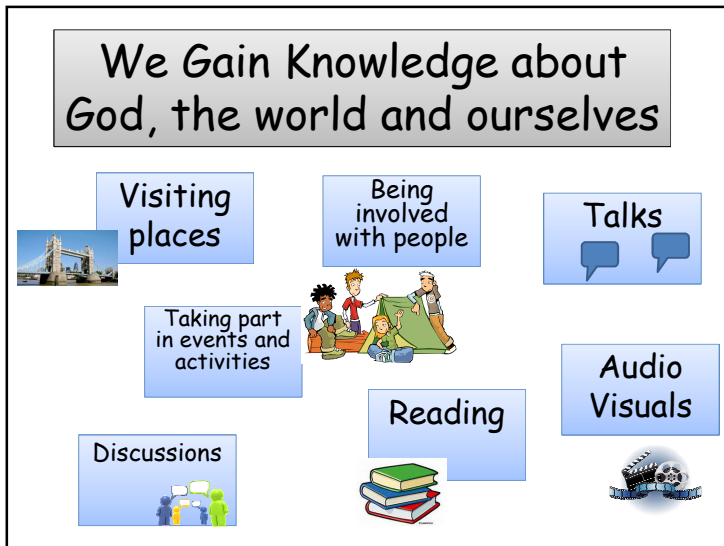
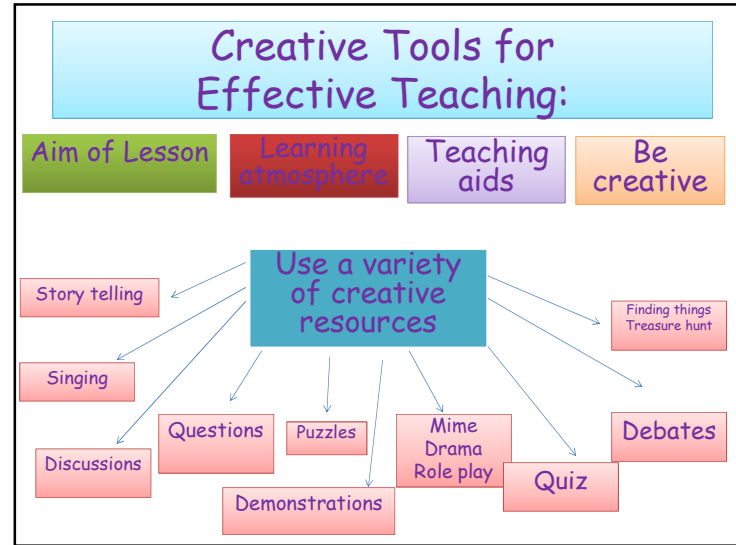
Step two: Connect with other teachers/trainers

Step three: Become a collector of teaching/training ideas

Step four: Share your learning

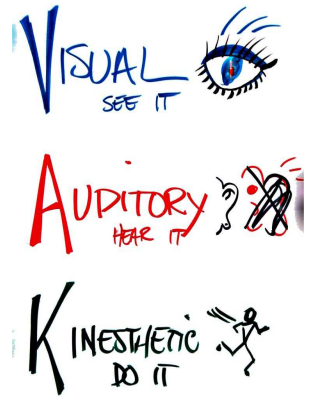
Step five: Remove the blocks to creative thinking

Step six: Practise your creativity



Activity

Different Learning Styles



Teaching the Pathfinder/Adventurer Curriculum Creatively

- You must know/study the Curriculum
- Assess the number and needs of your class
 - Work out your teaching plan
 - Available resources

Plan your work and Work your plan

Each Pathfinder/Adventurer Learns Differently

Discover how your Pathfinder/Adventurer learns best and you will discover the best way to keep their attention

Teaching Task

- ❑ Divide into groups of 4-6
- ❑ As a group, choose one requirement from either the Pathfinder or Adventurer coursework, Award or Honour and decide how you would best teach it
- ❑ Create a teaching plan
 - Lesson Objective
 - Success Criteria
 - Basic 3 part lesson (Intro/Main/Plenary)
 - Assessment?

Thank You
Any
Questions?

