Creativity and Innovation in School Education

M.M – 100   **Pass -40%**
Ext. - 70   **Int. - 30**

CISE 1 - Creativity and Innovation in Schools-Theoretical Framework

SECTION - A

1. Meaning of Creativity, Role of Creativity in Innovation and learning and Inter-relationships, inter-cultural perspectives,
2. Creative Skills, myths of creativity;
3. Source of Creativity; Barriers to Creativity, identifying ways of eliminating barriers to creativity;
4. Turning creativity into insights, ideas, opportunities and action, recognizing the power of intuition,
5. Role of imagination; enhancing one's creativity; Role of Creativity in Problem solving,
6. World famous Creative Personalities like Do Vince etc.

SECTION – B

7. Understanding Creative Diversity, Creativity in Individuals and in groups,
8. Emerging trends in Innovations,
9. Creating a culture of Innovation in schools,
10. Managing Creativity and Innovation,
11. Creative thinking skills as critical 21st century skill;
12. Creativity Consciousness and Attitudes through 4Ps; using CPS Tools in the Classroom, Developing Tangible Materials/Resources to promote innovations.

Innovative pedagogical strategies for fostering creativity among school students And its implementation

M.M – 100   **Pass - 40%**

Ext. - 70   **Int. - 30**

CISE- 2 Innovative pedagogical strategies for fostering creativity among school students and its implementation

SECTION – A

1. Innovative Pedagogical Strategies- Concept, Characteristics, Need and emergence,
2. Unleash Creativity among school students,
3. Creating a culture of creativity in schools and classrooms,
4. Creative teachers: develop creative habitsand skill; Assessment Strategies for Creativity,
5. Trends in India and Abroad to foster creativity among learners

SECTION - B

6. General Strategies for promoting creativity and innovation: Idea-collection processes, Brainstorming/Brain-writing, The SCAMPER methods, Metaphoric thinking, Outrageous thinking Mapping thoughts,
7. Eight-Dimensional (8D) Approach to Ideation,
8. Systematic Inventive Thinking,
9. Innovative Strategies (Online and Offline) for fostering creativity among school students, using questions to trigger creative thinking; making connections: mind mapping;
10. Pedagogic practices and assessing innovation and creativity; enhancing creativity in curriculum.

Building and Sustaining Innovative Organisations

M.M – 100   Pass -40%

Ext. - 70   Int. - 30

CISE - 3   Building and Sustaining innovative Organisations

SECTION - A

1. Innovation and creativity in Organizations: integrating creativity into organization;
2. Creative swiping; thriving and killing creativity; taking strategic approach to creativity and innovation:
3. Radical v/s evolutionary change, disruptive and open innovation; understanding way to bring creativity and innovation into an organization: Requirements for organizational innovation;
4. Innovation leadership: Need, components and attributes of innovative leadership;Innovative thinking skills; experimenting with innovation;
5. Redefining the role of school leadership for promoting innovative environments at school;

SECTION – B

6. Teachers Skill Development: New requirements for teaching in context to creativity and innovation;
7. Pre service, in service training techniques, promoting Meaningful Connections and Collaborations;
8. Learning About Creative Education: how students learn in creative contexts; exploring inclusive and intercultural approaches to education.
9. Analyzing creative education: transcend personal and professional constraints with educational experiences,
10. Role of parents and teachers in facilitating these opportunities and in quality assurance, appropriate and creative use of a range of learning technologies, and the wider social and policy context of creative education.

Project Report/ Case Study/Pilot Study/Action Research

CISE 4	Project Report/ Case Study/Pilot Study/Action Research	M.M.-100
	In order to help the teacher to communicate in progressive and meaningful ways to the children and to foster creativity among them, the project plays a significant role. So, the project report will be based on the above papers. It will include project or action research or case study, as the case maybe.	