

Teaching Creatively

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CHOICES

- Entry to the wood is at your own risk.



YOU ARE WELCOME TO WALK IN HERE

- CREATIVITY
- FLOW
- SPARK
- ACTIVITIES
- IMPACT



CREATIVITY

1. Simplicity
2. Combinational creativity
3. The ability to play
4. Risk taking





CREATIVITY

- Multiple Intelligence
- C-type





CREATIVITY

- a. Creativity is not genetic.
- b. Creativity can be developed.
- c. Everyone is potential creative.
- d. Creativity is a must for teachers.



FLOW

Csikszentmihályi

“A state in which people are so involved in an activity that nothing else seems to matter”

(Csikszentmihalyi, 1990)





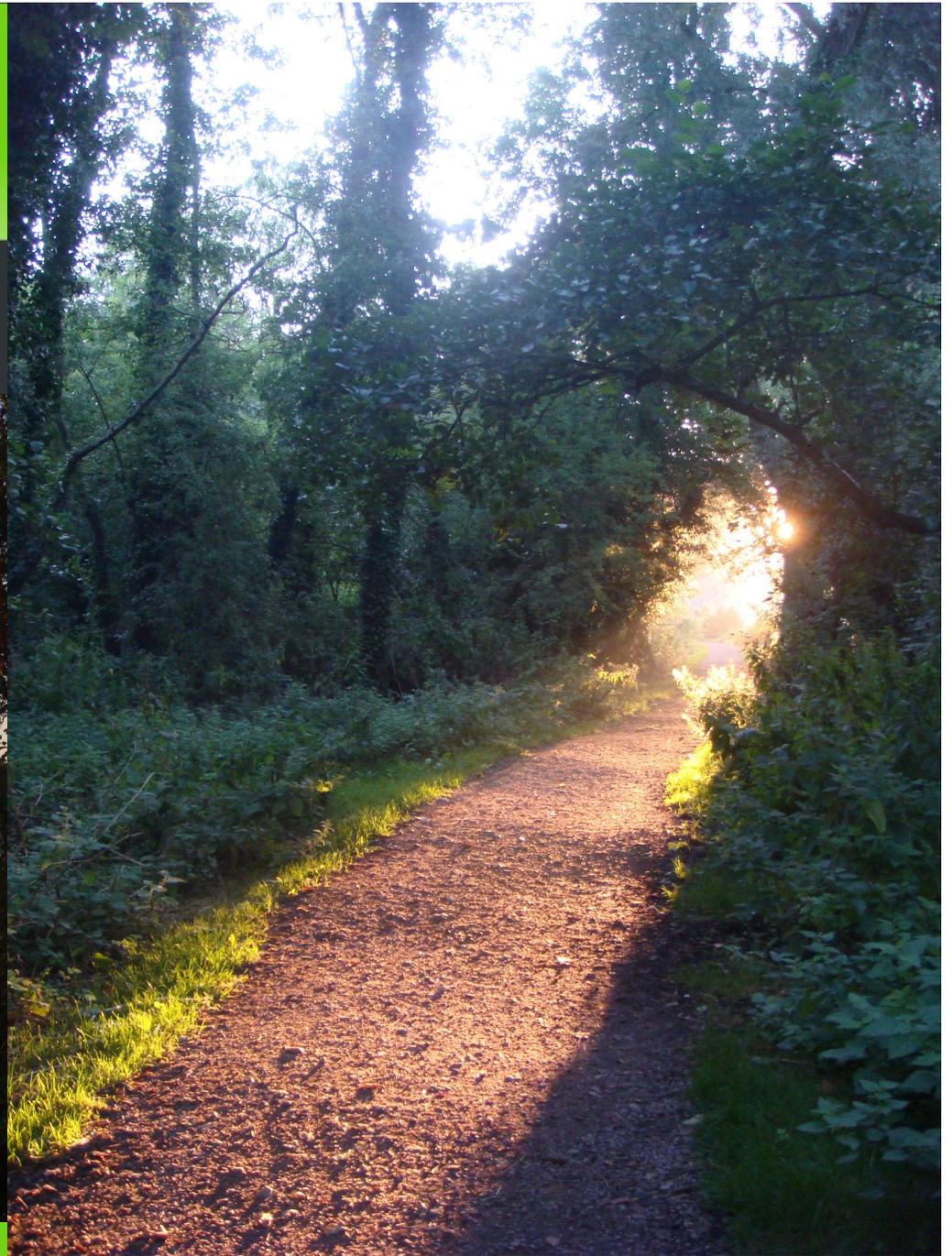
SPARK

By John J. Ratey and Eric Hagerman

- The revolutionary New Science of Exercise and the Brain
- 運動改造大腦
- "Exploration of the connection between exercise and the brain's performance that shows how even moderate exercise will supercharge mental circuits to beat stress, sharpen thinking, enhance memory, and much more."



SPARK



ACTIVITIES

- Pair off. As and Bs
- Relay
- From zero challenge to reconstruction a text
- Educational Fun

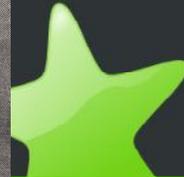


IMPACT

- a. “We take no responsibility for anything beyond our control.”
- b. Making choice.
- c. Wooden Spoon “LOSER”



WOODEN SPOON



THANK YOU

