

Course Competencies Template - Form 112

GENERAL INFORMATION		
Name: Dr. Susan Neimand	Phone #: (305) 237-6152	
Course Prefix/Number: EGI4305	Course Title: Theory and Development of Creativity	
Number of Credits: 3		
Degree Type	□ B.A. □ B.S. □ B.A.S □ A.A. □ A.S. □ A.A.S. □ C.C.C. □ A.T.C. □ V.C.C	
Date Submitted/Revised: 2008-2	Effective Year/Term: 2008-3	
Course to be designated as a General Education course (part of the 36 hours of A.A. Gen. Ed. coursework): 🗌 Yes 🔻 🛚 No		
The above course links to the following Learning Outcomes:		
☑ Communication☐ Numbers / Data☑ Critical thinking☑ Information Literacy☑ Cultural / Global Perspective	 Social Responsibility Ethical Issues Computer / Technology Usage Aesthetic / Creative Activities Environmental Responsibility 	
Course Description (limit to 50 words or less, must correspond with course description on Form 102): This course is the fourth of five designed to focus on the theory and development of creativity. Students will learn the practical applications of the psychological, environmental, and socio-cultural aspects of creativity. Elements such as fluency, originality, flexibility, and elaboration are presented and explored. Effective teaching and assessment strategies to manifest and nurture creative thinking and expression are modeled and practiced for the student. (3 credits). Must hold FLDOE Teaching Certificate. Prerequisite: EGI 4051. (3 hr. lect.)		
Prerequisite(s): EGI4051	, ,,	
<u>Course Competencies:</u> (for further instruction/guidelines go to: http://www.mdc.edu/asa/curriculum.asp)		
Upon completion of the course, the student will:		

Competency 1: Plan and organize a program which emphasizes and develops creative thinking and problem solving by:

- a. Recognizing the elements of creativity: fluency-thinking many ideas; flexibility-thinking of things in different ways; originality-creating something new; and elaboration-adding details.
- b. Identifying the role that creativity plays in personal development.
- c. Describing the impact of creativity on personal growth and self-actualization.
- d. Recognizing myths and misunderstandings associated with creativity.
- e. Researching major components of creativity.
- f. Recognizing how cultural values may impact the expression of creativity.
- g. Comparing and contrasting how creative thinking can be used to address problems in society.
- h. Describing characteristics and appropriate criteria used to assess creative products.
- i. Utilizing constructs that can be used as criteria for evaluating creative outcomes.
- j. Demonstrating an understanding of the process of invention and identifying the steps of moving from an idea through the patent process.

Competency 2: Utilize effective teaching assessment strategies to manifest and nurture creative thinking and expression in classroom by:

a. Identifying the processes and procedures for the identification of individuals with gifts and talents.

Revision Date:	
Approved By Academic Dean Date:	Reviewed By Director of Academic Programs Date:

- Recognizing the uses, limitations, and interpretation of multiple assessments in different domains for identifying individuals with exceptional learning needs, including those from diverse backgrounds.
- c. Utilizing non-biased and equitable approaches for identifying individuals with gifts and talents, including those from diverse backgrounds.
- d. Utilizing technically- adequate qualitative and quantitative assessments for identifying and placing individuals with gifts and talents.
- e. Identifying the uses and limitations of assessments documenting academic growth of individuals with gifts and talents.
- f. Developing differentiated curriculum-based assessments for use in instructional planning and delivery for individuals with gifts and talents.
- g. Utilizing alternative assessments and technologies to evaluate learning of individuals with gifts and talents.

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