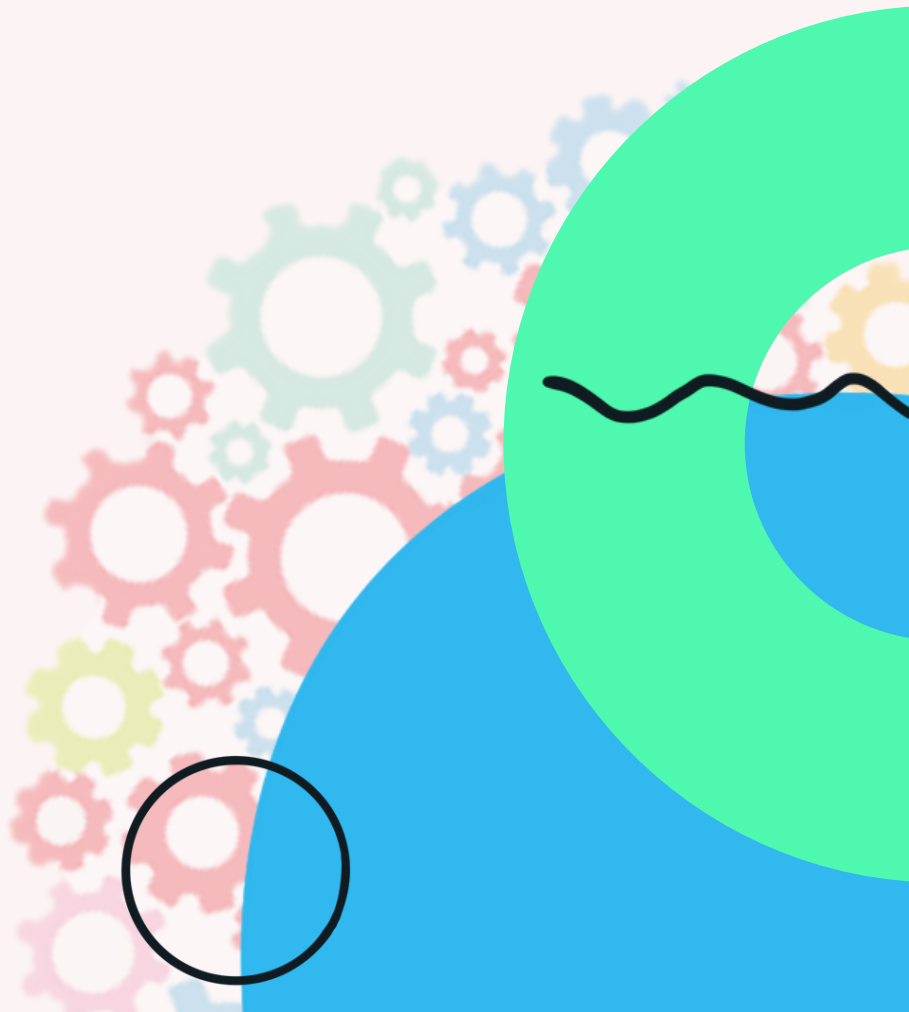




# Do's & don'ts list about teaching creativity online

TICON - Teaching creativity online



## Online Do's:

- Regular breaks
- Breaks that last 15 minutes
- Teachers using Teams for all creativity-workshop related tasks in a coherent manner (as landing page, and as document storing, working and communication environment)
- Make funny icebreaker exercises at the beginning and the end of each class, for which everybody needs to turn on their camera (e.g., “High Five” across the displayed profile pictures)
- Using online tools such as Kahoot or Poll through the class
- Teachers that vary their presentation means (videos, cases, whiteboard, ppt)
- Implementing small discussion-sessions, enabling the students to talk and interact a lot
- Use a lot of illustrations, pictures, and videos in the lessons/presentations.
- Create a good atmosphere (allows everyone to speak their minds easily)
- Being aware of uncertainties related to technology and set up a back-up plan
- Allocate more time than in physical classes for students to share their results to each other, to feel less distant
- Make sure that students can both hear and see the instructions clearly, especially if they will be in breakout rooms and cannot go back to main room to ask for clarifications
- Flexibility moving to different online platforms if any issue occurs on the current one
- Know the demographics of the class.
- Be aware of which creative technique may best fit the classroom in general.
- Create an environment of trust. Trust your students and make them feel that.
- Get students to use platforms like Discord or MIRO to generate their own ideas.
- Create or find animations, videos or simulations that fit the course curriculum
- Enhancing flexibility during the class to enhance creativity
- Delegate a group facilitator pr. group
- Design and plan the lecture by what motivates the teacher
- Setting a context to enhance motivation
- Make explicit tasks to enhance team work (e.g bake a cake, find a name for the group etc.)
- Give criticism in an encouraging feedback form

## Online Don'ts:

- Not having regular breaks
- Breaks that last between 5-10 minutes
- No lunch breaks
- Not having any interaction with students during the class
- Not using online tools on the platforms to support the topic for the day
- Ask questions in plenum
- Generally, lack of technological skills
- Know how to use different online platforms (Teams, Zoom)
- Not acknowledging that it is easier for students to “hide” behind the screen
- Not having a real relation between teacher and student
- Lack of creativity-sparking exercises - don't use too many case-readings/ exercises
- Having a PowerPoint presentation with only text can be a bit boring for the students. It's sometimes the only thing the students must look at when being online.
- Insisting that the students MUST turn on their camera without an actual need created by an exercise or interaction. It's not the best pedagogical way to do it, and the situation always becomes a bit awkward.
- Having too many individualistic methods/tasks could make students feel alienated and spark less creativity.
- Leaving students alone in breakout rooms, without ever checking if they need any help or further indications.
- Assume that the physical environment can be adopted directly to the online environment.
- Don't try to use various creativity techniques at the same time.