

Module Title:	Enhancing Learning through Creative and Innovative Practice (L6)	Level:	6	Credit Value:	20
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Module code:	EDS612	Is this a new module? Yes	Code of module being replaced:	
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Cost Centre:	GAPE	JACS3 code:	X350
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Trimester(s) in which to be offered:	1 or 2	With effect from:	September 16
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School:	Social & Life Sciences	Module Leader:	Sam Emmett
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Scheduled learning and teaching hours	60 hrs
Guided independent study	140 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered	Core	Option
Professional Graduate Certificate in Education (PcET)	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval September 16

APSC approval of modification July 17

Have any derogations received SQC approval?

Version 2

Yes No

Module Aims

To demonstrate a systematic understanding of key aspects associated with shared scholarship in education through the promotion of creativity and innovation in educational practice
To describe and comment on research and findings through an educational conference
To differentiate between teaching creatively and teaching for creativity

Intended Learning Outcomes

1. Critically analyse relevant research and literature related to creativity and innovation in learning and teaching and/or assessment
2. Create and apply an innovative approach to learning, teaching and/or assessment
3. Critically evaluate feedback from student participation of the innovative approach
4. Produce an academic poster that demonstrates synthesis between innovation and professional practice

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, self-management)
- KS10 Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Critically analyse relevant research and literature related to creativity and innovation in learning and teaching and/or assessment	KS1	KS5
		KS3	KS8
		KS4	KS9
2	Create and apply an innovative approach to learning, teaching and/or assessment	KS1	
		KS3	
3		KS2	

	Critically evaluate feedback from student participation of the innovative approach	KS7	
		KS8	
4	Produce an academic poster that demonstrates synthesis between innovation and professional practice	KS1	KS6
		KS3	KS9
		KS4	KS10
Transferable/key skills and other attributes			
<ul style="list-style-type: none"> • Written and spoken communication • Analytical Skills • Creativity • Research skills • Self Confidence • Information technology 			
Derogations			
All elements of the module must be passed in order to achieve a pass in the module			

Assessment: Please give details of indicative assessment tasks below.

Assessment One: Students will undertake a critical review of literature to include scholarly articles, books and other sources relevant to creativity and innovation in learning and teaching and/or assessment.

Assessment Two: This part of the assessment is comprised of an academic poster and viva which will be presented at an educational conference.

Please indicate the type(s) of assessment (e.g. examination, oral, coursework, project) and the weighting of each (%). Normally, each intended learning outcome should be assessed only once.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1	Literature Review	25%		1000
2	2 -4	Poster Presentation	75%		3000

N.B. Work for each module will be summatively assessed against each criteria in the module specification and will be graded pass/refer (in the case of below standard work).

Learning and Teaching Strategies:

The module will be delivered using lecture; group Work; seminars; tutorials; presentations; individual guided study and site visits. The Moodle virtual learning environment, and supported self-study based on additional reading and research associated with creativity and innovation in learning and teaching.

Syllabus outline:

- Introduction to innovation
- Divergent thinking
- Divergent thinking in microcosm
- Exploring creativity and innovation
- Effective research skills
- Reviewing literature
- Talking about it (The spoken side of poster presentations)
- Putting it all together (Academic Poster design)
- Innovation workshops
- IT workshops
- Preparing for a conference
- Educational conference

Bibliography:

Essential reading

Gregorson, M.B., Kaufmann, J.C., and Snyder, H. (Eds.) (2013) *Teaching Creatively and Teaching Creativity*.

Lau, S. Hui, A.N.N. and Hg, G.Y.C. (Eds.) (2004) *Creativity*.

Journal of Experiential Learning

Other indicative reading

Quinn, C. N. (2014) *Revolutionize Learning and Development*. Pfeiffer.

Beard, C. (2010) *The Experiential Learning Toolkit*. Kogan Page Ltd.

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