

The Intel® Teach Elements series currently has two courses on Mobile Learning. The first, *Moving into Mobile Learning*, is an introductory course made up of three modules. The second more advanced course, *Creativity in the Mobile Classroom*, has three modules that build upon concepts introduced in the first course. It is recommended that participants complete the introductory course prior to taking the advanced course, unless they have already attained the prerequisite skills through mobile learning experience and training.

Syllabus: Advanced Course

Creativity in the Mobile Classroom

Course Description

Creativity in the Mobile Classroom is an e-learning course for teachers that explains and demonstrates the development of creative thinking skills through a personalized, mobile learning environment. The course helps teachers transition to a personalized learning environment with background research, planning strategies, and suggested technology apps and online tools. It offers suggestions for assessing student learning with mobile devices and managing a mobile learning environment.

Similar to other Intel® Teach Elements courses, *Creativity in the Mobile Classroom* can be delivered in flexible formats: facilitated online, face to face, or a hybrid. This mobile learning course is shorter than other courses in the Elements series, but if taken back-to-back with the introductory course, it is similar to other Elements courses at about 20–30 hours long, if facilitated. *Creativity in the Mobile Classroom* provides 3 hours of e-learning with 5–10 hours of application work.

Module 1: Creativity and Personalization

Module 1 presents teachers with information about how to teach and encourage creativity through mobile learning. Participants read definitions and learn about different frameworks for studying creativity and review the importance of creative thinking in life, in different subject areas, and in the workplace. By looking at the kinds of environments that foster creative thinking and instructional strategies that help students develop the skills they need to be more creative, teachers develop a plan to encourage and support their students' creativity.

Outcomes

- Understand the definition and description of creativity in a personalized, mobile environment.
- Learn about the kind of learning environment that promotes and develops creativity.
- Identify the skills and dispositions that are critical to creativity and how they are relevant in a personalized, mobile learning environment.
- Review strategies for teaching and assessing creative processes and products.

Lessons

- Lesson 1: Overview of Creativity

- Lesson 2: Mobile Environments that Promote Creativity
- Lesson 3: Building Blocks of Creativity
- Lesson 4: Creativity Instruction
- Lesson 5: Module Review

Module 2: Apps and Tools to Support Personalized Learning

In Module 2, teachers explore the resources available for their students in more depth. They take a closer look at how technology can support personalization by providing students with tools to manage their own learning, as well as how multimedia creation tools can encourage experimentation, innovation, and creativity. Teachers also explore trends on the horizon for mobile learning, such as augmented reality, game-infused learning, and wearable technology.

Outcomes

- Explore apps and tools that support teaching and learning in a mobile, personalized environment.
- Investigate future trends in mobile learning.

Lessons

- Lesson 1: Apps and Tools that Personalize Learning
- Lesson 2: The Future of Mobile Devices
- Lesson 3: Module Review

Module 3: Management of the Personalized Mobile Learning Environment

In Module 3, teachers learn concrete ways to personalize learning and develop creative thinkers in a mobile learning environment. They learn strategies for instruction, specifically in the area of student self-management. The module provides suggestions for managing different mobile devices and information about AUPs and other policies that have an impact on mobile learning. Teachers also explore potential challenges and solutions to issues that may arise and make a plan that ensures the success of mobile learning with their students.

Outcomes

- Learn strategies for personalizing instruction by enhancing student ownership and choice.
- Understand the challenges to implementing a personalized, mobile learning environment and explore solutions to these challenges.

Lessons

- Lesson 1: Personalization of Instruction
- Lesson 2: Challenges and Solutions
- Lesson 3: Module Review

Course Length

Total hours to complete the course depend on how the course is taken (self-paced or facilitated), the number of optional activities completed, and the delivery method (face to face or online):

- **E-learning:** 3–4 hours individual work, learning concepts of creativity in mobile learning through interactive tutorials and exercises
- **Action Planning:** 6–10 hours of individual work, applying creativity in mobile learning principles to the classroom
- **Facilitated Discussions:** 3–6 hours of sharing ideas with other teachers and giving feedback on Action Plans (varies with format, face to face or online, and optional exercises)