CREATIVITY AND ITS DEVELOPMENT

1	Course Title:	CREATIVITY AND ITS DEVELOPMENT
2	Course Code:	OKU2015
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	2
6	Semester:	3
7	ECTS Credits Allocated:	5.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Okutman MURAT ÇIRPAN
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	mcirpan@uludag.edu.tr
17	Website:	
18	Objective of the Course:	Define the concept of creativity and creative thinking, to explain the importance of creativity in preschool, preschool educational environments, enhancing creativity to design.
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	

	1	Defining creativity and creative thinking
	2	Explain the importance of creativity in preschool.
	3	The development of creativity to design appropriate educational environments.
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21	Course Content:	

Course Content:	

Week	Theoretical	Practice
1	Informing students about the course, introducing the materials to be used.	
2	What is Creativity and definitions	Sample applications are made
3	For use in pre-school education, and creativity, creating developer events. Print runs with artificial and natural textures. High printing and screen printing work of carving.	Sample applications are made

4	The importance of creativity to human and social life	Sample applications are made
5	For use in pre-school education, and creativity, creating developer events. Monotype printing works. Monotype print application is the mirror	Sample applications are made
6	Relationship between creativity and intelligence	Sample applications are made
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8	Behaviors, enhancing creativity	Sample applications are made
9	For use in pre-school education, and creativity, creating developer events. Collages, batik paper, foam printing works	Sample applications are made
10	Effect creativity, social, cultural, developmental and emotional factors	Sample applications are made
11	For use in pre-school education, and creativity, creating developer events. Scamper technique and applications related to brain-storming techniques	Sample applications are made
12	The importance of brainstorming	Sample applications are made
13	For use in pre-school education, and creativity, creating developer events. Dream and draw works, painting finishing work	Sample applications are made
14	All designs are completed and photographed for the archive	

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	14	2.00	28.00
Homeworks	1	28.00	28.00
Projects	14	3.00	42.00
Field Studies	0	0.00	0.00
Midterm exams	1	1.00	1.00
Others	0	0.00	0.00
Quiz			1.00
Final Exams	0	0.00	1.00
Total Work Load			156.00
Total work load/ 30 hr			5.20
ECTS Credit of the Course			5.00

TERM LEARNING ACTIVITIES	NUMBER	WEIGHT
Final Exam	1	50.00

Contribution of Term (Year) Learning Activities to Success Grade	50.00
Contribution of Final Exam to Success Grade	50.00
Total	100.00
Measurement and Evaluation Techniques Used in the Course	

24	ECTS / WORK LOAD TABLE

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	1	0	0	1	5	3	5	0	0	0	0	0	0	0	2	0
ÖK2	1	0	0	1	5	3	5	0	0	0	0	0	0	0	2	0
ÖK3	1	0	0	1	5	3	5	0	0	0	0	0	0	0	2	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High				5 Very High		