LEARNING EXTENSIONS:
HOW TO USE THE TUTORIAL & QUESTIONS FOR TEAM TRAINING

To support programs in meeting professional development needs, we've designed a tutorial and group discussion questions so that you can easily facilitate your own **Creativity and the Educator** team training. Team training based on the tutorial and Questions for Personal Reflection and Group Discussion will create an opportunity for your team to:

- collaborate and learn together
- discuss issues that are specific to your site
- share ideas, expertise and challenges
- build supportive team relationships
- solve-problems

To develop effective training for your team, we suggest that you (the facilitator):

- preview the tutorial and list the questions
- select questions that are most helpful to your team
- decide how long the training will be and determine the format
- determine how you will introduce the questions and how long you will spend on each question
- think about how you will encourage participants to follow through with ideas and suggestions at the end of the training.

It might be helpful to schedule a follow-up meeting to discuss how the ideas and strategies are working in the program. Enjoy your training and let us know how it goes!

GROUP DISCUSSION QUESTIONS

1. What does creativity mean to you? As a group, talk about the many ways you can express yourself and your creativity. (For example, dancing, embroidery, or playing an instrument)

2. As a group, brainstorm ideas for:
    a. promoting math concepts, shapes, numbers and/or counting into your creative activities.
    b. promoting language and literacy in your creative activities.
    c. encouraging the development of fine motor skills.
    d. encouraging the development of gross motor skills

3. List 5 activities that you have done in the past that incorporate **problem-solving**, **cognitive** and **creative skills**.
    a. As a group, discuss how **problem-solving**, **creative** and **cognitive** development are linked.
    b. Find/develop 3 new activities to try in your program that support children's development in these areas.

4. Reflection: When a child creates something, what do you do with it?
    a. What sort of value do you place on the child's work?
    b. How do you show that you honour and respect it?
    c. Is there anything that you would like to try to do differently?

5. How could you incorporate and encourage creativity in other interest areas of your program? (ie: dramatic, block and book areas)

6. List three key points from this tutorial that will impact your programming in the future.