

**Designing and Delivering Creative Learning Activities**

**Planning Checklist**

| **Points to consider** | **Rating 1-5 (1=weak and 5=strong)** | **Notes** |
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| **Designing learning activities to develop creativity skills** **Does the activity………*** Include a strong element of personalisation and choice
* Stimulate curiosity and open-ended exploration using effective starting points and other stimuli, for example:
	+ *problems; issues; objects; stories; topical events; scenarios; role play or forum theatre*

* + *contact with creative people; unfamiliar environments*
* Build on prior knowledge, skills and experience while taking learners into new areas of learning
* Contain helpful guidelines and boundaries
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| **Planning the learning** **Does the activity………*** Include opportunities for the progressive development of skills?
* Contain challenges which each learner can respond to according to their needs?
* Include opportunities for learners to shape their own learning, which have been discussed and agreed with them?
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| **Setting the context for creative learning*** Do relationships between staff and learners support enquiry activity?
* Do you encourage exploration and discovery rather than providing all the answers?
* Do you guide learning, whilst encouraging learners to take responsibility and make decisions?
* Do you support learners to learn from mistakes?
* Are learning spaces flexibly organised?
* Do learners have opportunities to learn with and from others?
* Are learners supported to manage a creative project effectively?
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| **Supporting learners to evaluate their learning** **Are you….*** Using supportive dialogue to encourage learners to review their work, discuss progress and identify next steps?
* Helping learners to give and receive constructive feedback?
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