

**Designing and Delivering Creative Learning Activities**

**Planning Checklist**

| **Points to consider** | **Rating 1-5 (1=weak and 5=strong)** | **Notes** |
| --- | --- | --- |
| **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 |  |  |
| **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? |  |  |
| **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? |  |  |
| **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? |  |  |