
UNIT: Decisions That Affect Children

LESSON: Setting the Stage for Learning--Creativity

TIME: 4-5 days

COMPETENCIES:

1. List types of activities and learning that promote imagination and/or creativity. (Options 2, 4, and 5)
 2. Identify factors that foster creativity. (Options 3 and 6)
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OVERVIEW/SUMMARY: Young children are full of creativity. It is important to foster creativity and not inhibit their imaginations.

MOTIVATOR:

UNFINISHED PICTURES: Have students use their creativity to complete the pictures on the worksheet "UNFINISHED PICTURES." Display the pictures for the class to see. Explain that we all use creativity in different ways. It is a highly individualized ability that can be developed and strengthened.

LESSON OPTIONS/SUPPLIES:

OPTION 1

BOOK: Read the book, And to Think That I Saw it on Mulberry Street by Dr. Suess. Discuss it with the class and have them complete the creative activity. Another excellent book is It Looked Like Spilt Milk.

OPTION 2--Competency 1

FOSTERING CREATIVITY: Teacher presentation and class activity.

OPTION 3--Competency 2

CREATIVE PLAY: In rotating small groups, have the students participate in creative activities (finger painting, play dough, art supplies, sandbox, dress-ups, etc.).

Discuss:

How do these activities allow for creativity?

How did you feel at the completion of your projects?

What other activities can you think of that might foster creativity?

OPTION 4--Competency 1

DRAMATIC PLAY BOX: Have students compile their own dramatic play box for preschool-age children (copy of "Dramatic Play Box Project" for each student).

OPTION 5--Competency 1

CHILDRENS' GAMES: Have students create their own children's games that are developmentally appropriate for preschool-age children. Excellent resources that contain children's games are "The Mailbox" (magazine), "1-2-3 Games" (book), and various extension publications (copy of "Game Project" for each student).

OPTION 6--Competency 2

PURPOSE OF GAMES: Divide the class into small groups. The groups will rotate to play a variety of children's games. Let them play the games the students created in Option #5 or let them play games you have selected. Allow students to play the game for 10 minutes. Before they rotate to the next game, have the students write a paragraph about the game they have just finished playing and what a preschooler could learn from it.

RESOURCES:

Excellent magazines to order for your classroom:

"The Mailbox"
1607 Battleground Avenue
P.O. Box 9753
Greensboro, NC 27499-0123

"Pre-K Today"
Scholastic Inc.
P.O. Box 54813
Boulder, CO 80323-4813

"Early Childhood Today"
Scholastic Inc.
PO Box 54813
Boulder, CO 80323-4813