

# ONLINE Course Outline: *Sample Module with Guidelines*

## Creativity 101

### Module 4

Topic:	Generating Creative Ideas
Student Outcomes:	Utilize new ideation techniques (Exer. 4.1) Compare and contrast various techniques for generating ideas (Assn. 4.1) Analyze the effectiveness of techniques utilized (Disc. 4.1, Assn. 4.1)
Page Topics:	Where do novel ideas come from? Key creativity researchers R. Epstein's research Csikszentmihalyi's research Divergent thinking techniques Free association "What if" thinking Daily creativity practice Flexible thinking Importance of playfulness
Media:	Demo videos showing various techniques: divergent thinking, free association, "What if" thinking Excerpt from Csikszentmihalyi interview
Discussion:	Topic 4.1 The Origin of Good Ideas: Describe a time when you unexpectedly came up with a great idea. What strategies or techniques did you use? In light of what you have learned in this module, why do you think this strategy worked?
Assignments/ Exercises:	Read Ch. 5 "THINK" in <i>Zig Zag</i> (Sawyer). Exercise 4.1: Midterm Project Ideation: Submit a mood board for your midterm project, experimenting with techniques learned this module. Assignment 4.1: Reflection: Write what you have learned in this module (250-500 words). Compare and contrast the techniques you tried and how well they worked.
Quiz/ Progress Questions:	Key creativity researchers...

**What is the module's theme?** Create a 3-5 word title. Use a "Topic" from the syllabus if appropriate.

**What will students DO to show their learning?**

- Upon completing this module, what will students be able to do? Use observable, measurable verbs, **not** vague words like *learn* or *understand*.
- After each outcome, note how students will demonstrate it, e.g., assignment, discussion, or quiz.
- Aim for 2-3 per module.

**What will you present?**

- Think of this as an outline of lecture/demo topics.
- These topics will help students to meet student outcomes for the module.
- Each page needs relevant imagery, so if you have a preferred image, make note.
- Aim for 8-15 per module.

**What demos, interviews, videos, and narrated slideshows will this module need?** Content is presented in both text and audio-visual formats. Make initial notes here for your ideas.

**What will the class discuss?** Create 1-2 discussion questions, tasks or topics that encourage students to engage with each other, review key points, and/or stimulate deeper exploration into the content. (Critique often happens outside the discussion in the area where students upload their work.)

**What is the homework?** Give at least 1 assignment to practice and internalize the module's skills and info. Write a title or description of what students will do and submit.

*Exercises are:*

- focused skill practice (e.g., early drafts of a project, small practice tasks, etc.)
- credit/no credit, instructor feedback optional

*Assignments are:*

- more complex tasks that require skills integration (e.g., projects, papers, etc.)
- grades and instructor feedback required

**How will you know they "got it"?** Progress questions and optional quizzes check for student engagement understanding. You can write them as you write modules. Here, note key points you want to "quiz" later if helpful.

**Who can help me write my course outline?** Email [facultydevelopment@academyart.edu](mailto:facultydevelopment@academyart.edu) for an appointment.