

H6PCI: Play, Creativity and Innovation

Module Code:	H6PCI
Long Title	Play, Creativity and Innovation APPROVED
Title	Play, Creativity and Innovation
Module Level:	LEVEL 6
EQF Level:	5
EHEA Level:	Short Cycle
Credits:	5
Module Coordinator:	ARLENE EGAN
Module Author:	ARLENE EGAN
Departments:	NCI Learning & Teaching
Specifications of the qualifications and experience required of staff	
Learning Outcomes	
<i>On successful completion of this module the learner will be able to:</i>	
#	Learning Outcome Description
LO1	Develop an awareness of the historical, cultural and pedagogical views of play in learning and development contexts across the lifespan
LO2	Demonstrate an awareness of what creativity is and its value in learning and development contexts across the lifespan
LO3	Demonstrate the ability to recognise opportunities to promote play and creativity in a range of learning and development contexts
LO4	Demonstrate an awareness of how to create the conditions that would support play and creativity in different learning and development contexts
Dependencies	
Module Recommendations	
No recommendations listed	
Co-requisite Modules	
No Co-requisite modules listed	
Entry requirements	

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Module Content & Assessment			
Indicative Content			
History and cultural views of play and play in education This section focuses on creating the historical context of our understanding and appreciation of play. We examine how society has viewed and valued play over time. We also explore the influences that culture have on play. This examination is conducted from a wide perspective, looking from eastern to western cultures and from a deep perspective, by looking at subcultures and classes.			
Creativity Defining creativity Understanding the elements of creativity How to ignite creativity in others			
Theoretical perspectives and approaches to play This section focuses on a range of core topics and theorists in the domain of play, including Spencer, Patrick, Hall, Freud, Piaget and Vygotsky. Understanding how elements of play and creativity are valid and present across the lifespan			
Recognising the features, functions of play and creativity This section focuses on different approaches that define aspects of play such as types and features of play. This section will also specifically investigate the role of competition and cooperation in play.			
The elements of creativity Brainstorming lateral thinking divergent thinking Team collaboration Dialogue and questioning			
Play and pedagogy This section focuses on the examination of pedagogies that use strategies of play. Pedagogical frameworks and strategies will be evaluated in terms of their strengths and challenges. The role of the practitioner will also be highlighted to enhance thinking and understanding of the link between play and pedagogy			
Creativity and methods Specific methods for creative problem solving such as, systematic approaches, Walla's creative process, Polya's problem solving techniques. Removing the barriers to creativity			
Assessment Breakdown			%
Coursework			50.00%
End of Module Assessment			50.00%
Assessments			
Full Time			
Coursework			
Assessment Type:	Presentation	% of total:	50
Assessment Date:	Sem 1 End	Outcome addressed:	2,3,4
Non-Marked:	No		
Assessment Description: Present on a strategy that incorporates play and creativity in solution generation. The presentation should focus on aspects such as; your rationale, the context, the nature of the challenge, learner profiles, parameters, and skills that develop, the strengths and the weaknesses. (25%). You will also need to present a 1000 word report on the topic (25%).			
End of Module Assessment			
Assessment Type:	Terminal Exam	% of total:	50
Assessment Date:	End-of-Semester	Outcome addressed:	1,2,3,4
Non-Marked:	No		
Assessment Description: Case-based assessment. Students must discuss with evidence how they would use play and/or creativity to generate solutions to the cases presented.			
No Workplace Assessment			
Reassessment Requirement			
Repeat failed items <i>The student must repeat any item failed</i>			

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Module Workload				
Module Target Workload Hours 0 Hours				
Workload: Part Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	per week	2	Once per semester	0.17
Independent Learning	No Description	8.5	Once per semester	0.71
Total Weekly Contact Hours				0.17

Module Resources	
<i>Recommended Book Resources</i>	
<p>Wood, E.. (2013), Play, learning and the early childhood curriculum, Sage, London, [ISBN: 9781849201162].</p> <p>Daniel Araya, Michael A. Peters. (2010), Education in the Creative Economy, Peter Lang, New York, p.695, [ISBN: 9781433107443].</p>	
<i>Supplementary Book Resources</i>	
<p>Catmull, E. (2014), Creativity Inc, Transworld Publishers, London, [ISBN: 9780593070109].</p> <p>Christopher Vaughn. (2009), Play: how it shapes the brain, opens imagination and invigorates the soul, Penguin Books Ltd., Dublin, [ISBN: 9781101016237].</p> <p>Kieran Egan and Krystina Madej, Kieran Egan (Editor), Krystina Madej (Editor). (2010), Engaging Imaginations and Developing Creativity in Education, Cambridge Scholars Publishing, p.240, [ISBN: 1443817635].</p>	
<i>Supplementary Article/Paper Resources</i>	
<p>The Strong. The American Journal of Play, The American Journal of Play, http://www.journalofplay.org/</p> <p>Sage Publications. Journal of Education for Teaching, Journal of Education for Teaching, [ISSN: 0260-7476], http://www.tandfonline.com</p>	
<i>This module does not have any other resources</i>	
Discussion Note:	