Module 1: Creativity and Personalization

Lesson 1: Overview of Creativity

Activity 1: Conceptions of Creativity

1. In your experiences as a student and learner, what opportunities have you had for thinking creatively?
2. What are some ways that creative thinking is part of the work of professionals in the subject(s) you teach?

**Lesson 2: Mobile Environments that Promote Creativity**

Activity 2: Classrooms that Support Creativity

What challenges have you faced or do you anticipate facing when emphasizing creative thinking in your classroom? What solutions have you tried? How successful were they? How might you change your classroom environment to help students be more creative?

**Lesson 3: Building Blocks of Creativity**

Activity 2: Affective Dimensions of Creativity

1. Which creativity skills or affective dimensions are most challenging for you? Why do you think they are difficult for you? What strategies have you tried or are considering trying to overcome these challenges, in order to be more creative in your professional and personal life?
2. What are some examples of skills or affective dimensions of creativity you have seen in your students, and how are they effective or ineffective? What have you tried or would like to try to help students improve?

Module 2: Apps and Tools to Support Personalized Learning

Lesson 1: Apps and Tools that Personalize Learning

Activity 3: Apps for Teachers

1. What apps do you have on your mobile devices? How many do you use and how do you use them?
2. How do you learn about new apps? How do you decide which ones to try or keep?
3. What would your dream app be? What would you like to find an app to do?

Lesson 2: The Future of Mobile Devices

Activity 2: Game-Based Learning

1. Do you use games of any kind in your classroom? How effective are the games at improving student learning?
2. Which mobile device games are you familiar with? Have you played many games? Do you know other people who are frequent game players?
3. If you play games on your mobile devices, what have you learned from these games?

Activity 3: Wearable and Gesture-Based Technology

1. Have you used any wearable or gesture-based technology in your personal life? What was the experience like?
2. Use your imagination and describe ways that wearable or gesture-based technology might fit into your curriculum someday.

Module 3: Management of the Personalized Mobile Learning Environment

Lesson 1: Personalization of Instruction

Activity 1: Student Ownership

Discuss your experiences with giving students control and ownership of their learning. What has been successful? What hasn’t worked as well as it could have? What changes would you make to help students take more responsibility for their learning?

Lesson 2: Challenges and Solutions

Activity 1: How to Overcome Obstacles

Have you tried any strategies for implementing a personalized mobile learning environment? What has worked and what has been a challenge? What would you do differently if you could start the process over?