



## 2ND SHORT-TERM JOINT STAFF TRAINING EVENT & TRANSNATIONAL PROJECT MEETING

KATOWICE, POLAND 07-11/02/2022

The 2nd short-term joint staff training event and transnational project meeting of the Erasmus+ project "SPACES – Creating Spaces for Creativity" took place with great success on 7-11/02/2022 in Katowice, Poland. The training was organized by the partner, IX Liceum Ogólnokształcące im. Wisławy Szymborskiej w Sosnowcu, while the transnational meeting was conducted by the project coordinator, Fundacja Rozwoju Edukacji Spatia. The main aim of the training was to realize the correlation between the student's physical, psychological, and emotional state and their ability to remember and process information. During the transnational project meeting, the partners of the consortium made an interim evaluation, planned further steps and milestones, analyzed the risks and checked the progress of works. In particular, they discussed Intellectual Output 1 entitled "How to learn creatively?" (handbook for students) as well as the content and the structure of the Intellectual Output 2 entitled "How to teach creatively?" (handbook for teachers/educators), which consists of 30 educational scenarios related to the fields of humanities, science, natural sciences, art, communication and modern technologies



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# A MULTILINGUAL STUDENTS HANDBOOK

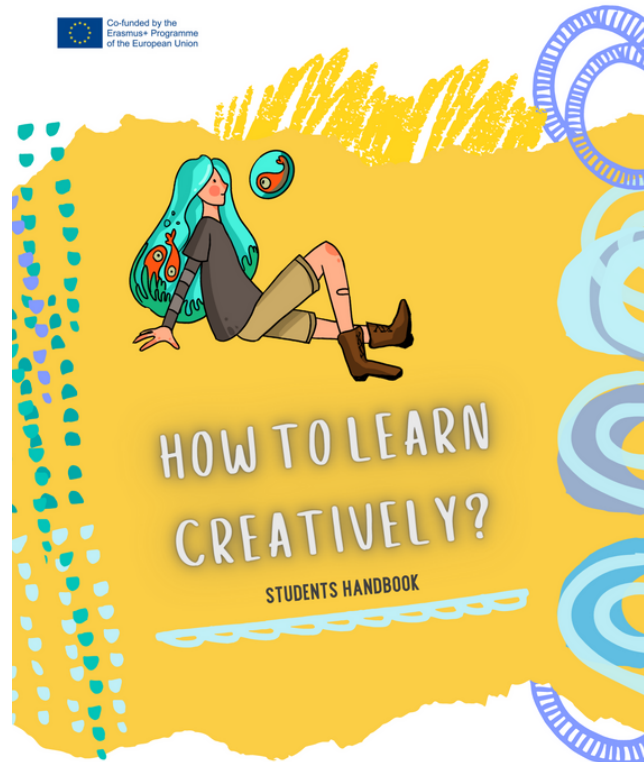
## HOW TO LEARN CREATIVELY

SPACES consortium needs analysis made before the project preparation indicated that didactic materials on how to learn / how to use creative tools in learning are directed mainly to primary school students or adults. There is a need to create didactic material for a chosen group of recipients. Creative learning works because it combines many of the cognitive, social, and instructional elements required for effective learning. Understanding the way the brain functions helps with designing the situation of learning and effective learning. The Programme for International Student Assessment (PISA) has found that learners' belief in their own efficacy is the strongest single predictor of whether they will adopt strategies that make learning effective. When students can direct their learning and know-how they learn best, they can also better navigate the wide range of available choices in school and beyond. Learning to learn is particularly important when teachers are no longer the main source of information and knowledge. An individual's ability to locate and critically appraise information from such sources is vital for learning throughout life.

SPACES consortium by greatly recognising the need for enhancing secondary students' creativity has proceeded to the development of an **interactive handbook with the aim to develop skills on how students think creatively and learn how to use it in everyday situations.**

The handbook will consist of elements of the theory, practical exercises and tests (e.g., creativity texts or learning styles). Thanks to the use of interactive forms of expanding content, such as QR codes, the handbook will also indicate applications that facilitate the learning and memory processes (e.g., games developing creativity, applications for time planning, virtual mind maps).

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**The handbook will consist of the following parts:**

- WARMING UP | THE POWER OF YOUR MIND**
- CHALLENGE 1 | MEMORY TRAINING**
- CHALLENGE 2 | LEARN MORE EFFECTIVELY**
- CHALLENGE 3 | MORE CREATIVITY**
- CHALLENGE 4 | THE POTENTIAL OF SPACE / SPACE CONDUCTIVE TO CREATIVITY**
- CHALLENGE 5 | AFTER THE CHALLENGES, IT'S TIME TO...RELAX**

