#### Exploring Time, Play, & Cultural Diversity for Innovative Teaching Ideas

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Faculty Professional Development January 3, 2024





## Objectives



- 1. Define and discuss creativity / innovation
- 2. Introduce "Play"
- 3. Brainstorm ways to teach creativity in the classroom
- 4. Discuss Time / Practice / Partnerships
- 5. Change the World

## Story from My Teaching in 2008 - 2011University of Florida

Assignment – Develop a video demonstrating the importance of leisure in your life.

**Be Creative!** 

**Student Response** 

"If you can tell me what is creativity (A, B, & C) I will give you (A, B, & C)"

#### **Define Creativity**

#### С

'Big C' creativity that is associated with technology breakthroughs or art masterpieces demands that creative thinking be paired with significant talent, deep expertise and high levels of engagement in a particular area, as well as the recognition from society that the product has value.

#### С

'little c' or everyday creativity (e.g. creatively arranging family photos in a scrapbook; combining leftovers to make a tasty meal; or finding a creative solution to a complex scheduling problem at work

(Kaufman and Beghetto, 2009))

#### What is Play?

- Lots of academic definitions and debate
  - Intrinsic motivation
    - Enjoyment, fun,
  - Flow



## Pre-test How Innovative Are You?



2<sup>nd</sup> Correct Answer

Outside The Box Thinking

> Breaking The Rules

**Being Innovative** 

Group of kindergartners came up with over 50 answers to the test on the previous page

Adults have a hard time coming up with 10

Average college graduate has taken over 2,600 test, quizzes, & exams

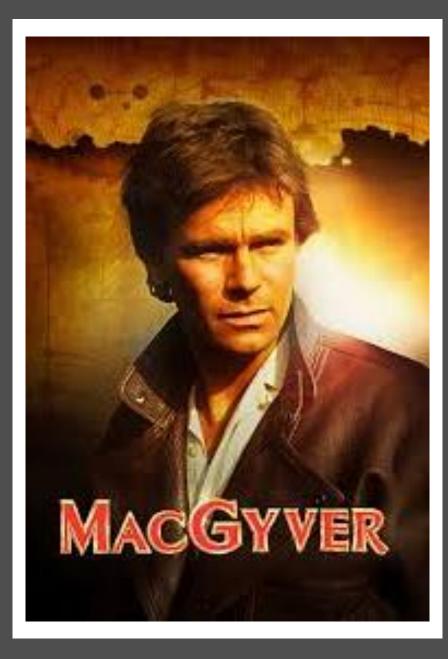
Taught to look for the "Right Answer"

Rarely taught to look for the 2<sup>nd</sup> "Right Answer"

Von Oech, R., (2008).

## What Could You Do With This?

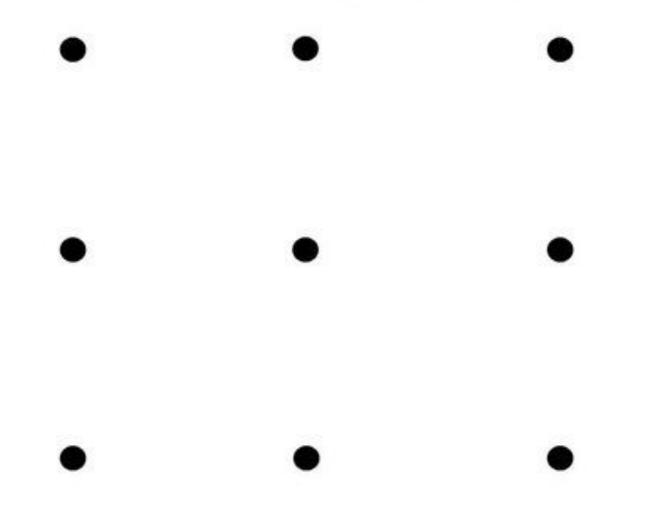


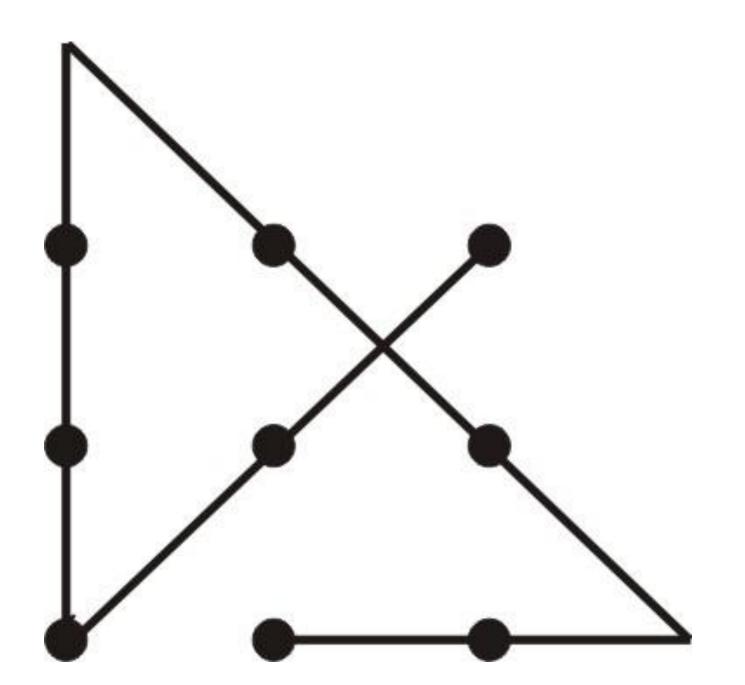




#### **Try the 9-Dot Puzzler**

Rules: Draw 4 straight lines crossing through the center of all 9 dots without lifting your pencil or pen.





#### Creativity

- Introduction of something new
- New idea, method, or device
- Unlock potential





## 60 Minutes – Landfill Harmonics

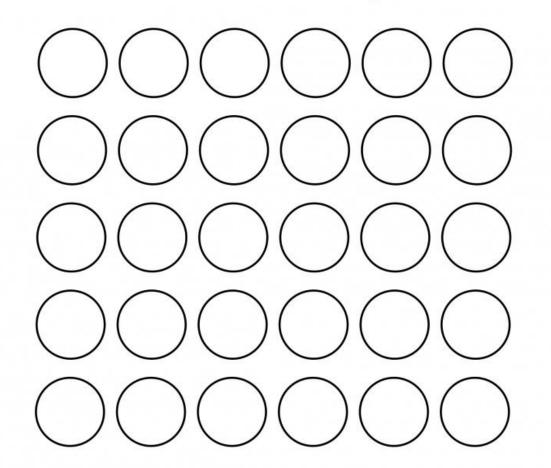
<u>https://www.youtube.com/watch?v=waxpwD</u>
<u>xhxko</u> 2:45

<u>https://www.youtube.com/watch?v=YxUuKth</u>
<u>Y1dQ</u> 13:20

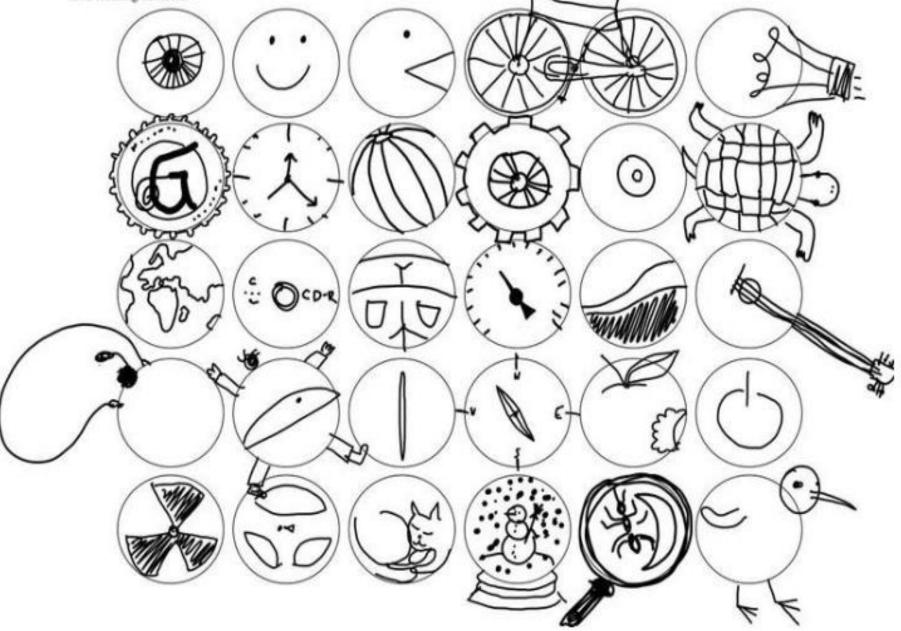
#### Another Chance To Work On Your Innovation Skills!

30 Circles Challenge

3 Sketch more 14 Collaborate 17 Challenge Yourself



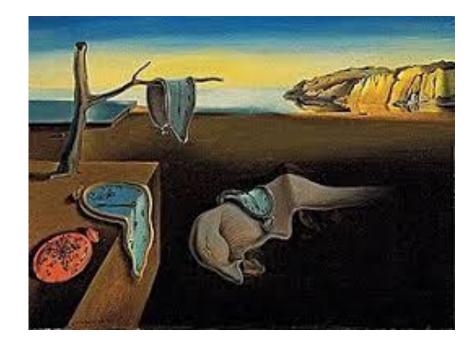
The 30 Circle Test. Summarise a Unit of work using only drawings in 60 seconds Quantity is key, so sketches rather than Monet is better. Then get students to share drawings and allow them time to develop their work. For tastic activity for consolidating, revision and making their learning concrete.



#### Time & Creativity

Creativity requires time.

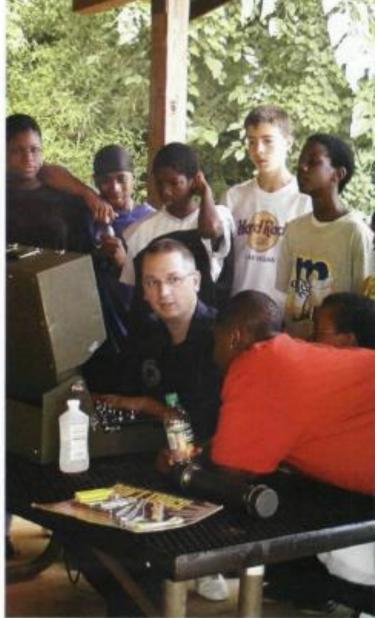
https://www.youtube.co m/watch?v=WDngw5R32 WE



## My Experience With Creative Partnerships

- CSI Camp Partnership
  - Lynchburg's Crime Prevention Unit
    - Lieutenant George Royal
  - US Fish & Wildlife
  - VA State Police EOD Unit
  - VA State Police Arson Unit
- CPTED Conference for Parks
  - VA Crime Prevention Assoc
  - Lynchburg Police
  - Thomas Nelson Comm College





Campers learn to use Virginia's bomb robot with the assistance of the Virginia State Police Bomb Disposal Unit.





Campers learned to identify prints in sand with a special investigator from the Department of Inland Game and Fishery.

#### **Innovative Partnership Brainstorming**

- Airport
- Animal Control
- Police & Sheriff
- Fire & Rescue
- Public Works & Public Utilities
- Information Technology

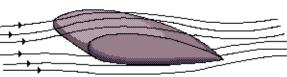
What innovative partnerships can you come up with for each department above?

#### Airport





Round objects such as baseballs experience a medium amount of drag.



#### Aerofoil

The shape of an aircraft wing minimizes drag.





















Animal Control

































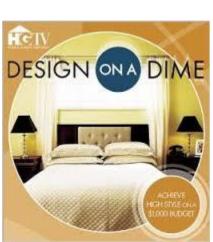






Public Works & Public Utilities

















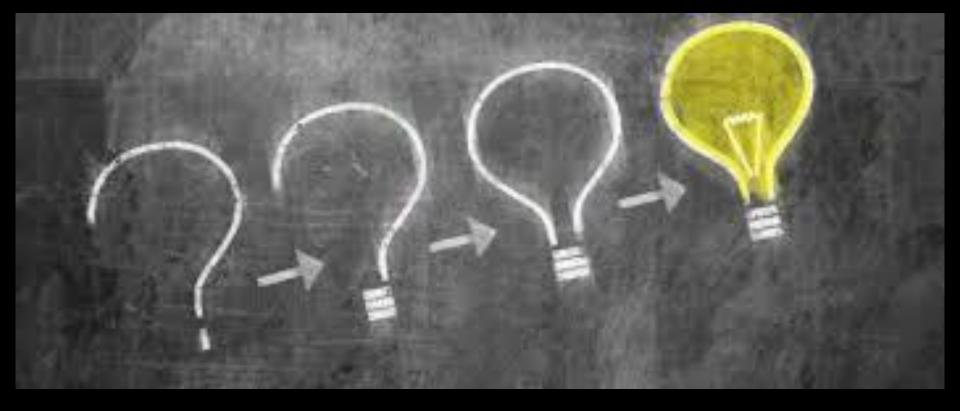






# Closing Thoughts

https://www.youtube.com/watch?v=mUIPIGRY\_LE



## Questions?

#### Works Cited

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Kaufman, J. and R. Beghetto (2009), "Beyond Big and Little: The Four C Model of Creativity", *Review of General Psychology*, http://dx.doi.org/10.1037/a0013688. [

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