DEVELOPING THE CREATIVITY OF PRIMARY STUDENTS BASED ON DIGITAL TECHNOLOGIES

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Abstract: This in the article digital technologies based on start   class of the students creative thinking and creative skills   develop opportunities analysis Digital   tools education to the process deep integrating one at the time , especially creativity such as high level cognitive competencies in formation their pedagogical from the potential productive use roads   is illuminated .

Keywords: creativity , digital   technologies , startups   education , creative thinking , innovative methods .

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Modern education digital in the environment forming socio-economic to changes suitable accordingly is being updated . In children creative thinking develop today's on the day main educational from priorities Especially in the beginning   class during in students imagination , creativity , problem solving unusual solution such as qualities intensive This perspective is formed . visually , digitally technologies are   in process strong tool as to the field comes out .

Home part

1. Creativity concept and his/her importance

Creativity (creativity) - new , original, meaningful ideas   create them , solve real problems solution in the process of application   is the ability . Start eating class students   for creativity :

play   based on thinking ;

story to compose , to draw an expressive picture ;

situational assignments through creative solution find such as in forms manifestation It will be .

2. Digital technologies and their opportunities

Digital technologies are   computer , tablet , interactive whiteboard , online applications , AR/VR, 3D platforms such as tools own   inside They are as follows : aspects with creativity to develop service does :

Visual and interactive effect : colorful interfaces children's attention attraction does ;

Flexible environment : any a child is   at speed works ;

Creative products creation : video, animation , virtual scenes .

3. Digital tools through creativity develop methods

Start drinking class in their classes following tools and methods using creativity active develop possible :

4. Teacher 's role

Digital technologies to education integration doer teacher :

creative the environment shapes ;

every one student 's interest encourages ;

digital from tools in use pedagogical purposefulness provides

Also , the teacher his/ her own digital pedagogical competencies regular updated progress necessary .

5. Practical example

For example , " Nature " world " lesson is being held . Students will be given the opportunity to create a "My Dream Home" in the Canva program . nature on the topic "my garden " collage preparation is submitted . Each student   own   picture , text , idea and design elements through represents . Finally presentation is held and share This process is   creativity , digital literacy and communication competencies develops . Of course above to thoughts application so , one hourly lesson organization to be completed see Let's go out .

Elementary class of the students creativity skills   formation for " Digital called "imagination" method application possible . Method purpose :

Start drinking class in the students creative thinking , imagination to do and ideas   digital technologies through expression to grow skills   from development consists of .

Teacher to their students , real or fantastic on the subject digital from tools used without create an image , story , video or model This activity is assigned . they for interesting , free and creative environment creates . In this, students

Tablet or computer

Internet required will be

The following application or sites through method students further interesting takes .

Canva - picture, poster , presentation create

Scratch Jr – animation and programming based on story create

Age mos Book Creator – electronic his book to compose tasks is given .

Teacher   the topic announcement does , briefly explains :

" Today you own   in your imagination dream did the school fairy tale nature garden   create " It 's possible !" said offer to be given interest increases .

2. Idea   shaping (10 minutes)

Students   small in groups or individually   own   thoughts on paper sketch as they draw or oral   statement they will .

3. Digital creativity (20–25 minutes)

Students   chosen application through own   their work prepares :

Canva – poster

Book Creator – story

Scratch Jr – animation

4. Presentation and analysis (10–15 minutes)

Each   student   own   work to class presented Questions and answers through idea is exchanged .

As a result of the method students   following to skills has will be :

Independent thinking and creativity to do

The idea digital in the form expression to grow

From technology targeted use

Team with work and presentation to do

Activity as a result created from work exhibition   organization to all   of the students to the idea respect with approach , to students freedom and option selection opportunity create such as results to the surface comes out .

To the topic related lesson development sample These are 3rd–4th grade students . for intended   Technology   or Descriptive art in class application   possible .

LESSON WORK

Subject : Digital tools using dreamy garden project create

Grade: Grade 3

Subject: Technology / Visual Arts art /STEAM integration

Lesson Type : New knowledge giving , creative-practical lesson

Lesson Format : Interactive project based on education

Lesson Duration : 1 hour (45 minutes)

Necessary Tools : Tablet A4 paper , colored   pencils

 Lesson goals :

Educational :

To the students digital from tools used without dreamy garden project to create to teach ;

Creative thinking encouragement

Educational :

Nature to love , to appreciate to encourage ;

In the team each other respect , listen culture to form .

Developer in phase ,

Elementary class of the students imagination enrichment ;

Digital literacy and creative expression skills   development

Lesson plan :

1. Organizational part 5 minutes Greetings , class. positive in spirit to class preparation

2. Introduction (motivation) 5 minutes "If you garden designer If so , how? different "Would you build a garden ?" with discussion

3. Home part – project on processed . Main part 25 minute own inside takes .

4. Presentation and discussion 7 minutes Each   student   own   work presented will , question and answer will be done

5. Final 3 minutes in step the lesson assessment , assignments generalization , encouragement necessary .

Each   the element explanation , initial class students creativity development , colors and to the composition attention to give important is considered .

Basically at the end of the work at the presentation to participate offer to do need .

" Digital nature "diary " - weekly one times drawing book through new idea   with related drawing or drawing   through developing will go .

Students in evaluation Evaluation criteria separately attention to give It is necessary to organize the lesson. in the process of various kind effective methods application possible .