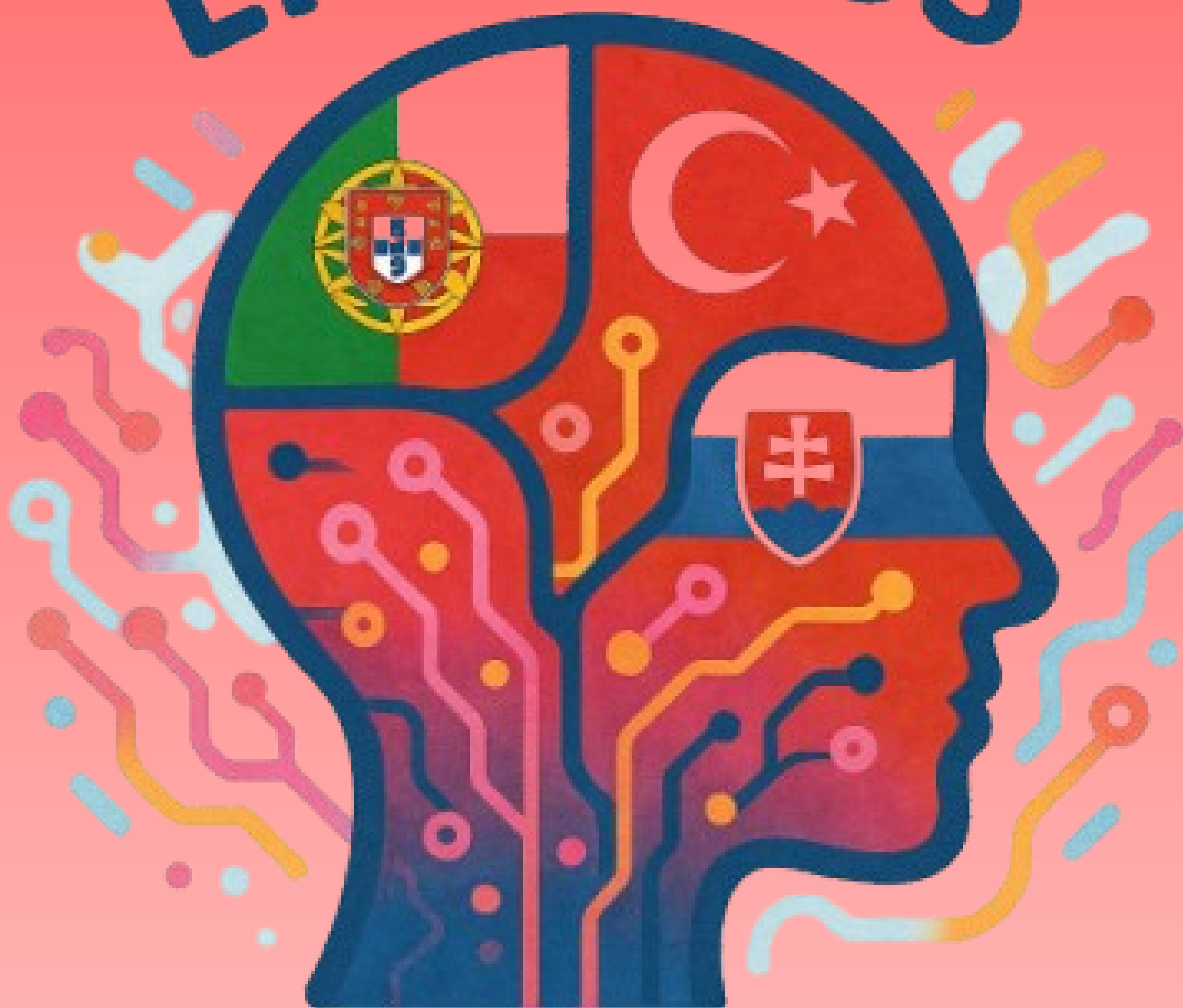
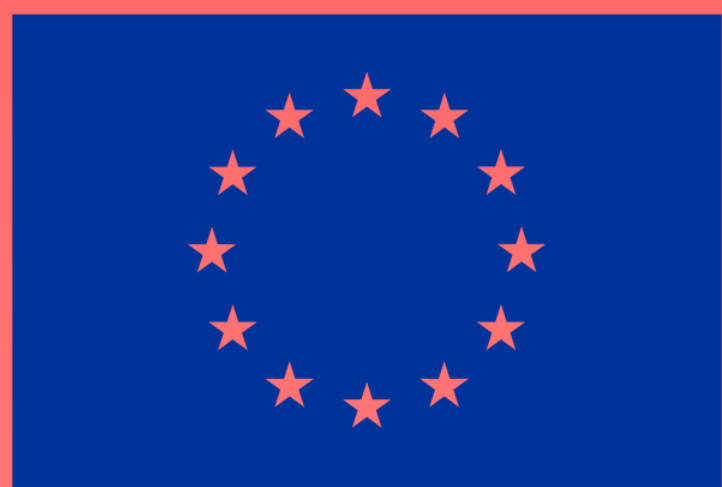


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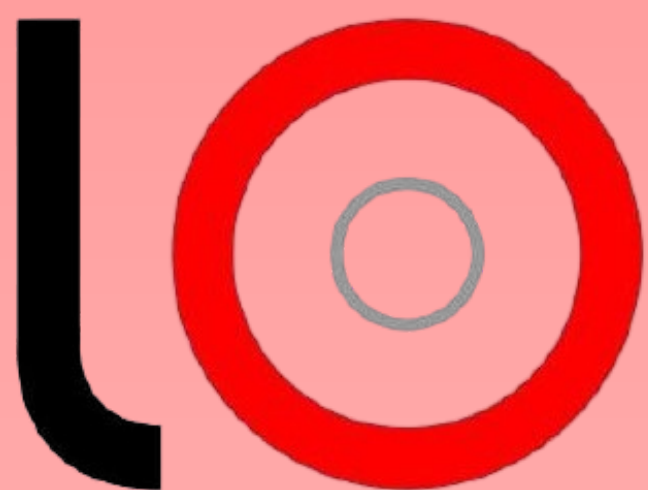
THE USE OF ARTIFICIAL INTELLIGENCE IN FORMAL EDUCATION



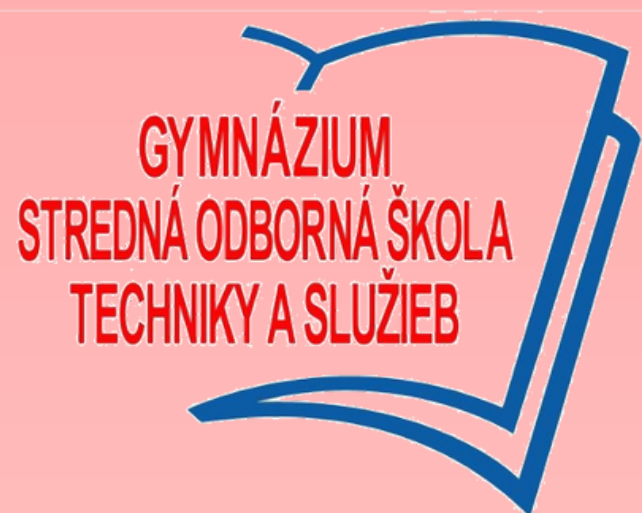
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The use of AI in languages

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CREATIVITY IN VOCATIONAL EDUCATION

In this session, students develop creative thinking by brainstorming unusual ideas, using AI to generate innovative solutions, and collaborating to design and pitch a product or service.

OBJECTIVES:

- Generate creative ideas related to real-world contexts
- Apply creative thinking to problem-solving
- Collaborate to develop an idea or product
- Present ideas clearly and confidently
- Reflect on the creative process
- Produce original ideas in response to a task
- Work collaboratively to design a simple concept
- Communicate creative ideas effectively
- Demonstrate flexible and innovative thinking
- Recognise the importance of creativity in vocational contexts

TARGET GROUP:

Students aged 14 - 19 (B1 - B2 English level)

TIME AND SPACE:

45-minute session

Classroom with projector, internet access, board, and space for group work

METHODS:

- Interactive discussion – for introduction and lesson overview
- Brainstorming - for the creativity icebreaker (“Creative Uses Game”)
- Expository teaching with questioning - to explain core concepts and provide real-life examples
- Guided discovery / brainstorming - AI-supported idea generation with ChatGPT (or similar)
- Project-based learning / collaborative work - “Invent & Pitch” group activity
- Reflective practice – for group reflection & closure

TOOLS:

- Paper, markers, sticky notes
- Whiteboard
- Computer
- Projector

AI TOOLS:

- ChatGPT (or similar / according to students’ preferences) - idea generation and brainstorming
- Canva AI (or similar / according to students’ preferences) - visual design support
- Image generators (e.g. DALL·E) – concept visualisation

1. Introduction and Safe Learning Environment (5 minutes)

The session begins with the teacher/trainer welcoming students and establishing a friendly, inclusive atmosphere. The teacher briefly introduces him/herself, sharing relevant background information, and invites students to introduce themselves informally (in a simple and informal way), helping to create a comfortable, inclusive and supportive learning environment.

The lesson structure, objectives, and expected learning outcomes are then clearly outlined to ensure students understand the purpose of the session.

This stage aims to create a safe, engaging, and collaborative learning environment, encouraging participation and openness throughout the lesson.

Message/important to start on:

“Creativity is not just for artists - it is important in every job.”

Students briefly share ideas or experiences.

- Mentimeter (or other) can be used to share students’ inputs and feedback.

2. Icebreaker – “Creative Uses Game” (5 minutes)

Purpose: Stimulate creative thinking

Ask: “What are unusual uses for a brick (or everyday object)?” (Another prompt can be used depending on class / topics to be covered/developed)

Students suggest ideas quickly.

Promotes:

- imagination
- risk-taking
- fun participation

- Students can use AI to share inputs & feedback (example: Mentimeter or Wooclap, etc.)

Guidance / Tips:

- Encourage all ideas, even funny or unrealistic ones
- Follow-up questions:
 - “Why would that work?”
 - “Can you improve that idea?”
- If students get stuck, model a few unusual examples
- Connect ideas to vocational creativity: How could an engineer, designer, chef, or mechanic repurpose an everyday object creatively?

Learning Outcomes Practised:

- Divergent thinking
- Idea generation
- Collaborative discussion
- Applying creativity to real-life and vocational scenarios

3. Introduction to Core Concepts (10 minutes)

Purpose: Help students understand what creativity is, why it matters in vocational contexts, and how it can be applied.

Step 1 - Explain/Define (2 minutes):

Creativity: Thinking of new ideas or solving problems in different ways - “Creativity means thinking of new ideas or finding different ways to solve problems. It is not just for artists - it is useful in every job or vocational field.”

Examples relevant to vocational areas:

- Chef creating a new dish
- Mechanic solving a technical issue
- Designer improving a product
- (among others)

Step 2 – Key Principles of Creativity (3 minutes)

- Present 3-4 simple guiding principles:
 - a. **Think differently** - don't just follow the obvious solution
 - b. **Experiment and take risks** - it's OK to try something unusual
 - c. **Collaborate with others** - ideas grow stronger in a group
 - d. **Reflect and improve** - learning comes from testing ideas

Step 3 – Connect to Students' Experiences (3 minutes)

- Ask students informal questions:
 - “Have you ever solved a problem in a different way than others?”
 - “Can you think of a creative solution in your hobbies, school projects, or future job?”
- Encourage students to share examples in pairs or small groups

Step 4 – Visualisation / Demonstration (2 minutes)

- Teacher/trainer shows a simple visual (on board, slide, or worksheet) illustrating a creative process: Idea → Prototype → Test → Improve
- Emphasise that creativity is a process, not only a result.

Guidance/Tips:

- Use real vocational examples to make it tangible
- Encourage curiosity and open-mindedness
- Keep explanations short and interactive, with questions to engage students

4. Practical Activities (25 minutes)

Activity 1 – AI Brainstorming (10 minutes)

Students use ChatGPT (or similar) to generate ideas:

- “Give 5 innovative product ideas for students”
- “Suggest a sustainable business idea”

Students select one idea to develop.

Activity 2 – “Invent & Pitch” (15 minutes)

In groups, students:

- Design a product/service
- Draw or describe it
- Prepare a short pitch

Each group presents (1-2 minutes)

5. Reflection & Closure (5 minutes)

Students reflect:

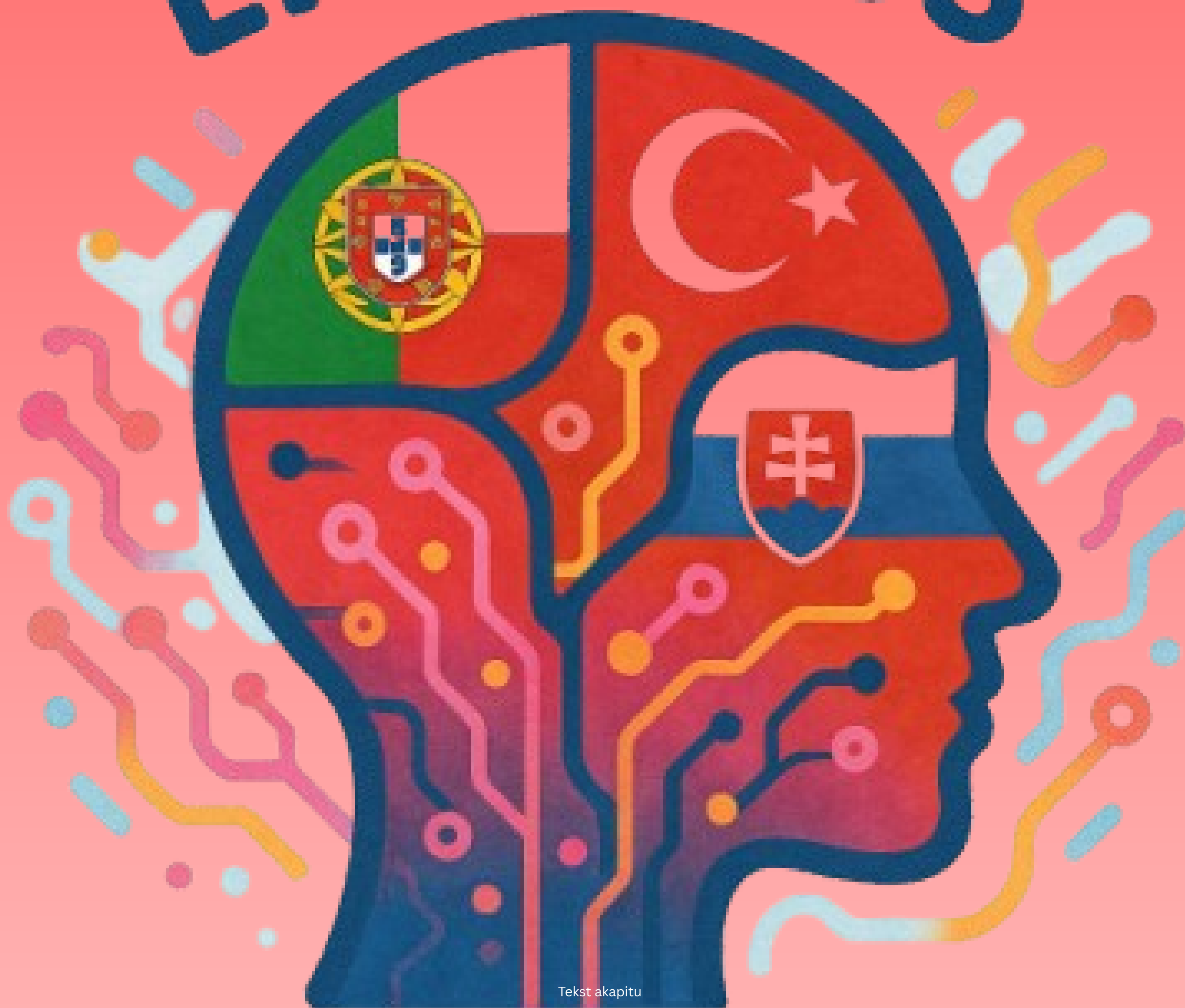
- “What made your idea creative?”
- “Could this work in real life?”

Reinforce - “Creativity improves with practice.”

6. Final Remarks

- Encourage innovation and problem-solving
- Connect learning to real-world vocational contexts
- AI can enhance idea generation and engagement

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