

Module 3 — Creative Thinking and Knowledge Building

Course Outlines

- Understanding creative and critical thinking in education
- Applying Bloom's taxonomy to digital learning
- Tools for creative learning (Sway, Flip, PowerPoint)
- Project-based learning strategies
- Assessing creativity and knowledge application

Course Outcomes

- Foster critical and creative thinking in the classroom.
- Design digital projects that connect learning to real-world applications.
- Encourage reflection, analysis, and innovation among students.
- Utilize Microsoft tools to visualize and present creative ideas