



Erasmus+ KA1 Course

Inclusive Education Through Arts



ErasmusLearn Training Center

www.erasmuslearn.eu

Heraklion, Crete, Greece

Organisation ID: E10020547





Summary

“Creativity concerns what we do with our abilities”, David. N. Perkins, “The Mind’s best work”,1942

Different people learn in different ways. Each of us develops his or her learning style, capacities, preferences, and limitations. Some prefer to start with practical action and then reflect on what does or does not work; others prefer to have the theoretical explanation first. It’s important to learn how to combine the positive sides of different personal styles and different methodological approaches to reach as many people as possible. We learn from our own experience, from others, from the group, and through action.

During the course, participants could work out different tools and techniques to engage students’ critical thinking and enhance their creativity. Therefore, they would learn how to apply various active learning methods to establish diversity and inclusion. Through art- based teaching tools, we support children and young people to recognize and strengthen their personal and social skills.

At the end of the seminar, participants will be able to answer the following questions:

- How can I integrate the shyest students or students with emotional disabilities disorders through interactive and experiential methods, and using the arts?
- How do I prevent or confront bullying in my class or school community?
- How do I recognize the diverse dynamics and roles in my group, and how could I support its growth?
- How is it possible to promote the personal and social skills of the pupils using arts and action methods, such as psychodrama or sociodrama?
- What are the qualities of an instructor?

We offer a wide range of educational activities that can benefit from the use of a variety of psychodrama and action methods. These can enhance and add both educational and enjoyment value to educational events and lead to a better experience for both the facilitators and the students.

Objectives

By the end of the course, participants should be able to get familiar with the following:

- Psychodrama.
- The optical impulse.
- The power of observation.
- Theater pedagogy.
- Music educational activities to promote diversity.
- Comic creation.
- Creative Writing or Storytelling.
- Steps to produce a mystery story with the students.
- The puppet theater.
- Board games in education: How to make a board game in the classroom.
- Sculptures with clay.

Course Language

- English.
- Note: Participants must have at least a CEFR level B2 knowledge of English in order to be able to participate actively.

Target Groups

The course focuses on educators and youth workers, who are interested in the implementation of participative, inclusive structures in their work and who want to support children and adolescents in their social and personal development, through experiential learning. The workshop includes some theoretical part and indoor and outdoor activities.

Methods & Tools

The methodology used for the course is primarily based on practical activities inspired by experiential teaching, with practical simulations, analysis, discussion and exchange of experiences and good practices among participants.

Course Agenda

Day 1

- Introductory meeting, explanation of practical arrangements.
- Presentation of timetable.
- Presentations of participating Organizations.
- Icebreakers, Introduction to the Course.

Day 2

- The importance of inclusive education.
- Identifying characteristics of Special Educational Needs (SEN) and disabled students in the class.
- Experiential activities to sensitize students and teachers about disabilities.
- Basic techniques in working with fairytales and puppet theatre.

Day 3

- The role of the trainer and the importance of the environment, which provides learning through curiosity.
- Art as a tool for inclusive learning. (case studies)
- From the observation to creation.
- Art and inquiry learning: Working with objects and paintings.
- Cultural Activities: Guided tour to the Historical Center of Heraklion.
- Dinner in a traditional restaurant of the town.

Day 4

- The influence of music in the learning process.
- The usefulness of board games in education.
- Floor games for the restless hours.

Day 5

- Psychodrama tools in Education.
- Sociodrama as a transformative setting.
- Monodrama and working with symbols.

Day 6

- The influence of music in the learning process.
- Develop a board game with the children for the diversity.
- Floor games for the restless hours.

Day 7

- Erasmus+ program : objectives, priorities, actions, forms, budget, tips for applicants.
- Planning follow up activities, dissemination and exploitation of learning outcomes.
- Course Evaluation.
- Certifications.



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hospitality environment.*

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