

Postgraduate Certificate Drawing and Plastic Arts Teaching





Postgraduate Certificate Drawing and Plastic Arts Teaching

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/education/postgraduate-certificate/drawing-plastic-arts-teaching

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01

Introduction

The great ally of the teacher in this 21st century is the new technology. The use of the digital whiteboard, collaborative network tools, or Virtual Reality are part of the day-to-day life of an educational center. In this scenario, the professional must teach the subject according to the current times and apply the most innovative teaching methods. For this reason, TECH provides this program on new pedagogical resources and the most disruptive learning methodology. In this way, the teachers will progress in their teaching work by means of an advanced syllabus made up of first-class multimedia content. All of this, in addition to an educational 100% online format, that can be accessed 24 hours a day from any electronic device with an Internet connection.



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This 100% online Postgraduate Certificate will allow you to grow as a teacher while you combine your daily activities with first-class teaching"

Apart from the improvement of the technique for the realization of drawings and plastic arts, the students obtain with the learning of these subjects to improve the expression of their emotions, concentration, or perseverance. These skills and competencies are provided by the excellent work of the teaching professionals who teach the subject.

In order to achieve these goals, it is necessary that the teacher has all the current teaching tools and methodologies, mostly oriented to the inclusion of digital resources in the classroom. In this scenario, this Postgraduate Certificate in Drawing and Plastic Arts is born in 100% online mode.

A program with an advanced syllabus that provides theoretical and practical knowledge about the main learning theories, the difficulties of students with cognitive diversity and new teaching methods. All of this, in addition to multimedia content (video summaries, In Focus videos), essential readings, and case studies, which make up the library of educational resources.

In addition, thanks to the Relearning system, students will be able to progressively advance through the syllabus, consolidating new concepts. In this way, reduces the long hours of study and memorization so frequent in other methodologies.

In this way, TECH offers a flexible and convenient Postgraduate Certificate program. Graduates of this program will be able to consult the syllabus hosted on the virtual platform whenever they wish. All you need is an electronic device (cell phone, tablet, or computer) with an Internet connection. In this way, without attendance or classes with fixed schedules, you will acquire the most important information about the Teaching of Drawing and Plastic Arts.

This **Postgraduate Certificate in Drawing and Plastic Arts Teaching** contains the most complete and up-to-date educational program on the market. The most important features include:

- ♦ The development of case studies presented by experts in teaching in High School Education
- ♦ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



You will be able to break down the main barriers of artistic learning difficulty with the case studies provided by this program"

“

Introduce the most innovative artistic methodologies in your lessons and promote research among your students”

No doubt you are about to enroll in a university program that will make you grow professionally as a teacher of Drawing and Plastic Arts in High School Education.

With this program, the student delves deeper into authors such as Jean Piaget, Einser, Luquet, and Lowenfeld, the driving forces behind the main existing learning theories.

The program's teaching staff includes professionals in the field who contribute their work experience to this program as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.



02

Objectives

The objective of this program is to improve the teaching methods applied by teaching professionals in the subject of Drawing and Plastic Arts. The case studies provided by the teachers of this program will facilitate this task, since they will allow them to check the techniques, pedagogical resources, and activities that promote the teaching-learning process in High School students.



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With this program, you will be able to improve your teaching skills by applying the methods and procedures you will find in the practical case studies”



General Objectives

- Introduce students to the world of teaching, from a broad perspective that provides them with the necessary skills for the performance of their work
- Know the new tools and technologies applied to teaching
- Show the different options and ways the teacher can work in their post
- Promote the acquisition of communication and knowledge transmission skills and abilities
- Encourage continuing education for students





Specific Objectives

- ♦ Know what is understood by the concept of didactics
- ♦ Analyze what is learning
- ♦ Understand how learning occurs in the human mind
- ♦ Analyze the different theories of learning
- ♦ Understand the influence of cognitivism in education
- ♦ Analyze the theory of meaningful learning



Thanks to this educational option, you will design educational activities that promote creativity, multiculturalism, and socialization through art"

03

Course Management

This institution does not hesitate to apply all its efforts in the selection of the most appropriate faculty for each program. The excellent professional background and the human quality of this teaching team have been decisive for their integration in this program. In this way, students are guaranteed access to first-level learning, which allows them to apply the most effective teaching methods in artistic subjects in High School Education.





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TECH has selected a brilliant teaching team with high competences in teaching applied to the different educational levels of High School Education”

Management



Dr. Barboyón Combey, Laura

- ♦ Teacher of Primary Education and Postgraduate Studies
- ♦ Teacher in Postgraduate University Studies of High School Teacher Formation
- ♦ Teacher of Primary Education in several schools
- ♦ Doctor in Education from the University of Valencia
- ♦ Master's Degree in Psychopedagogy from the University of Valencia
- ♦ Degree in Primary School Education with a major in English Teaching from the Catholic University of Valencia San Vicente Mártir

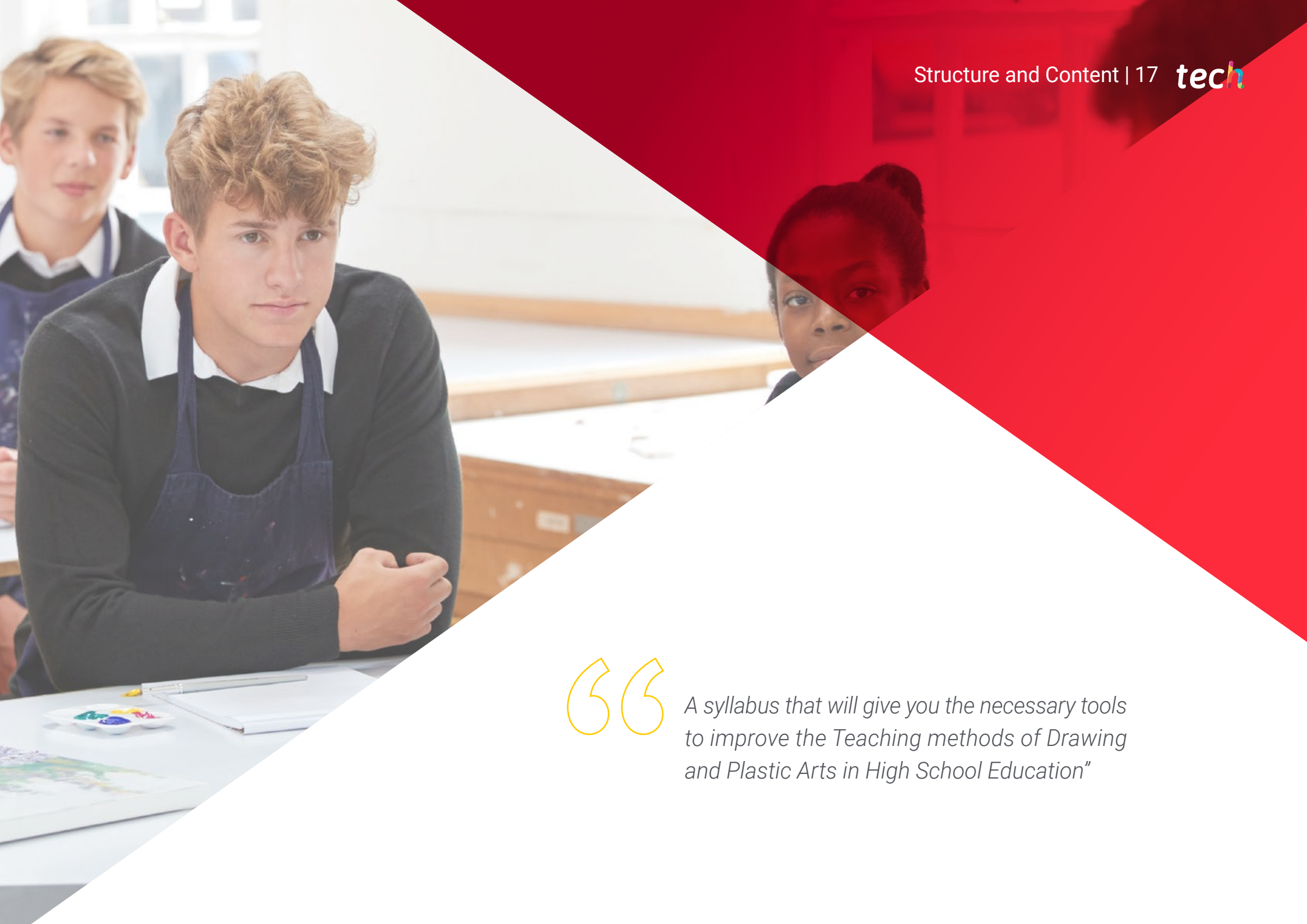


04

Structure and Content

The great effectiveness of the Relearning method has led TECH to incorporate it into its programs, given the improvement in learning and the reduction of study time. In this way, the students of this program will acquire advanced knowledge about Teaching methods of Drawing and Plastic Arts in only 6 weeks of duration. All this accompanied by the best pedagogical material prepared by an excellent team of teachers from the educational sector.





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A syllabus that will give you the necessary tools to improve the Teaching methods of Drawing and Plastic Arts in High School Education”

Module 1. Drawing and Plastic Arts Teaching

- 1.1. General Didactics and Learning Theories
 - 1.1.1. Introduction to the Concept of Teaching
 - 1.1.2. What Is Learning? How is it Produced?
 - 1.1.3. Introduction to Learning Theories and their Authors
 - 1.1.4. Influence of Cognitivism in Education
 - 1.1.5. The Learner at the Center: Meaningful Learning
- 1.2. Theories of Learning Applied to Art
 - 1.2.1. Developmental Psychology: Jean Piaget
 - 1.2.2. Luquet and Lowenfeld: Stages of Graph-Plastic Development
 - 1.2.3. Cognitive Models and Art: Eisner, Gardner, Read
 - 1.2.4. Gestalt Theory and its Laws
 - 1.2.5. Perception and Visual Thinking: Rudolf Arheim
- 1.3. Learning Techniques and Strategies Applied to Art
 - 1.3.1. Introduction. The Learning-Strategies Relationship
 - 1.3.2. Types of Strategies: Primary, Secondary, Versatile
 - 1.3.3. Techniques for Learning to Learn. Orientation to Study
 - 1.3.4. Tools that Improve the Learning Process
 - 1.3.5. New Contributions to Improve the Learning Process
 - 1.3.6. Theories and Strategies for Fostering Creativity
 - 1.3.7. The Lateral Thinking and its Techniques. Edward de Bono
 - 1.3.8. Techniques and Methods for Creativity Development
 - 1.3.9. Mind Maps as Graphic Organizers
- 1.4. Teaching Methodologies
 - 1.4.1. Workshop Methodology
 - 1.4.2. Creative Self-Expression and Free Expression
 - 1.4.3. Developments in Discipline-Based Art Education (DBAE) and Other Initiatives or Approaches
 - 1.4.4. Introduction to Post-Modernism
 - 1.4.5. Postmodern Art Education
 - 1.4.6. Visual Culture
 - 1.4.7. Artistic Methodologies for Research and Innovation in Education
- 1.5. Learning Difficulties
 - 1.5.1. Difficulties Related to Visuospatial Perception
 - 1.5.2. Visual Impairments
 - 1.5.3. Color Vision Problems
- 1.6. Activities for the Learning of Drawing and Plastic Arts
 - 1.6.1. Motivation: a Key Factor
 - 1.6.2. Socialization Activities
 - 1.6.3. Activities for Inter- and Transdisciplinarity
 - 1.6.4. Activities for Multiculturalism
 - 1.6.5. Web 2.0. Educational and Social Principles
 - 1.6.6. Activities for High School. Activity Repositories
 - 1.6.7. Project-Based Activities. eTwinning
 - 1.6.8. Working with Educational Apps in Art
- 1.7. Teaching Resources I
 - 1.7.1. Previous Concepts
 - 1.7.2. Classification
 - 1.7.3. Factors to Take into Consideration in the Selection and/or Development of Resources for Drawing and Plastic Arts
 - 1.7.4. The Textbook
 - 1.7.5. The Still Image
 - 1.7.6. The Blackboard
 - 1.7.7. The School Spaces, Excursions and Outings
- 1.8. Teaching Resources II: ICT Resources
 - 1.8.1. Educating in and with Technologies
 - 1.8.2. Supports: Interactive Whiteboard, Computers and Mobile Devices
 - 1.8.3. Applications and Useful Programs for the Teaching of Drawing and Plastic Arts
 - 1.8.4. Internet
 - 1.8.5. Cloud Resources
 - 1.8.6. Social and Collaborative Tools: Blog, Wiki, Webquest and Scavenger Hunt
 - 1.8.7. Resources and Teaching Improvement/Innovation
 - 1.8.8. The Artist's Book
 - 1.8.9. The Portfolio and the Electronic Portfolio
 - 1.8.10. Audiovisual and Multimedia
 - 1.8.11. Virtual Reality and Augmented Reality
 - 1.8.12. Video Games and Gamification



- 1.9. Evaluation. General Principles
 - 1.9.1. Concept of Educational Evaluation. Principles and Functions
 - 1.9.2. When Do We Evaluate? Phases and Processes
 - 1.9.3. What to Evaluate? Bloom's Taxonomy
 - 1.9.4. How to Evaluate? Techniques and Instruments of General Evaluation
 - 1.9.5. Criteria
- 1.10. Evaluation in Art
 - 1.10.1. Arts Education and its Evaluation General Considerations
 - 1.10.2. Artistic Knowledge Domains to be Evaluated. Eisner
 - 1.10.3. Strategies and Instruments for Evaluating Artistic Learning
 - 1.10.4. The Rubric and the Item as Tools to Control Learning
 - 1.10.5. Other Aspects to Take into Account in the Evaluation of Works and Exercises



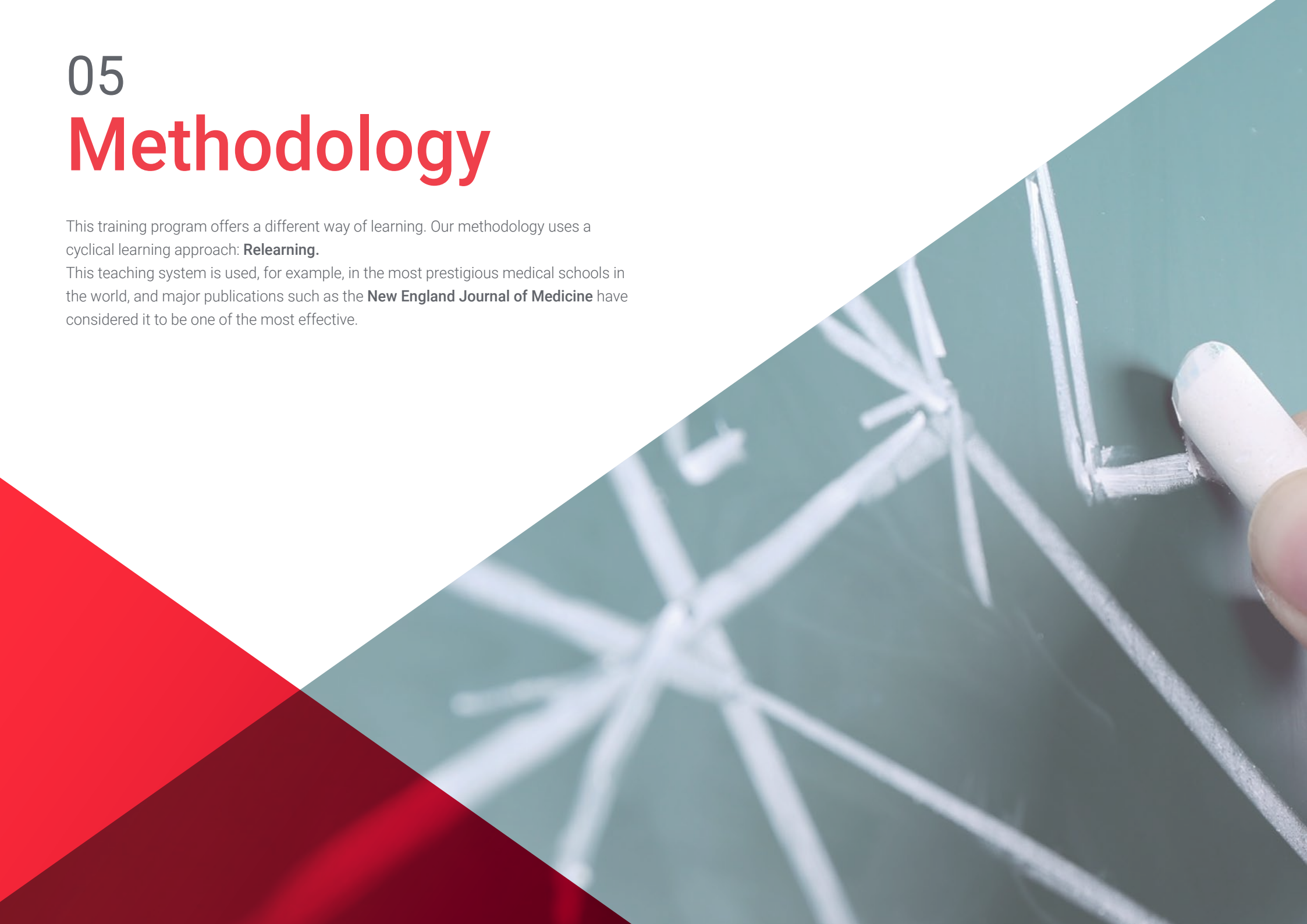
Bring artistic learning into your classroom through Augmented Reality, gamification, or collaborative social tools"

05

Methodology

This training program offers a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.

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Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

The effectiveness of the method is justified by four fundamental achievements:

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.



Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



Interactive Summaries

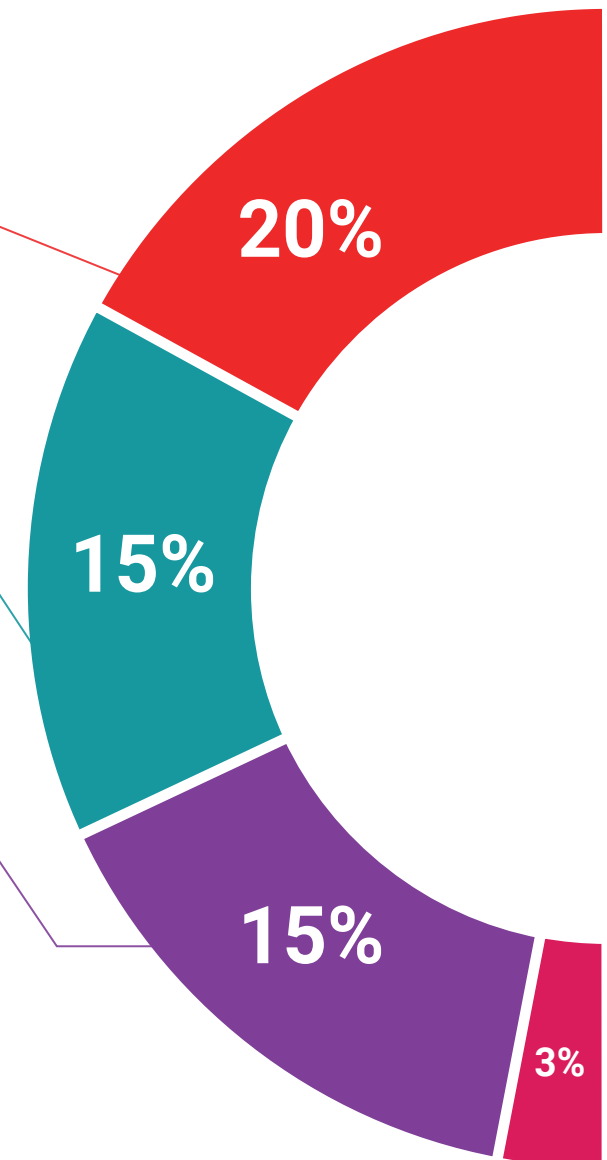
The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

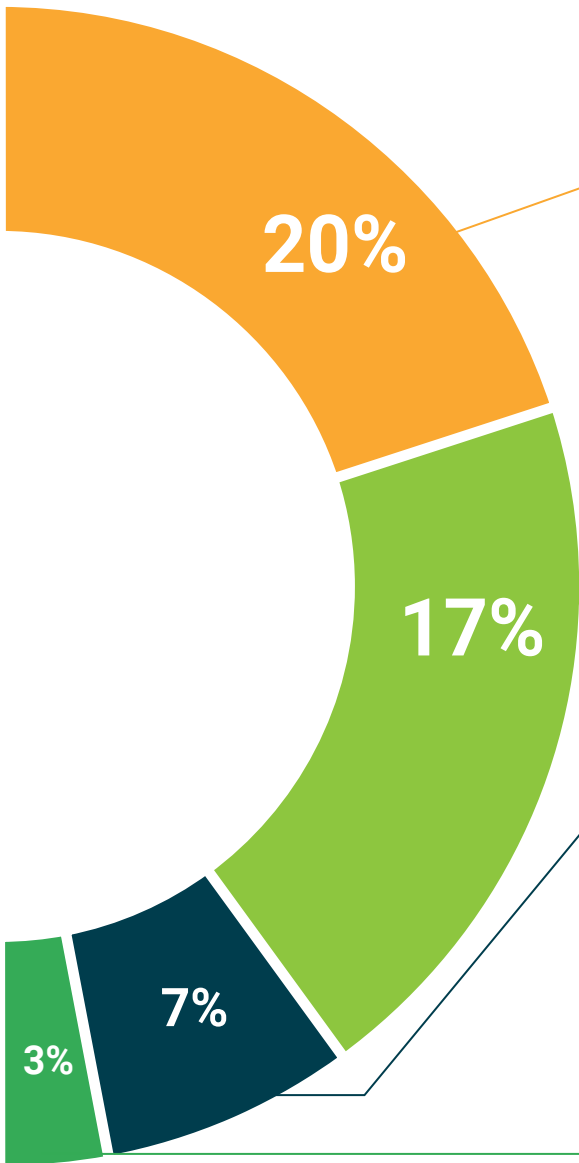
This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



06

Certificate

The Postgraduate Certificate in Drawing and Plastic Arts Teaching guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



The image features two black graduation caps (mortarboards) against a blue sky with light clouds. One cap is in the foreground on the left, held by a hand, and the other is slightly behind it to the right. The background is split diagonally into a white lower-right section and a red upper-right section.

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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This **Postgraduate Certificate in Drawing and Plastic Arts Teaching** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Drawing and Plastic Arts Teaching**

Official N° of Hours: **150 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

personalized service innovation

knowledge present

online training

development languages

virtual classroom

tech technological
university

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