



Postgraduate Diploma

Emotional and Creative Education

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Schedule: at your own pace
- » Exams: online

We b site: www.techtitute.com/us/education/postgraduate-diploma/postgraduate-diploma-emotional-creative-education

Index

 $\begin{array}{c|c}
\hline
01 & 02 \\
\hline
\underline{\text{Introduction}} & \underline{\text{Objectives}} \\
\hline
03 & 04 & 05 \\
\underline{\text{Structure and Content}} & \underline{\text{Methodology}} & \underline{\text{Certificate}} \\
\hline
p. 12 & p. 26 \\
\hline
\end{array}$





tech 06 | Introduction

In the field of education there are different studies, reports and works that conceive modern pedagogy as something that goes beyond format, theory/practice and memory. The Delors Report, for example, focuses on the importance of understanding education as a whole, understanding that the foundations of education are based on four pillars: learning to know, learning to do, learning to live and learning to be. In this way, a 360-degree education is achieved, where the individual can evolve and develop in multiple directions.

Looking for this new format that is becoming more and more popular, educators must have sufficient knowledge to be able to apply the methods and tools of greater educational depth, so that they can attend to each student with the dedication, assertiveness and efficiency necessary for a complete education.

With this objective as its main goal, TECH has created this program in Emotional and Creative Education, with which graduates will be able to go through different modules where they will learn each and every one of the keys to specialized teaching, delving into innovative methodologies, concepts such as positive psychology in the classroom or various strategies for the development of creativity. Likewise, special emphasis will be placed on the practical application of all this knowledge, combining theory and real cases throughout the syllabus.

In addition to this, TECH's Relearning teaching system enables the possibility of learning gradually, without sacrifices and in a totally adaptable way. With this, enrolled students will be able to access all theoretical and practical material remotely and without geographical limitations, thus being able to combine their professional and academic lives.

This **Postgraduate Diploma in Emotional and Creative Education** 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 Education focused on Emotional and Creative Education
- The graphic, schematic and practical contents of the book provide theoretical and practical information on those 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



Understanding a student's emotions will, as a teaching professional, make for a more complete and effective education, giving a vital boost to your career"



Become a reference in Emotional Education and start implementing an innovative pedagogy in your daily professional life"

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

Its 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 an 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 student will be assisted by an innovative interactive video system created by renowned and experienced experts

Deepen your theoretical and practical knowledge about innovation and creativity and start applying teaching methodologies based on art, music and even robotics.

Understand your students so that they are involved in their own learning. With this 450-hour program you will know how and in what ways to achieve it.







tech 10 | Objectives



General Objectives

- Enhance the creative and emotional value of the students
- Know and apply the basic resources related to educational innovation
- Understand the differences between pedagogies such as Waldorf, Reggio Emilia and Montessori
- Train in emotional education and values



Combining professional and academic life has never been easier. With TECH's flexibility you will be able to do it conveniently and easily"





Specific Objectives

Module 1. Creativity and Innovation

- Understand the concept of Creativity and its processes
- Understand the concept of innovation and its basic resources
- Know how to evaluate and exploit a student's creative abilities

Module 2. Personalized Learning and Alternative Pedagogies

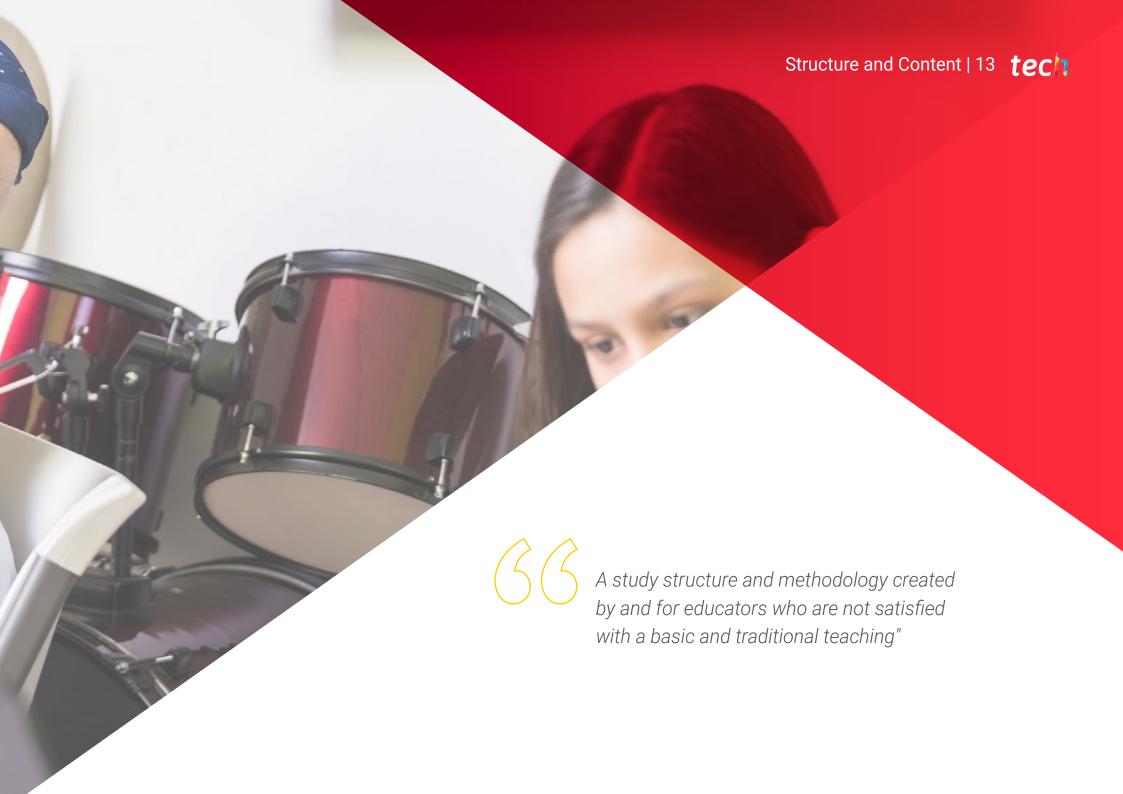
- Be able to apply the differentiating concepts of modern pedagogy with respect to ancient pedagogy
- Control the new educational models of the 21st century
- Understand Waldorf, Montessori and Reggio Emilia Pedagogy

Module 3. Emotional and Values Education

- Know the differentiating theoretical concepts of Positive Education, Emotions and Psychology
- Be able to detect cases of bullying, cyberbullying and know how to proceed in each of them







tech 14 | Structure and Content

Module 1. Creativity and Innovation

- 1.1. Creativity: What Is It?
 - 1.1.1. Historical Development of the Concept of Creativity
 - 1.1.2. Concepts of Creativity
 - 1.1.3. Creativity as Product, Process and Characteristic
 - 1.1.4. Degrees and Types of Creativity
- 1.2. Innovation: What Is It?
 - 1.2.1. Innovation: What is it?
 - 1.2.2. Basic Innovation Resources: structure, information, evaluation and training.
 - 1.2.3. Innovation as Process
 - 1.2.4. and Innovation
- 1.3. Conditions of Innovation:
 - 1.3.1. Reason for Innovation
 - 1.3.2. The Condition of Consensus and Practicality
 - 1.3.3. Innovation and Change
 - 1.3.4. Innovation and Person
- 1.4. Innovation and Teaching
 - 1.4.1. The Innovative Teacher
 - 1.4.2. The Teacher Mediator in Innovative Development
 - 1.4.3. Leadership and Educational Innovation
 - 1.4.4. Innovative educational projects
- 1.5. Intelligence and Creativity
 - 1.5.1. H. Gardner's Theory of Multiple Intelligences
 - 1.5.2. Intelligent and creative people: High Intellectual Potential
 - 1.5.3. Divergent Thinking, Creativity and Intelligence
 - 1.5.4. Interbehavioral Model of Creative Behavior
- .6. Stimulation of Creativity
 - 1.6.1. How to Enhance Creativity?
 - 1.6.2. Harvard Project
 - 1.6.3. Spectrum Project
 - 1.6.4. Strategies for Developing Creativity





Structure and Content | 15 tech

- 1.7. The Creative and Innovative School
 - 1.7.1. The Role of the School in the Development of Creative Thinking
 - 1.7.2. Creative and Free School: The school of Reggio Emilia
 - 1.7.3. Creativity, Learning and Corners
 - 1.7.4. EMOCREA: A Reality
- 1.8. Creative and Innovative Classroom
 - 1.8.1. The Classroom: The perfect setting
 - 1.8.2. The Training Program in the Classroom: Innovation and Transformation
 - 1.8.3. Curriculum Development and Innovation
 - 1.8.4. Curricular Innovation Model
- 1.9. Creativity Evaluation
 - 1.9.1. Common Creativity Evaluation Factors
 - 1.9.2. Classic Creativity Tests
 - 1.9.3. Memory Assessment Kits: VP-FA
 - .9.4. Psychometric Indicators of Creativity Assessment: Reliability and Validity.
- 1.10. Creative Experiences in the Classroom
 - 1.10.1. Robotics and STEAM Projects
 - 1.10.2. Creative Writing Workshop
 - 1.10.3. Communication and Creativity
 - 1.10.4. Creativity and Arts: Plastic Arts and Music

Module 2: Personalized Learning and Alternative Pedagogies

- 2.1. Alternative Pedagogies for the 21st Century
 - 2.1.1. Differences between the The Traditional School and the School of the Future
 - 2.1.2. Systemic Approach in Education
 - 2.1.3. Out-of-School Learning and Education
- 2.2. Waldorf Pedagogy
 - 2.2.1. Historical Development: Steiner and the First Waldorf School
 - 2.2.2. Elements of Waldorf School: The The Septennials
 - 2.2.3. Learning Materials
 - 2.2.4. Waldorf Pedagogy at Present

tech 16 | Structure and Content

- 2.3. Montessori Pedagogy
 - 2.3.1. Montessori Education Intention
 - 2.3.2. Integral Vision of the Learner
 - 2.3.3. The Montessori Space
 - 2.3.4. Education for Peace
- 2.4. Reggio Emilia
 - 2.4.1. Loris Malaguzzi, Promoter of Feggio Emilia School
 - 2.4.2. Pedagogical Principles
 - 2.4.3. Structure and Organization of the Center and the Classrooms
 - 2.4.4. Networks International Cooperation Projects: International Recognition of Reggian Schools
- 2.5. Free Education: Democratic School
 - 2.5.1. Summerhill
 - 2.5.2. Subdury
 - 2.5.3. Rebeca Wild
 - 2.5.4. Living Education and Pedagogy of Freedom
- 2.6. Learning and Community: Nurturing Groups, Learning Communities and Community Schools
 - 2.6.1. To Educate Takes the Whole Tribe: Community Learning
 - 2.6.2. Nurturing Groups
 - 2.6.3. Learning Communities
 - 2.6.4. Community Schools
- 2.7. Freinet and Pedagogy
 - 2.7.1. Celestine Freinet
 - 2.7.2. Bismark Model vs. Freinet Pedagogy
 - 2.7.3. Cooperative Movement of Popular School
 - 2.7.4. Freinet Techniques
- 2.8. Pedagogy Outside the School: Homeschooling Homeschooling
 - 2.8.1. What is Homeschooling?
 - 2.8.2. Origins of Homeschooling: Legal Background and Jurisprudence
 - 2.8.3. Homeschooling in the World
 - 2.8.4. Advantages and Disadvantages of Home Education

- 2.9. Alternative Pedagogies in Spain
 - 2.9.1. Alternative Pedagogies in the 21st Century
 - 2.9.2. Geographical Study of Alternative Educational Projects in Spain
 - 2.9.3. Alternative Pedagogies in Public Schools
 - 2.9.4. Alternative Pedagogies in Private Schools
- 2.10. Alternative Pedagogies and New Technologies: Pedagogy of the 21st Century
 - 2.10.1. Alternative Pedagogies and ICTs
 - 2.10.2. Pedagogical Mediation
 - 2.10.3. Educational Software
 - 2.10.4. Evaluation of the Educational Software

Module 3: Emotional and Values Education

- 3.1. Emotional Education and Well-Being
 - 3.1.1. Well-Being: Subjective, Individual, Reflex and Community
 - 3.1.2. Values
 - 3.1.3. Emotional, Ethical and Moral Education
 - 3.1.4. Mental Molds
- 3.2. Exciting Education
 - 3.2.1. From Emotional Education to Exciting Education
 - 3.2.2. Emotion Definitions and Components
 - 3.2.3. The Role of Emotions
 - 3.2.4. The Emotional Teacher
- 3.3. Positive Psychology
 - 3.3.1. History and Origin of Positive Psychology
 - 3.3.2. Characteristics of Positive Psychology
 - 3.3.3. Positive Psychology and Well-Being
 - 3.3.4. Human Strengths
- 3.4. Positive Emotions
 - 3.4.1. Positive Emotions
 - 3.4.2. Development and Effect of Positive Emotions
 - 3.4.3. Neuroanatomy of Positive Emotions: Mirror Neurons
 - 3.4.4. Smile, Well-being and Pleasure



Structure and Content | 17 tech

3.5	Fm	otion	nal	Skil

- 3.5.1. Emotional Skills
- 3.5.2. Emotional Autonomy and Emotional Management
- 3.5.3. Social Skills
- 3.5.4. Emotional Awareness
- 3.6. Coexistence and Education
 - 3.6.1. Interpersonal Relationships and the Classroom
 - 3.6.2. Educational Styles and their Importance in School Coexistence
 - 3.6.3. Emotional and Social Growth
 - 3.6.4. School Coexistence
- 3.7. Emotional Education and Evolutionary Development
 - 3.7.1. Reasons, Feelings and Emotions
 - 3.7.2. Stages of Emotional Maturation: From 0 to 6 Years
 - 3.7.3. Stages of Emotional Maturation: From 6 to 12 Years Old
 - 3.7.4. Adolescence and Emotion
- 3.8. Emotional Education. Transversal?
 - 3.8.1. Transversality and Transversal Subjects
 - 3.8.2. Objectives and Characteristics of Transversal Subjects
 - 3.8.3. Assessment of the Tutorial Action Plan
 - 3.8.4. Transversality and Cultural Integration
- 3.9. Emotional Education and Transversal Components
 - 3.9.1. Citizenship Education
 - 3.9.2. Education for Peace and Human Rights
 - 3.9.3. Sex Education
 - 3.9.4. for Health Education
- 3.10. Anger and School Bullying
 - 3.10.1. Anger as Basic Emotion

 - 3.10.2. Anger Management and Emotional Regulation
 - 3.10.3. School Conflict
 - 3.10.4. School Bullying Bullying and Ciberbullying



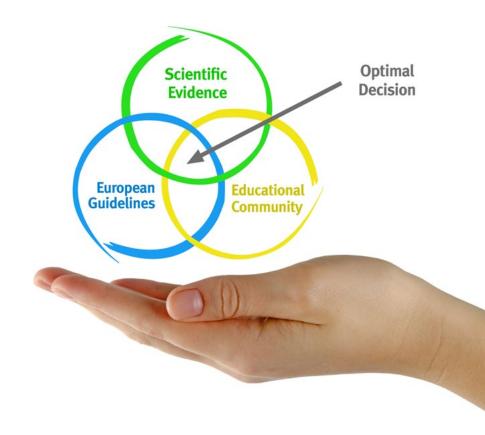


tech 20 | Methodology

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.



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:

- 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.



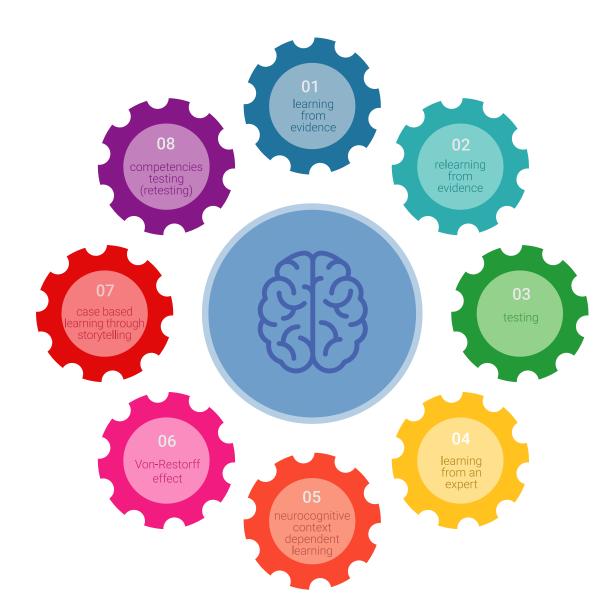
tech 22 | Methodology

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.



Methodology | 23 tech

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.

tech 24 | Methodology

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

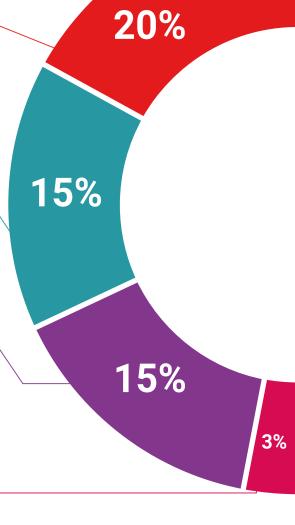
TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



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.

17% 7% 3%

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.

Ouick 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.







tech 28 | Certificate

This **Postgraduate Diploma in Emotional and Creative Education** contains the most complete and up-to-date scientific program on the market.

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

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

Title: Postgraduate Diploma in Emotional and Creative Education

Modality: online

Duration: 6 months



POSTGRADUATE DIPLOMA

in

Emotional and Creative Education

This is a qualification awarded by this University, equivalent to 450 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

re Guevara Navarro

Unique TECH Code: AFWORD23S techtitute.com/certi

^{*}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.



Postgraduate Diploma **Emotional and Creative Education**

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Schedule: at your own pace
- » Exams: online

