



Creative Teaching & Engagement

INSTRUCTOR / EDUCATOR PROGRAM - Unit 14

Applies to: Instructor / Educator

Suggested time: 3 hours (theory and idea-building)

How to use this plan: The lines under "Say" are scripted word for word so every class hears the same information - read them aloud. *Italic in brackets is what you do.* The jade "Teaching move" names the method; the "Students" line is their involvement.

Learning Objectives

By the end of this lesson, students will be able to:

- Use creative methods to engage learners.
- Make theory active and memorable.
- Vary instruction to avoid monotony.
- Build an energizing classroom environment.

Materials and Equipment

- SGS chapter slide deck, projector, and whiteboard
- Engagement-ideas handout and an activity-design worksheet
- Student-educator workbook

Key Terms

engagement, creative teaching, active learning, games, variety, relevance, energy, hands-on.

Lesson Sequence

1. Opening Hook - 10 min

Teaching move: Bored students do not learn.

SAY (read aloud):

Here is a simple truth: bored students do not learn, and they do not stay. The same theory chapter can put a class to sleep or light them up - it depends on you. Creative, engaging teaching is not a frill; it is how learning actually happens and how students stay motivated. Today we build your engagement toolkit.

- **Students:** recall the most engaging class they ever had, and why.

2. Why Engagement Matters - 15 min

Teaching move: Active beats passive.

SAY (read aloud):

Engagement is the difference between passive and active learning. A student listening to a lecture forgets most of it; a student doing, discussing, or competing remembers it. Engaged students participate, retain more, and enjoy class - which keeps them coming back. Your job is to turn passive content into active experiences.

- **Students:** name the difference between passive and active learning.



3. Creative Methods - 30 min

Teaching move: A toolbox of engagement.

SAY (read aloud):

Your creative toolkit is huge. Turn review into a game show or team competition. Use real client scenarios and case studies. Have students teach each other. Add hands-on demos to dry theory, use stories and analogies to make concepts stick, and tie everything to their real careers. Even infection control can be a 'spot the violation' game. Variety and play turn learning into something students look forward to.

- **Students:** brainstorm one way to make a dry theory topic engaging.

4. Variety and Energy - 20 min

Teaching move: Mix it up; bring the energy.

SAY (read aloud):

Two principles keep a class alive. Variety - change your methods, your pace, and your activities so no two class hours feel the same; monotony is the enemy. And energy - your own enthusiasm is contagious. If you are excited about the topic, students catch it. A varied, high-energy class is one students do not want to miss.

- **Students:** name one way to add energy to a class.

5. Activity, Check, and Recap - 25 min

Teaching move: Design and recall.

SAY (read aloud):

On the worksheet, design one creative activity for a topic you will teach. Quick check: do bored students learn well? *[Pause.]* No. What is the enemy of engagement? *[Pause.]* Monotony. To recap: engagement drives learning and retention, use creative active methods, vary everything, and bring your own energy.

- **Students:** design a creative activity and share it.

Assessment

- Performance: a designed creative activity.
- Written: quiz on engagement and creative teaching.
- Verbal: participation in the idea-building.

Assignment

Read Creative Teaching & Engagement and complete the workbook. Design two engaging activities for topics you will teach.

Instructor Notes and Safety

Model engaging methods in your own delivery.

Connect to the activities and games in the SGS materials.