

Teaching Design Creativity through Design Programs in Vocational High Schools --- Taking Mandala as an example

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ABSTRACT

Cultivating creativity and innovation capability has become the emphasis of advancements in today's education. Scholars suggest that creativity is one of the key capacities children should possess. One of the significant ways to cultivate creativity in children is through creative teaching. This study utilized the Mandala and Project-based Learning (PBL) to examine creative teaching courses regarding the creation of picture books in design programs of vocational high schools. Based on simulating the asking, thinking, doing, and evaluation (ATDE) model developed by Lung-An Chen (2008), the teaching pattern researched in this study is a creative teaching method consisting of asking-thinking-grouping-drawing-evaluation. This method primarily relies on the Mandala and is supplemented by PBL.

This study's research results show that most students believed this teaching method was beneficial. The creative teaching method consisting of asking-thinking-grouping-drawing- evaluation has been proven to be feasible, either in personal or group work creativity demonstration. In addition, when the creative teaching method adopted by this study was applied in classes, the key factors affecting creativity demonstration and learning effects of the various unit works of picture books creation included practical guidance from the teacher, student initiatives, students' creative thinking, and the incorporation of teamwork.

Keywords: Mandala; project-based learning; creative teaching; creation of picture books