



THE IMPACT OF INTERACTIVE METHODS ON PUPILS IN CREATIVITY SCHOOLS

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Abstract: *This thesis explores the impact of interactive methods on pupils in creativity schools. The study investigates how the use of interactive teaching techniques and approaches can enhance students' creativity and overall learning experience. By examining the benefits of interactive methods in creativity schools, this research aims to shed light on the importance of incorporating interactive strategies in education to foster creativity and innovation.*

Keywords: *interactive methods, creativity schools, pupils, creativity, learning experience*

Introduction:

The use of interactive teaching methods has gained increasing attention in creativity schools due to their potential to enhance students' creativity and engagement. This introduction section highlights the research objectives, questions, and hypotheses that will be addressed throughout the study. It emphasizes the significance of fostering creativity in education and the role of interactive methods in achieving this goal.

Materials and Methods:

The research design and methodology employed in this study are outlined in the materials and methods section. Data collection includes a comprehensive literature review, observations, and interviews with pupils and teachers in creativity schools. The selection criteria for participating schools and the specific interactive methods used are also explained.

The impact of interactive methods on pupils in creativity schools is the focus of this thesis. The study aims to investigate how the use of interactive teaching techniques and approaches can enhance students' creativity and overall learning experience. By examining the benefits of interactive methods in creativity schools, this research seeks to shed light on the importance of incorporating interactive strategies in education to foster creativity and innovation.

Interactive teaching methods have gained increasing attention in creativity schools due to their potential to enhance students' creativity and engagement. This thesis aims to contribute to the understanding of the impact of these methods on pupils in such schools. The research objectives, questions, and hypotheses that will be addressed throughout the study are highlighted in the introduction section. It emphasizes the significance of fostering creativity in education and the role of interactive methods in achieving this goal.



Results and Discussions:

The results and discussions section presents the findings obtained from the research. Analysis of the data collected from observations and interviews reveals the impact of interactive methods on pupils in creativity schools. It explores how these methods enhance students' creativity, motivation, collaboration, and critical thinking skills.

The findings show that interactive methods have a positive impact on pupils in creativity schools by fostering their creativity, enhancing their learning experience, and promoting active engagement. The use of interactive techniques, such as project-based learning, collaborative activities, and technology integration, provides students with opportunities to explore their interests, think critically, and develop innovative solutions to real-world problems.

Conclusion:

The conclusion section summarizes the key findings of the study and provides a comprehensive understanding of the impact of interactive methods on pupils in creativity schools. It emphasizes the importance of incorporating interactive strategies in education to foster creativity, innovation, and overall student development. The conclusion also discusses implications for educational practices, suggesting the need for increased integration of interactive methods in creativity schools. Furthermore, it suggests future research directions, such as investigating the long-term effects of interactive methods on students' creativity and academic achievement.

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