Creative Teachers

Project Guide

National Center for Educational Development
College of Education - Qatar University
2021-2022

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المركز الوطني للتطوير التربوي
National Center for Educational Development

Introduction

The educational field is rich in innovative teachers whose work, dedication and determination surpass their basic duties and responsibilities. Surprisingly, their remarkable work and creative ideas remained confined to their classrooms, which limits the sharing of those ideas among other educators and reduces the chances of improvement.

As part of the Qatar University leading role in promoting innovation and creative initiatives, the "Creative Teachers" initiative was launched in support of the National Center for Education Development vision and in accordance with Qatar Vision 2030. The project supports outstanding creative ideas and practices in education and contributes to their dissemination nationally and internationally.

Vision

Create an innovative educational environment as well as build professional learning communities to achieve sustainable learning.

Mission

Developing the spirit of innovation and creativity among teachers, and encouraging them to find educational aids that support students' learning, stimulate excellence in education, and achieve intellectual development and constructive cooperation among members of all parties.

Goals

1. Developing viable solutions to improve students' learning.
2. Encourage teachers to develop educational resources and effective solutions that meet the educational challenges.
3. Build professional learning communities to exchange ideas and innovative educational practices within and outside Qatar.

Project areas

Creative Teachers is one of the pioneering projects offered by the National Center for Educational Development to support teachers in the State of Qatar and provide teachers with opportunities to share their innovative ideas and practices in three key areas:

1. Educational tools
2. Educational games
3. Multimedia and learning software

Definitions

- **Educational tools:**

The non-electronic tools that teachers create to achieve specific educational goals such as manipulatives, models, stories, poems, plays, and educational devices.

- **Educational games:**

Guided interactive learning activities, either electronic or non-electronic, governed by a set of rules and regulations; aim to develop students' mental, physical, and emotional abilities in an enjoyable environment.

- **Multimedia and learning software:**

Computer-assisted interactive programs developed by teachers to increase the effectiveness in teaching and learning. These tools may include videos, interactive applications, educational programs, etc.

Targeted Participants

- Educators in public, private, international schools and higher education institutions in Qatar
- University students in Qatar

Participation Guidelines

A- Participants:

1. Participants should be a resident of the state of Qatar.

2. Participants must comply with the project submission guidelines.

3. Participants must adhere to the product guidelines.

4. Participants must provide evidence that the project was implemented.

5. Individual and group participation are acceptable.

B- Product:

1. Appropriate for students' age and developmental characteristics.

2. Aligned with the educational goals.

3. Reflects the Islamic tenets, values and morals.

4. Original and innovative.

5. Characterized by validity and accuracy.

6. Applicable and effective.

7. Supports students' interests and needs.

8. Has never won a prize before.

Implementation phases

• Launching the project officially.

• Announcing the project on the home page of the National Center for educational development, the College of Education as well as Qatar University.

• Receiving applications of participation.

• Evaluating the received applications by internal evaluators to identify the accepted participations.

• Following up and providing guidance and support to the participants.

• Final assessment of products by external evaluators.

• Announcing the final winners and holding the award ceremony.

Timetable

1-11- 2021 Launching & receiving applications	5-12- 2021 Registration closes	16-12- 2021 Announcing final list of participants	15-4- 2022 Project submission deadline	28-4- 2022 Announcing wining projects	19-5- 2022 Award Ceremony

Screening Process

All participations are subject to two stages of assessments:

1. Internal assessment by evaluators from the National Center for Educational Development.

2. External assessment by a qualified third-party committee.

Rewards

Awards are given in the three areas with up to six awards as follows:

• First   20,000 QR

• Second   15,000 QR

• Third   10,000 QR

• Fourth   5,000   QR

• Fifth   3,000   QR

• Sixth   2,000   QR

* All participants will receive Certificates of participation.

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