

LEARNING PROGRAMME

Overcoming Barriers to Creative Writing

5-DAY COURSE

25 learning hours | Course programme

Overcoming Barriers to Creative Writing – 5-Day Course

Introduction and Description

This intensive five-day programme offers a theoretically grounded and practice-oriented examination of the barriers that inhibit learners' creative writing and the pedagogical strategies that enable educators to overcome them. Drawing on contemporary research from creativity studies, literacy education, narrative theory and educational psychology, the course interrogates the cognitive, affective and socio-cultural constraints that limit students' willingness to take creative risks. Participants analyse how perfectionism, linguistic insecurity, limited divergent thinking, peer dynamics and classroom structures can shape writing behaviours and engagement.

The programme emphasises experiential and reflective learning. Through a structured sequence of workshops, participants engage with evidence-based strategies for scaffolding idea generation, reducing writing anxiety and cultivating psychological safety as a prerequisite for creative expression. Games, simulations, improvisation and role-play are introduced as embodied and dialogic approaches that stimulate imagination, foster perspective-taking and expand students' narrative repertoires. Complementary modules on storytelling and digital narrative production equip teachers with multimodal tools for enhancing voice, engagement and narrative complexity.

Throughout the course, educators develop the capacity to design inclusive, supportive and motivating writing environments that recognise learner diversity and promote creative autonomy. The programme culminates in the creation and presentation of individual or collaborative creative pieces—written, digital or interactive—allowing participants to synthesise theoretical insights with practical experimentation and classroom-oriented pedagogical design.

Methodology and Assessment

The course employs an experiential, learner-centred methodology combining practical workshops, collaborative writing, games, simulations, storytelling exercises and digital narrative production. Participants alternate between guided experimentation, micro-teaching, individual writing labs and reflective dialogue, enabling them to internalise techniques and translate them into classroom practice. Assessment is formative and continuous, centred on reflective journals, peer feedback, participation in creative tasks and the development of a final creative writing or digital storytelling project. Emphasis

is placed on process, experimentation and pedagogical transfer rather than evaluating artistic mastery.

Learning Objectives

By the end of the course, participants will be able to:

Understanding Creativity and Barriers

• Critically examine psychological, cognitive and emotional factors contributing to writing blocks and creative inhibition.
• Analyse how linguistic, socio-cultural and institutional constraints shape learners' engagement with creative writing.
• Reflect on their own assumptions and practices that may either support or restrict creativity.

Pedagogical Strategies for Overcoming Barriers

• Apply research-informed strategies to lower writing anxiety, encourage risk-taking and promote narrative experimentation.
• Employ mind-mapping, visual prompts, sensory writing and other techniques to facilitate idea generation and writing fluency.
• Design supportive, low-stakes writing environments that accommodate diverse learners and learning profiles.

Games, Drama and Embodied Writing Approaches

• Integrate games, simulations and role-play into writing instruction to enhance participation, imagination and perspective-taking.
• Facilitate dialogic and collaborative writing processes that strengthen students' confidence and voice.

Narrative and Digital Storytelling Competence

• Apply narrative-building techniques—structure, character, conflict, pacing—to develop engaging writing tasks.
• Produce and guide the creation of digital and multimodal stories that extend opportunities for expression.
• Introduce learners to the fundamentals of interactive storytelling and its pedagogical applications.

Evaluating Learner Growth and Teaching Practice

• Implement formative, process-oriented assessment approaches that value creativity, reflection and development.
• Adapt creative writing methodologies to varying curricular contexts and learner needs.
• Demonstrate critical reflective practice through the presentation and evaluation of creative projects.

Preparation

After registration participants will receive pre-course questionnaire which will be used by the trainer to learn about participants' teaching backgrounds and to assess their exact needs. Before the beginning of the course a basic reading list will be suggested to participants to prepare for the training. Participants will also be asked to prepare a presentation about themselves, their professional context and their culture. The presentation will be presented on the first day of the course to facilitate networking opportunities. Participants will receive information about the country they are going to visit in order to prepare them for their cultural experience.

Follow up

After the course participants will be asked to share what they have learned with the rest of the staff in their schools. Further books and articles to deepen the topic and contacts with some other practitioners all over Europe and in the world will be suggested by the trainer. The methods shared and explored and the bibliography given will allow the participants to complete and improve their educational path.

Certificate

Each participant will get a course attendance certificate and the Europass Mobility Document.

Accommodation

We do not directly offer accommodation and subsistence and participants are responsible for organizing it by themselves.

Paperwork

We also provide all the support with paperwork you might need for your Erasmus+ project documentation such as mobility agreement and registration letter.

Fee: 400 €

Cancelation policy

We have a flexible cancellation policy in force at the moment and you can cancel your registration up to 30 days before the course and receive a full refund. In case you don't cancel the registration more than 30 days before you will not receive any refunds, but you will be able to choose to attend any other confirmed course session later (within 6 months) without any additional costs. In case you are not able to travel, your school can send someone else to take instead of you and you can change the details of the participant any time before the start of the course at no additional cost.

TENTATIVE PROGRAMME (50 didactic hours - 5*45min per day) Monday to Friday	
Day 1	Introduction, Creative Warm-Up, Group Building
09.00 - 09.45	Introductions & Icebreakers
09.45 - 10.30	Course Overview & Learning Agreement
10.30 - 11.15	Warm-up sensory activities: associative thinking, free-writing bursts
11.15 - 11.30	Break
11.30 - 12.15	Introduction to creativity as a cognitive, emotional and social process
12.15 - 13.00	Establishing a supportive writing community
Day 2	Overcoming Writing Blocks Through Pedagogy & Technique
09.00 - 09.45	Strategies to lower writing anxiety
09.45 - 10.30	Techniques for idea generation
10.30 - 11.15	Writing fluency training
11.15 - 11.30	Break

11.30 - 12.15	Collaborative writing frameworks
12.15 - 13.00	Designing supportive writing environments for diverse learners
Day 3	Games, Simulations and Drama-Based Methods
09.00 - 09.45	Pedagogical rationale for using games in creative writing instruction
09.45 - 10.30	Dramatic improvisation, role-play and embodied story creation
10.30 - 11.15	Simulation-based writing tasks
11.15 - 11.30	Break
11.30 - 12.15	Role-play for character building and writing authentic dialogues
12.15 - 13.00	Micro-teaching
Day 4	Storytelling & Digital Narrative Creation
09.00 - 09.45	Storytelling and narrative-building techniques across disciplines
09.45 - 10.30	Narrative structures
10.30 - 11.15	Introduction to digital storytelling
11.15 - 11.30	Break
11.30 - 12.15	Hands-on creation of a short digital story prototype
12.15 - 13.00	Introduction to interactive storytelling
Day 5	Individual Support, Presentations & Course Closure
09.00 - 09.45	Designing interactive scenarios for classroom
09.45 - 10.30	Preparing the final presentations and individual support
10.30 - 11.15	Final presentations and feedback
11.15 - 11.30	Break
11.30 - 12.15	Evaluation & Reflection
12.15 - 13.00	Validation of learning outcomes and certification

*This is only a tentative timetable. The exact hours or the course might differ and will be announced for each session 2 weeks before the start. However, there will always be a total of 5 didactic hours per day and all will be in line with the Erasmus+ quality standards. The trainer might slightly modify the content in response to the needs of the group.
**Cultural and social programmes will be organized in addition to the academic programme. The exact cultural and social programme depends on the location, season, weather, etc.