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## 2 **Teaching Methods and Creativity Levels of Students on Acquisition of** 3 **Entrepreneurial Skills in the Rewinding of Coil in Electric Motor**

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5

### 6 **Abstract**

7 The study was design to investigate teaching methods and creativity levels of students and  
8 acquisition of entrepreneurial skills in the rewinding of coil in electric motor. The study area  
9 is Obio/Akpor Local Government Area of Rivers State. A sample of 60 physics senior  
10 secondary school students were purposively selected and subjected to quasi-experimental pre-  
11 test post-test design with two experimental and one control group with each group taught  
12 with different instructional methods. Data was obtained using Creative Ability Test (CAT)  
13 and Entrepreneurial Skill Acquisition Test (ESAT) instruments, with reliability coefficients  
14 of 0.95 and 0.74 respectively, was analysed using mean and percentage for the research  
15 questions while 3×3 Multivariate Analysis of Covariance was used to test the hypotheses.  
16 The results show that students with high creative ability gained most in the acquisition of  
17 measurement and manipulative skills when taught with cooperative strategy, while students  
18 with average and low creative abilities gained most in the acquisition of measurement,  
19 manipulative and finger dexterity skills when taught with demonstration strategy. However,  
20 the post hoc analyses show that the significant difference in the instructional strategies was  
21 credited to demonstration strategy. The study thus recommends that the creative abilities of  
22 the students should be developed, while students-centred instructional strategies like  
23 demonstration and cooperative methods should be preferably used by teachers in teaching  
24 students rewinding of coil in electric motor.

25 Key words : Entrepreneurial skill acquisition, teaching methods and creative ability.

26 **Introduction**

27 The teaching of science has gone beyond cognitive approach to the translation of knowledge  
28 acquired into long lasting end product. Exposing the students to hands on activities in order to  
29 bring out the best in them is a welcome development in science education. The need to be cre

30 ative is apt, more especially as the need for youth to become self-reliant. When an individual  
31 is creative, it enable him compete favourably in the job market. Mumford (2003) explained  
32 that creativity involves production of novelty, in creating things that are original, durable and  
33 worthwhile. Bilton (2007) also acknowledged that creativity provides the foundation for  
34 innovation and business growth as well as impacting positively on the society.

35 The importance of creativity in resolving and translating an idle platform to a busy one must  
36 be emphasized in our school, most especially science education. Avwiri (2014)  
37 acknowledged that creativity is the act of turning new and imaginative ideas into reality,  
38 leading to critical thinking and production. Creativity is synchronizing to entrepreneurship, as  
39 entrepreneurship is the end product of creative thinking. This brings about much contribution  
40 to the economy growth and employment creation. Much creativity is required in the  
41 rewinding of coil in electric motor, most people find the task of rewinding very tasking and  
42 difficult .because it require more of measurement, manipulative and finger dexterity skills. So  
43 it is simply to throw away the electric motor coil, than to repair. When students possess these

44 skills they are better groom and ready to take up these task and as such make income for  
45 themselves. These can be achieve through entrepreneurial skills and teaching method imply  
46 in schools.

47 The need for entrepreneurship cannot be overemphasized, as such there is need to develop  
48 these skills in the students. In doing this, as noted by Akaezi (2009) creativity can hardly be  
49 separated from entrepreneurship. It is therefore necessary to consider the teaching methods  
50 that the teacher uses to teach, in order to develop the creative and entrepreneurship skills in  
51 the students.

52 The teaching methods to be investigated are demonstration, guided inquiry and co-operative  
53 strategies. The entrepreneurship skills to be taught to the students are measurement,  
54 manipulative and finger dexterity skills. The measurement skill will enable the students to  
55 acquaint themselves with accuracy in finding size, length, quantity or degree of something.  
56 The manipulative skill allows the students to confidently handle an object with appropriate  
57 control and speed of movement required to complete the task while the finger dexterity skill  
58 allows the students to manipulate small objects primary with finger.

59 The theory for the study is Rogoff (1990) apprenticeship theory in which a novice student  
60 that have worked closely with an expert teacher through dialogue discuss in the zone of  
61 proximal development can perform and achieve better results beyond the task which he or she  
62 primarily is independently capable of handling. The creative ability level of the students and  
63 the teaching method apply is very important when considering their acquisition of skills.  
64 Avwiri (2017) investigated the creativity of secondary school students; entrepreneurship  
65 skills acquisition in the construction of potentiometer in physics it was revealed that students  
66 with high creative ability gained the most when taught with demonstration strategy while  
67 students with low creative ability gained the most when taught with guided-inquiry. In the  
68 acquisition of finger dexterity skills in the construction of potentiometer, the students  
69 acquired the skills irrespective of their creative abilities. However, Odili (2006) emphasised  
70 that teachers should focus on strategies that could promote students activity and problem  
71 solving.

## 72 **Statement of the problem**

73 The quest for self-reliant was necessitated in other to solve the problem of unemployment in  
74 the land. Students in secondary schools and higher institutions of learning get knowledge and  
75 obtain various degrees and qualifications in their course of study while the creative ability of  
76 the students is downplayed in the course of teaching and learning. Why are teachers concern  
77 on students passing the external examination and not developing the students' creative ability  
78 alongside teaching. Could it be the teaching strategy employed by the teacher? Therefore this  
79 study will look at the teaching methods and creative ability that will enable students acquire  
80 entrepreneurial skills in the rewinding of coil in electric motor.

## 81 **Aim and objectives of the study**

82 The study investigated teaching method and creativity level of students on acquisition of  
83 entrepreneurial skills in the rewinding of coil in electric motor. The following specific  
84 objectives were considered to:

- 85 I. Investigate the relative effects of demonstration, guided- inquiry and cooperative  
86 strategies on the students acquisition of measurement skills in rewinding of coil in  
87 electric motor considering their level of creativity.

- 88 II. Assess the relative effects of demonstration, guided- inquiry and cooperative  
89 strategies on students acquisition of manipulative skills in rewinding of coil in  
90 electric motor considering their level of creativity.
- 91 III. Investigate the relative effects of demonstration, guided- inquiry and cooperative  
92 strategies on students acquisition of finger dexterity skills in rewinding of coil in  
93 electric motors considering their level of creativity.
- 94

### 95 **Research questions**

- 96 I. What are the effects of demonstration, guided- inquiry and cooperative strategies  
97 on students acquisition of measurement skills in the rewinding of coil in electric  
98 motors, considering their level of creativity?
- 99 II. How would demonstration, guided- inquiry and cooperative strategies impact on  
100 students acquisition of manipulative skills in rewinding of coil in electric motors  
101 considering their level of creativity?
- 102 III. What is the relative effect of demonstration, guided- inquiry and cooperative  
103 strategies on students acquisition of finger dexterity skills in rewinding of coil in  
104 electric motors, considering their level of creativity?
- 105

### 106 **Hypotheses**

- 107 **H<sub>01</sub>** There is no significant difference among the students of high, average and low  
108 creative ability in their acquisition of measurement skills when taught with  
109 demonstration, guided -inquiry and cooperative strategies in rewinding of coil in  
110 electric motors.
- 111 **H<sub>02</sub>** There is no significant difference among the students of high, average and low  
112 creativity ability in their acquisition of manipulative skills when taught with  
113 demonstration, guided -inquiry and cooperative strategies in rewinding of coil in  
114 electric motors.
- 115 **H<sub>03</sub>** There is no significant difference among the students of high, average and low creative  
116 ability in their acquisition of finger dexterity skills when taught with demonstration,  
117 guided -inquiry and cooperative strategies in rewinding of coil in electric motors.
- 118

### 119 **Methodology**

120 The study adopted a quasi-experimental, pre-test- post-test control group design. The study  
121 area is Obio/Akpor Local Government Area of Rivers State. There were two experimental  
122 and one control groups. The factors in the study were instructional strategies, and creativity;  
123 each existing at three (3) levels. Purposive sampling technique was used to select three  
124 schools from the target population. The instruments for this study are Entrepreneurial Skills  
125 Acquisition Test (ESAT) and Creative Ability Test (CAT). They were validated for content  
126 and construct. The reliability indices are 0.95 and 0.74 for CAT and ESAT respectively,  
127 using Cronbach Alpha; expected to measure students' ability, on- the- spot during rewinding  
128 of electric motor coil in electric motor. The questions were practical-oriented and were scored  
129 a maximum of 5 marks each. It consisted of twenty questions on rewinding of electric motor  
130 coil. The questions on rewinding were broken down into five items on Measurement Skills,  
131 eight items on Manipulative Skills and seven items on Finger Dexterity Skill. This gave a  
132 total of 100 marks for rewinding of coil in electric motor. The Creative Ability Test (CAT)  
133 has twenty questions and each attracted a score of 1 mark giving a total of 20 marks. The test  
134 is expected to measure students' creative ability based on imaginative thinking. The subjects'  
135 creative abilities were classified as high, average and low after the Creative Ability Test was  
136 administered to the different groups. They were treated with the three different teaching

137 strategies (Guided-Inquiry, Co-operative and Demonstration Strategies). A sample size of  
 138 60 students was used for the study. Based on the data collated, the research questions were  
 139 analysed using descriptive statistics such as percentages and mean scores while the  
 140 hypotheses were tested with 3x3 factorial Analysis of Co-variance .

141

142 **Results and Discussion**

143

144 **Research Question 1:** What are the effects of Demonstration, Guided- Inquiry and  
 145 Cooperative strategies on students' acquisition of measurement skills in the rewinding of coil  
 146 in electric motors, considering their level of creativity?

147

148 **Table 1 Mean gain scores of acquisition of Measurement skills in the rewinding of coil by**  
 149 **students of high, average and low creative abilities and Instructional Strategy.**

Rewinding of coil in Electric Motor						
MAT Ability	Skill	Method	Pre test $\bar{x}$	Post test $\bar{x}$	Mean gain	Mean gain%
High Level	Measurement	DMS	5.71	19.71	14.00	245.18
		GIS	5.50	14.33	8.83	160.55
		CPS	5.43	20.00	14.57	268.32
Average Level	Measurement	DMS	5.67	22.00	16.33	288.01
		GIS	5.33	15.83	10.50	197.00
		CPS	5.33	19.83	14.50	272.05
Low Level	Measurement	DMS	5.25	21.75	16.50	314.29
		GIS	5.25	14.50	9.25	176.19
		CPS	5.29	19.43	14.14	267.30

150 **Note:** DMS = Demonstration strategy, GIS = Guided Inquiry Strategy  
 151 CPS = Cooperative strategy

152 **Results in Table 1**

153 Table 1 shows that in the rewinding of coil in electric motor, students with high creative  
 154 ability gained 268.32 % in the acquisition of measurement skills when taught with  
 155 cooperative strategy, while students with average creative ability gained 288.01% and low  
 156 creative abilities gained 314.29% in the acquisition of measurement skills when taught with  
 157 demonstration strategy.

158 **Research Question 2:** How would demonstration, guided- inquiry and cooperative strategies  
 159 impact on students' acquisition of manipulative skills in the rewinding of coil in electric  
 160 motors considering their level of creativity?

161 **Table 2 Mean gain scores of acquisition of Manipulative skills in the rewinding of coil**  
 162 **by students of high, average and low creative abilities and Instructional Strategy**

Rewinding of coil in Electric Motor						
MAT Ability	Skills	Method	Pre test $\bar{x}$	Post test $\bar{x}$	Mean gain	Mean gain%
High Level	Manipulative	DMS	8.57	29.57	21.00	245.04
		GIS	8.17	26.33	18.16	222.28
		CPS	8.43	30.43	22.00	260.97
Average Level	Manipulative	DMS	8.33	33.89	25.56	306.84
		GIS	8.17	24.83	16.66	203.92
		CPS	9.00	30.33	21.33	237.00
Low Level	Manipulative	DMS	8.0	32.25	24.25	303.13
		GIS	8.25	25.00	16.75	203.03
		CPS	8.29	29.71	21.42	258.38

163 **Note:** DMS = Demonstration strategy, GIS = Guided Inquiry Strategy  
 164 CPS = Cooperative strategy

165 The table 2 result shows that in the rewinding of coil in electric motor, students with high  
 166 creative ability gained 260.97% in the acquisition of manipulative skills when taught with  
 167 cooperative strategy, while students with average creative ability gained 306.84% and low

168 creative abilities gained 303.13% in the acquisition of manipulative skills when taught with  
 169 demonstration strategy.

170 **Research Question 3:** What is the relative effect of demonstration, guided- inquiry and  
 171 cooperative strategies on students' acquisition of finger dexterity skills in the construction of  
 172 potentiometer and in rewinding of coil in electric motors, considering their level of  
 173 creativity?

174 **Table 3 Mean gain scores of acquisition of Finger Dexterity skills in the rewinding of coil by**  
 175 **students of high, average and low creative abilities and Instructional Strategy**

Rewinding of coil in Electric Motor						
MAT Ability	Skills	Method	Pre test $\bar{x}$	Post test $\bar{x}$	Mean gain	Mean gain%
High Level	Finger Dexterity	DMS	7.14	30.00	22.86	320.17
		GIS	7.00	23.83	16.83	240.43
		CPS	7.00	27.86	20.86	298.00
Average Level	Finger Dexterity	DMS	7.11	31.56	24.45	343.88
		GIS	7.33	23.17	15.84	216.09
		CPS	7.33	29.17	21.84	297.95
Low Level	Finger Dexterity	DMS	7.00	30.25	23.25	332.14
		GIS	7.13	22.50	15.37	215.57
		CPS	7.00	26.86	19.86	283.71

176 **Note:** DMS = Demonstration strategy, GIS = Guided Inquiry Strategy  
 177 CPS = Cooperative strategy  
 178

179 The table 3 shows that, students with high, average and low creative abilities gained  
 180 320.17%, 343.88% and 332.14 % respectively which is the highest scores in the acquisition  
 181 of finger dexterity skills when taught with demonstration strategy in the rewinding of coil in  
 182 electric motor.

### 183 Hypotheses

184 **H<sub>01</sub>** There is no significant difference among the students of high, average and low  
 185 creative ability in their acquisition of measurement skills when taught with  
 186 demonstration, guided -inquiry and cooperative strategies in the rewinding of coil in  
 187 electric motors.

188 **Table 4: Summary of 3x3 Analysis of Covariance of students' acquisition of measurement skills in the rewinding of**  
 189 **coil in electric motor classified by strategies and creative abilities, using pre-test scores as**  
 190 **covariate.**

Dependent Variable: Post-test scores on measurement skills

Source	Type III Sum of Squares	Df	Mean Square	F	Sig.
Corrected Model	487.738 <sup>a</sup>	9	54.193	9.253	S
Intercept	364.790	1	364.790	62.284	S
Pre-test	18.048	1	18.048	3.081	Ns
Strategy	425.828	2	212.914	36.353	S
Creative Ability	13.304	2	6.652	1.136	Ns
Strategy * Creative Ability	14.022	4	3.506	.599	Ns
Error	292.845	50	5.857		
Total	21501.000	60			
Corrected Total	780.583	59			

a. R Squared = .625 (Adjusted R Squared = .557)

200 Table 4, shows that the main effect of strategy is significant, since its calculated  $F_{2,50}$  value is  
 201 36.353 at degree of freedom of 2,50 and probability level of 0.05 against the  $F_{2,50}$  critical  
 202 value of 3.15. Creative ability is not significant since its calculated  $F_{2,50}$  value is 1.136 at  
 203 degree of freedom of 2,50 and probability level of 0.05 against the  $F_{2,50}$  critical value of 3.15.

204 The interaction of strategies and creative ability is not significant since its calculated  $F_{4,50}$   
 205 value is 0.599 at degree of freedom of 4,50 and probability level of 0.05 against the  $F_{4,50}$   
 206 critical value of 2.53. This shows that there is no significant difference in the effect of the  
 207 teaching strategies on students of high, average and low creative abilities in their acquisition  
 208 of measurement skills in the rewinding of coil in electric motor.

209 **Table 5:** Post-hoc analysis of students' acquisition of measurement skills in the rewinding of coil in electric  
 210 motor based on the interaction of teaching strategies and creative abilities.

**Pairwise Comparisons**  
 Dependent Variable: Post-test scores on measurement skills

(I) Strategy	(J) Strategy	Mean Difference (I- J)	Std. Error	Sig. <sup>a</sup>	95% Confidence Interval for Difference <sup>a</sup>	
					Lower Bound	Upper Bound
1.00	2.00	6.444*	0.798	0.000	4.841	8.046
	3.00	1.590	0.796	0.051	-0.009	3.190
2.00	1.00	-6.444*	0.798	0.000	-8.046	-4.841
	3.00	-4.853*	0.770	0.000	-6.400	-3.307
3.00	1.00	-1.590	0.796	0.051	-3.190	0.009
	2.00	4.853*	0.770	0.000	3.307	6.400

Based on estimated marginal means

\*. The mean difference is significant at the .05 level.

a. Adjustment for multiple comparisons: Least Significant Difference (equivalent to no adjustments).

211 The Post-hoc analysis in Table 5 indicates that strategy 1, which is Demonstration strategy  
 212 contributed most to the significant difference between the effects of the teaching strategies  
 213 based on the interaction of teaching strategies and creative abilities in the acquisition of  
 214 measurement skills in the rewinding of coil in electric motor and followed by cooperative  
 215 strategy and then guided inquiry strategy.

216 **H<sub>02</sub>** There is no significant difference among the students of high, average and low  
 217 creativity ability in their acquisition of manipulative skills when taught with  
 218 Demonstration, Guided -Inquiry and Cooperative strategies in the in rewinding of coil  
 219 in electric motors.

220 **Table 6:** Summary of 3x3 Analysis of Covariance of students' acquisition of manipulative skills in the  
 221 rewinding of coil in electric motor classified by strategies and creative abilities, using pre-test  
 222 scores as covariate.

Dependent Variable: Post-test scores of manipulative skills

Source	Type III Squares	Sum of Df	Mean Square	F	Sig.
Corrected Model	561.132 <sup>a</sup>	9	62.348	3.105	S
Intercept	505.169	1	505.169	25.162	S
MPPRETEST	.145	1	0.145	0.007	Ns
Strategy	424.215	2	212.108	10.565	S
Creative ability	8.643	2	4.321	0.215	Ns
Strategy * ability	67.507	4	16.877	0.841	Ns
Error	1003.851	50	20.077		
Total	52665.000	60			
Corrected Total	1564.983	59			

a. R Squared = .359 (Adjusted R Squared = .243)

223 Table 6 shows that the main effect of strategy is significant, since its calculated  $F_{2,50}$  value is  
 224 10.565 at degree of freedom of 2,50 and probability level of 0.05 against the  $F_{2,50}$  critical  
 225 value of 3.15. Creative ability is not significant since its calculated  $F_{2,50}$  value is 0.215 at  
 226 degree of freedom of 2,50 and probability level of 0.05 against the  $F_{2,50}$  critical value of 3.15.

227 The interaction of strategies and creative abilities is not significant since its calculated  $F_{4,50}$   
 228 value is 0.841 at degree of freedom of 4,50 and probability level of 0.05 against the  $F_{4,50}$   
 229 critical value of 2.53. This shows that there is no significant difference in the effect of the  
 230 teaching strategies on students of high, average and low creative ability in their acquisition of  
 231 manipulative skills in the rewinding of coil in electric motor.

232 **Table 7: Post-hoc analysis of students' acquisition of manipulative skills in the rewinding of coil in electric**  
 233 **motor based on the teaching strategies.**

**Pairwise Comparisons**  
 Dependent Variable: Post-test scores of manipulative skills

(I) Strategy	(J) Strategy	Mean Difference (I- J)	Std. Error	Sig. <sup>a</sup>	95% Confidence Interval for Difference <sup>a</sup>	
					Lower Bound	Upper Bound
1.00	2.00	6.505*	1.469	0.000	3.554	9.456
	3.00	1.760	1.472	0.237	-1.197	4.717
2.00	1.00	-6.505*	1.469	0.000	-9.456	-3.554
	3.00	-4.745*	1.456	0.002	-7.668	-1.821
3.00	1.00	-1.760	1.472	0.237	-4.717	1.197
	2.00	4.745*	1.456	0.002	1.821	7.668

Based on estimated marginal means

\*. The mean difference is significant at the .05 level.

a. Adjustment for multiple comparisons: Least Significant Difference (equivalent to no adjustments).

234 The Post-hoc analysis in Table 7 indicates that strategy 1 which is demonstration strategy  
 235 contributed most to the significant difference between the effects of the teaching strategies on  
 236 students' acquisition of manipulative skills in the rewinding of coil in electric motor followed  
 237 by cooperative strategy and then guided inquiry strategy.

238 **H<sub>03</sub>** There is no significant difference among the students of high, average and low creative  
 239 ability in their acquisition of finger dexterity skills when taught with Demonstration,  
 240 Guided -Inquiry and Cooperative strategies in the rewinding of coil in electric motors.

242 **Table 8: Summary of 3x3 Analysis of Covariance of students' acquisition of finger dexterity skills in the**  
 243 **rewinding of coil in electric motor classified by strategies and creative abilities, using pre-test**  
 244 **scores as covariate.**

Dependent Variable: Post-test scores of finger dexterity skills

Source	Type III Sum of Squares	Df	Mean Square	F	Sig.
Corrected Model	628.396 <sup>a</sup>	9	69.822	3.802	s
Intercept	138.483	1	138.483	7.540	ns
FDPRETEST	.016	1	.016	.001	Ns
Strategy	532.687	2	266.344	14.501	S
Creative Ability	17.024	2	8.512	.463	Ns
Strategy * Creative Ability	10.758	4	2.690	.146	Ns
Error	918.337	50	18.367		
Total	46046.000	60			
Corrected Total	1546.733	59			

a. R Squared = .406 (Adjusted R Squared = .299)

245 Table 8 shows that the main effect of strategy is significant, since its calculated  $F_{2,50}$  value is  
 246 14.501 at degree of freedom of 2,50 and probability level of 0.05 against the  $F_{2,50}$  critical  
 247 value of 3.15. Creative ability is not significant since its calculated  $F_{2,50}$  value is 0.463 at  
 248 degree of freedom of 2,50 and probability level of 0.05 against the  $F_{2,50}$  critical value of 3.15.

249 The interaction of strategies and creative ability is not significant since its calculated  $F_{4,50}$   
 250 value is 0.146 at degree of freedom of 4,50 and probability level of 0.05 against the  $F_{4,50}$   
 251 critical value of 2.53. This shows that there is no significant difference in the effect of the  
 252 teaching strategies on students of high, average and low creative abilities in their acquisition  
 253 of finger dexterity skills in the rewinding of coil in electric motor.

254 **Table 9:** Post-hoc analysis of students' acquisition of finger dexterity skills in the rewinding of coil in  
 255 electric motor based on the teaching strategies and creative abilities,

**Pairwise Comparisons**

Dependent Variable: Post-test scores of finger dexterity skills

(I) Strategy	(J) Strategy	Mean Difference (I- J)	Std. Error	Sig. <sup>a</sup>	95% Confidence Interval for Difference <sup>a</sup>	
					Lower Bound	Upper Bound
1.00	2.00	7.432*	1.405	0.000	4.611	10.254
	3.00	2.696	1.398	0.059	-0.111	5.503
2.00	1.00	-7.432*	1.405	0.000	-10.254	-4.611
	3.00	-4.736*	1.365	0.001	-7.477	-1.996
3.00	1.00	-2.696	1.398	0.059	-5.503	0.111
	2.00	4.736*	1.365	0.001	1.996	7.477

Based on estimated marginal means

\*. The mean difference is significant at the .05 level.

a. Adjustment for multiple comparisons: Least Significant Difference (equivalent to no adjustments).

256

257 The Post-hoc analysis on Table 9 indicates that strategy 1, which is demonstration strategy  
 258 contributed most to the significant difference between the effects of the teaching strategies on  
 259 students' acquisition of finger dexterity skills in the rewinding of coil in electric motor  
 260 followed by cooperative and then guided inquiry strategy.

261 **Discussion**

262 There is no doubt that creativity is the construction of ideas or physical products which are  
 263 new, innovative and potentially useful, which must meet the needs of the society. With  
 264 creativity, the individual are allowed to organize and take advantage of opportunity to  
 265 produce positive results which can bring about environmental change and development to the  
 266 society that is while the methods of teaching should also be given preference.

267 The results of this study revealed students with high creative ability gained most in the  
 268 acquisition of measurement skills when taught with cooperative strategy, while students with  
 269 average and low creative abilities gained most in the acquisition of measurement skills when  
 270 taught with demonstration strategy in the rewinding of coil. Also in the acquisition of  
 271 manipulative skills, students with high creative ability gained most when taught with  
 272 cooperative strategy, while students with average and low creative abilities gained most in the  
 273 acquisition of manipulative skills when taught with demonstration strategy. This is at  
 274 variance with Avwiri (2017), that students irrespective of their creative abilities gained most  
 275 in the acquisition of measurement and manipulative skills in the construction of  
 276 potentiometer when taught with demonstration strategy.

277 However, students with high, average and low creative abilities gained most in the  
 278 acquisition of finger dexterity skills when taught with demonstration strategy in the  
 279 rewinding of coil in electric motor. This also is at variance with Avwiri (2017) that in the  
 280 acquisition of finger dexterity skill in the construction of potentiometer, students with high  
 281 creative ability gained most when taught with cooperative strategy, the average creative



282 students gained most when taught with demonstration strategy, while the low creative ability  
283 students gained most when taught with guided-inquiry strategy this, agrees with  
284 Onwioduokit, (2014) that when learners are guided by the teacher to discover information  
285 their entrepreneurial skill is enhance and they become more creative,better critics with  
286 improved reflective thinking. It also agrees with Odili (2006) that students cantered activity  
287 strategy should be employ by teachers to enable learners solve problem.

## 288 **Conclusion and Recommendations**

289 The findings from this study implies that students creativity should be developed in the  
290 course of teaching the sciences, especially in physics. There are so many electrical devices in  
291 the physics curriculum that the students should be exposed to and also how to construct them.  
292 With the electric coil rewinding the students are taught to do, it will reduce the way spoilt  
293 coils are been thrown away, the students engaging in the repair will improve their creativity,  
294 the patience in pain taking, and the reasoning ability of the students to analyse and synthesize  
295 will be improved upon. It is therefore recommended that:

- 296 1. The students' levels of creativity should be taken into consideration in the course of  
297 teaching.
- 298 2. In the course of teaching physics the students should be taught with the aim of  
299 acquiring a skill from the content of the curriculum and not just to pass external  
300 examinations.
- 301 3. Students-centered and interactive method like demonstration and cooperative  
302 strategies should be preferably used by teachers and artisan in teaching rewinding of  
303 electric motor coil.

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