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Module 2 - Co-design Learning through Role-Playinge

Unit 2.3 - Example Scenarios

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A: Spatial Redesign (The "Dream Cafeteria")

Context



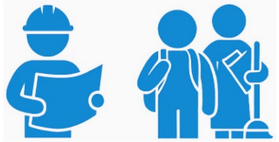
- The school cafeteria is noisy and disorganized

The Challenge



- Redesign the layout to improve flow and well-being

Roles



- **Architect**: Focuses on budget and safety regulations.
- **Student**: Wants comfort, fast service, and music.
- **Staff**: Needs easy cleaning and orderly queues

Learning Goal



- Understanding **Constraints vs. Desires** (STEM & Design Thinking)

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B: School Policy (The "Smartphone Code")

Context



- Conflicts over mobile phone usage in class/breaks

The Challenge



- Co-create a "Fair Usage Policy" acceptable to all

Roles



- **Parent:** Worried about screen addiction and cyberbullying
- **Teacher**: Needs focus and less distraction during lessons
- **Student Influencer:** Sees phones as creative tools for content

Learning Goal



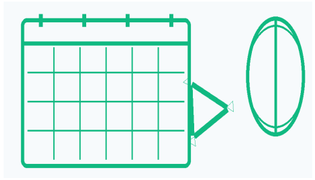
- **Civic Negotiation** and Digital Citizenship

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C: Curriculum Design (The "Green Week")

Context



- The school wants to organize a sustainability week

The Challenge



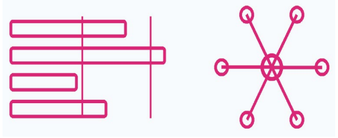
- Select activities that are engaging, educational, and low-cost

Roles



- **Local NGO**: Wants impactful, scientific workshops
- **Disengaged Student**: Wants fun, outdoor activities, no lectures
- **School Admin**: Worries about timetables and logistics

Learning Goal



- **Project Management** and Community Engagement

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Adapting Complexity (Scalability)

Micro-Scenarios (15-30 min)

- Focus on a single issue (e.g., "Where to put the recycling bins?")
- Limited roles (2-3 persons enough space for both action and reflection

Macro-Scenarios (Project-Based)

- Multi-session arc (e.g., "Designing the new School Library")
- Includes research, interviewing real stakeholders, and prototyping

Key Rule

- Complexity should match the students' age and autonomy level

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Summary & Next Steps

Recap

Scenarios allow students to practice empathy in Safe Spaces (Physical, Policy, or Curricular)

Bridge to Unit 2.4

- "Now that we have the scenarios, how do we structure them?“
- **Next Up**: The Tool for Designing Learning Scenarios (Template & Guide)

Assessment

Keep these examples in mind for the Module Quiz

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https://www.sparqs.ac.uk/ch/E3%20Student%20Participation%20in%20Curriculum%20Design%20-%20Catherine%20Bovill.pdf

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Beyond Net Zero: A Systemic Design Approach

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You have completed Unit 2.3

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