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Module 2 - Co-design Learning through Role-Playinge

Unit 2.2 — Fitting Context, Purpose, and Skills

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Ideal Contexts for Role-Playing

Best Fit Scenarios

- Project-based and Inquiry learning
- Civics, Ethics, and Media Literacy
- Digital Citizenship and STEM trade-offs

Flexible Delivery

- Can be adapted for hybrid or digital environments using collaborative boards like Miro or Jamboard.

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Pedagogical Purposes

Goal Alignment: Always use clear criteria to ensure simulation outputs match specific learning goals

Core Objectives

Idea Generation – Surfacing creative solutions through different personas

Problem-Solving - Navigating complex school issues

Decision-Making - Building consensus through negotiation

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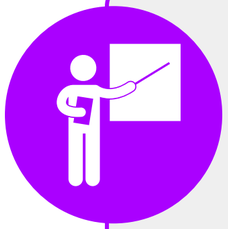
Teacher Competencies

The Shift: Skills required for effective facilitation



Facilitation Mastery

- Managing inclusive dialogue and designing structured protocols



Professional Awareness

- Ethical awareness regarding authorship and fairness

- Conducting evidence-based debriefs after the simulation

- Ability to manage iteration cycles and student feedback improvement

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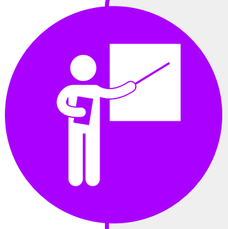
Student Skill Development

Learning outcomes and agency



Interpersonal Skills

- Deep empathy, perspective-taking, and advanced communication



Self-Regulation & Agency

- Developing critical analysis and personal agency

- Collaborative negotiation and decision-making

- Enhancing digital literacy through collaborative tools

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Classroom Conditions & Integration

Success Factors

Protected Time

Ensuring enough space for both action and reflection

Clear Roles

Use of specific artefacts and visible criteria

Safe Culture

A non-judgmental atmosphere

Practical Examples

- 15-second "role pitches" or 2-minute "mini-negotiations".
- Using digital sticky notes and emoji voting for fast decisions.

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References

https://hthgse.edu/how-to-codesign-with-students-a-five-step-guide-by-students-for-teachers/ How to Codesign with Students – A Five-Step Guide by Students for Teachers
https://www.facinghistory.org/resource-library/co-design-your-classroom-your-students Provides examples of practical integration in the classroom.
https://link.springer.com/article/10.1007/s13384-024-00799-w It discusses the competencies required for implementing co-design in teacher education.
https://www.coursera.org/learn/co-design-for-all It demonstrates how methods can be adapted to real-life scenarios.

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You have completed Unit 2.2

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