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Module 2 - Co-design Learning through Role-Playinge

External Resources & Module Conclusion

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Essential Readings (Theory & Pedagogy)

Foundational Texts

- Co-design of innovations with teachers (Roschelle et al.) – Understanding the dynamics.
- Children's Participation (Hart) – The ladder of student agency.

Why it matters

- These resources provide the evidence base to justify this methodology to school administration and parents

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Practical Toolkits (Ready-to-Use)

Scenario Libraries

- **Facing History & Ourselves:** Scripts for ethical and civic dilemmas
- **High Tech High Projects:** Examples of student-led co-design

Templates

- **The Co.De. Canvas:** (Link to download the tool from Unit 2.4).
- **Role Cards Generator:** Tools to create random persons for students.

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Digital Tools for Remote Co -design

Collaboration Boards

- **Miro / Mural:** For mapping stakeholder needs visually.
- **Padlet:** For collecting anonymous feedback during "de-roling"

Virtual Simulation

- **Classcraft:** Gamified role-playing management.
- **Zoom/Teams Breakout Rooms:** Techniques for small group negotiations

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Communities & Inspiration

Join the Network

- **Co.De. Project Community:** Share your scenarios and get feedback.
- **eTwinning Groups:** Find European partners for cross-border co-design

Continuous Learning

- MOOCs on Design Thinking for Educators

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Module Conclusion & Assessment



Defined

Co-design & Role-Playing (2.1)



Identified

Contexts & Skills (2.2)



Explored

Scenarios (2.3)



Mastered

the Design Tool (2.4)



Gathered

Resources (2.5)

Next Step: Final Assessment (21 Questions). You need 80% to pass. Good luck

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References

https://www.google.com/search?q=https://www.facinghistory.org/educator-resources *Facing History & Ourselves (Scenario Library)*
https://www.google.com/search?q=https://www.hightechhigh.org/student-work/ *High Tech High (Project Examples)*
https://www.google.com/search?q=https://miro.com/education/ *Miro for Education (Digital Tool)*
https://www.google.com/search?q=https://www.designthinkingforeducators.com/ *IDEO - Design Thinking for Educators (Further Learning)*
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You have completed Unit 2.5

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