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Module 3 - Co-Design Learning through Storyboarding

Unit 3.4 - Tool for designing learning scenario/lesson plan with this methodology

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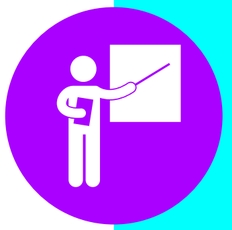
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Introduce the developed tool and step-by-step how to use it



In this section, we introduce a step-by-step tool to design a learning scenario or lesson plan using the co-design methodology. This tool is designed to guide educators and facilitators through the key stages of creating inclusive, collaborative, and engaging lessons that foster active participation and diversity.

Overview

Co-Design Learning Tool

Purpose Definition

Key Activities

Effectiveness Assessment

Visualization through Storyboarding

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Step-by-Step Guide to Using the Tool

A better learning experience...

01 -

Define Learning Objectives and Purpose

- What is the main objective of the lesson or learning scenario?
- Why is this objective important?

02 -

Contextualize the Lesson

- Who are your learners?
- What resources are required?
- What tools and materials will you need for co-design activities?

03 -

Brainstorm and Co-Create Activities

- What will students do during the lesson?
- How will students collaborate and contribute ideas?
- What activities encourage the most engagement?



Step-by-Step Guide to Using the Tool

A better learning experience...

04 -

Create a Storyboard for the Lesson

- BOORDS
- AI Storyboard Generator

- Map out the lesson flow using a storyboard.
- Define the key learning points in each panel.
- Consider the pacing of the lesson.

05 -

Implement the Co-Design Process

- How will students provide feedback to each other?
- How will students iterate and refine their designs?

06 -

Reflection and Evaluation

- How will you assess student learning and engagement?
- What feedback will you gather to improve future scenarios?



Template Example

Activities

Find Someone Who activity
Group discussions on inclusivity
Poster creation for advocacy campaign

Storyboard Panels

Introduction to Diversity
Brainstorming & Group Work
Poster Presentations
Reflection & Feedback

Template Example

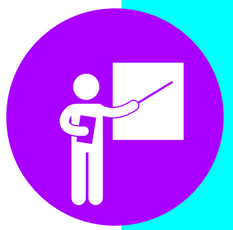
Co-Design Steps

Students brainstorm inclusivity issues
Peer feedback and iteration
Group presentations and refinement

Evaluation

Assessing participation, collaboration, and the effectiveness of advocacy campaigns

Conclusion

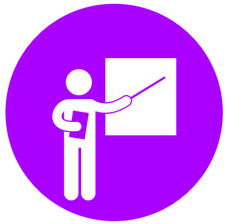


This tool for designing learning scenarios/lesson plans with co-design methodology empowers educators to create dynamic, collaborative, and inclusive learning experiences. By following this step-by-step guide, you ensure that students are not only engaged in learning but also actively involved in the design process, helping them develop critical thinking, creativity, and empathy for others.

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References

https://boords.com/
https://llamagen.ai/



You have completed Unit 3.4!

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