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Module 3 Co-design learning through Storyboarding

Unit 3.1 - Introduction

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Project Number: 2023-1-ES01-KA220-SCH-000154536

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Co-design Learning through Storyboarding

Unit 3.1 – Introduction: Define Methodology

Unit Goal

Understand how storyboarding supports co-design learning to foster participation, innovation, and collaboration in education

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Learning Objectives

By the end of this unit, teachers will be able to:

Define Co-design Learning

Understand co-design learning principles and their relevance to modern educational practice

Understand Storyboarding

Recognise storyboarding as a participatory visual planning methodology that harnesses collective intelligence

Enhance Engagement

Learn how co-design and storyboarding can increase student engagement, creativity and reflection

Identify Benefits

Discover the advantages of using storyboarding for colaborative learning and problem-solving contexts

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What is Storyboarding & Co-design Learning?

Definition

Co-design learning through innovative **storyboarding** is **a participatory educational approach** that where teachers, learners and stakeholders collaboratively create **visual narratives** to explore ideas, solve problems, and design learning experiences

Shared Ownership

Collective responsibility for ideas and outcomes

Visual Thinking

Making complex concepts visible and accessible

Multiple Perspectives

Inclusion of diverse viewpoints

Learning by Doing

Hands-on, experiential learning

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Why Co-design Through Storyboarding Matters

Traditional teaching often abstract and teacher-led. **Storyboarding makes learning visible, collaborative and student centred.**



Student Engagement

Leaners actively contribute ideas



Critical Thinking & Teamwork

Visual storytelling promotes innovation, deeper analysis and refflective thinking



Teacher-Student and Student-Student Collaboration

Shared narratives support teamwork, co-creation, mutual understanding and responsability.



Empathy Building

Understanding emotions, needs and challenges

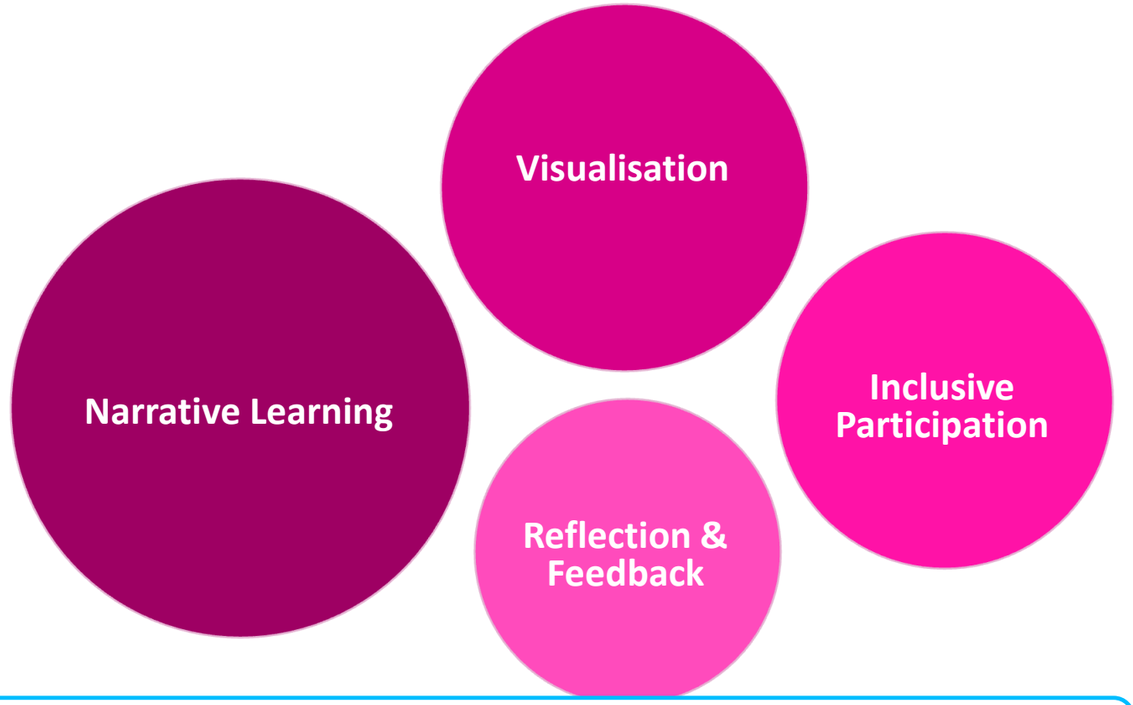
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Storyboarding in Education

Definition

Storyboarding in education is **a visual methodology** used to plan learning processes, explore scenarios, and represent learner jouneys through **drawings** and **annotations**.It supports curriculum design, project-based learning and reflective practice.



Narrative Learning

Learning is structured as a meaningful journey

Visualisations

Abstract ideas become concrete

Reflection & Feedback

Visual artefacts support discussion

Inclusive Participation

All learners can contribute

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Co-design Meets Storyboarding

When **co-design and storyboarding** are combined they create a **powerful participatory methodology**.

Co-create Learning Scenarios

Teachers and students collaboratively shape meaningful learning activities.

Share, Discuss, Refine Ideas Visually

Ideas are shared and improved through digital and visual collaborative tools

Explore real or hypothetical situations.

Cencourage problem-solving in safe, exploratory contyext.

This combination encourages innovative and multidisciplinary teaching and learning, leading to richer educational experiences for all participants..

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Methodological Framework

The **Co-design through Storyboarding** methodology is built upon five interconnected pillars that connect theory with classroom practice.

Initiation&Framing

- Define learning objectives
- Identify stakeholders
- Establish shared context and goals

Collaborative Ideation

- Brainstorm ideas collectively
- Develop real or hypothetical scenarios
- Select key stories to explore

Designing Storyboards

- Sketch visual panels
- Capture key moments and interactions
- Annotate actions, emotions, and decisions

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Methodological Framework

The **Co-design through Storyboarding** methodology is built upon five interconnected pillars that connect theory with classroom practice.

Feedback&Iteration

- Present storyboards to peer
- Gather constructive feedback
- Revise and refine narratives

Implementation & Reflecion

- Translate storyboard insights into action
- Test ideas in real or simulated contexts
- Reflect on learning outcomes

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Practical Application for Teachers

Teachers can apply the methodology through concrete strategies that make students **co-designers of their learning journey**.

Launch Collaborative Projects

Initiate classroom projects by engaging students in small-group storyboarding activities.

Use Collaboration Tools

Employ paper, whiteboards, or digital tools (collaborative platforms-Miro, Canva) to co-develop learning tasks and activities

Encourage Peer Engagement

Foster peer feedback, content creation, and collaborative knowledge building amongst students

Share Through Co.De. Platform

Connect with other classrooms to share and compare ideas, expanding learning beyond your school

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Summary and Reflection

Key Takeaways

Storyboarding makes learning visible and collaborative

Students and teachers externalise ideas into shared visual narratives that encourage discussion, participation, and joint problem-solving.

Visual narratives support reflection and iteration

Students and teachers use visual narratives to collaboratively review and iteratively develop ideas.

Storyboarding enhances engagement and creativity

The combined methodology transforms passive learners into active co-creators and enhances their commitment to learning.

Reflective Question

How could storyboarding help your students visualise and co-design their own learning journey?

?

Start small, reflect on the process, and build from experience.

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