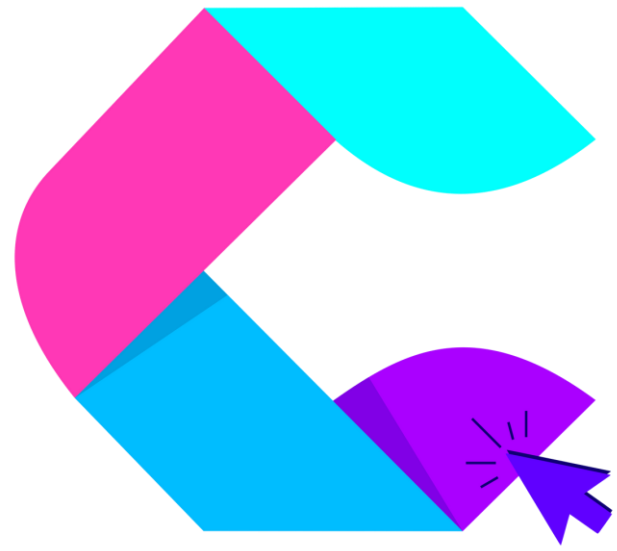


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External Resources

Module 4 Co-design learning through Flash Thinking Challenges



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Unit	Title	Type	Link	Description
4.1	Introduction to Flash Thinking	**Article** Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation.	https://www.researchgate.net/publication/338394954_Tim_Brown_Change_by_Design_How_Design_Thinking_Transforms_Organizations_and_Inspires_Innovation_2009	Flash Thinking mirrors design thinking by promoting **divergent thinking, low-pressure creativity, and collective engagement**, helping learners become co-creators rather than passive receivers of knowledge. Brown's emphasis on inclusive participation and creativity provides a strong theoretical foundation for using Flash Thinking in co-design-based classrooms.
4.2	Fitting Context/Purpose/Skills	Online Post like a article	https://ditchthattextbook.com/competencies/	**The 7 Core 21st Century Teacher Competencies"** presents a practical framework for what educators need to know and be able to do to create **meaningful, inclusive, and technology-rich learning experiences**.
4.3	Example Scenarios	Video	https://youtu.be/r0vrPSZjWMQ?si=y8CbLqaM1FmdwFuI	MASTER Miro in 3 Minutes: A QUICK & Effective Overview
4.4	Tool for designing learning scenario/lesson plan with this methodology	website	https://www.thegreendotgroup.com/process-improvement-tools-and-templates-resource-center/design-thinking-tools-and-templates/	This templates helps project teams innovate and think outside the box with Design Thinking