Module 8 Co-design learning through Crowdsourcing

Unit 8.1 - Introduction

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Co-design Learning through Crowdsourcing

Unit 8.1 – Introduction: Define Methodology

Unit Goal

Understand how crowdsourcing 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 Crowdsourcing

Recognise crowdsourcing as a participatory methodology that harnesses collective intelligence

Enhance Engagement

Learn how co-design and crowdsourcing can increase student engagement and sense of responsibility

Identify Benefits

Discover the advantages of using digital collaborative tools for classroom learning experiences

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What is Crowdsourcing & Co-design Learning?

Definition

Co-design learning is an **innovative participatory educational method** th involves **teachers and students wor together** to design learning experiences. It values collaboration creativity, and shared decision-mak helping students feel more respons and invested in their education.



Shared Ownership

Joint responsibility for learning outcomes

Creative Problem-Solving

Innovation through collaboration

Multiple Perspectives

Inclusion of diverse voices

Learning by Doing

Practical, experiential education

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Why Co-design Matters

Traditional teaching often separates planning from learning. Co-design breaks this barrier by **inviting students into the design process**.



Student Motivation

Empowers learners to take ownership of their educational journey and feel genuinely invested



Critical Thinking & Teamwork

Develops essential collaborative skills and higher-order thinking through shared problem-solving



Teacher-Student Collaboration

Builds stronger relationships and mutual respect through co-creation of learning experiences



Prevents Early School Leaving

Increases engagement and empowerment, helping students stay connected to their education

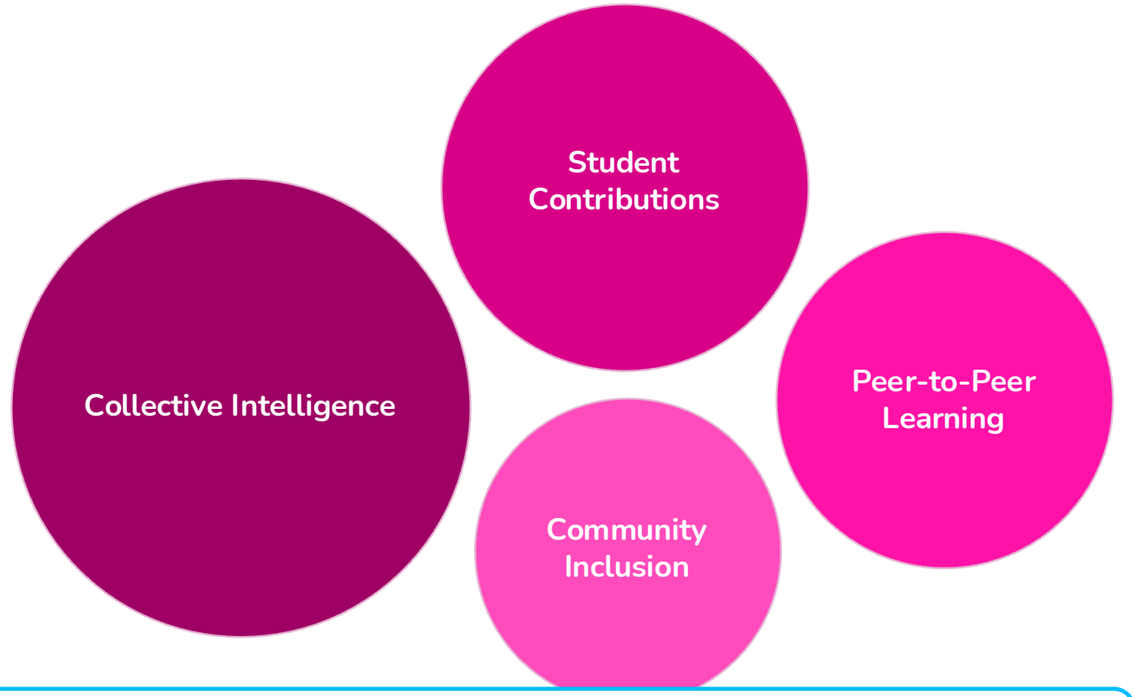
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Crowdsourcing in Education

Definition

Crowdsourcing is a **collaborative process** where ideas, solutions, or resources are gathered from a **large group of participants**—in this case, students, teachers, or even the wider school community.



Collective Intelligence

Harnesses the combined knowledge and creativity of the entire group

Student Contributions

Allows learners to actively contribute their unique knowledge and ideas

Peer-to-Peer Learning

Promotes collaborative knowledge exchange amongst students

Community & Inclusion

Fosters a strong sense of belonging and shared purpose

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Co-design Meets Crowdsourcing

When combined, **co-design and crowdsourcing** form a powerful methodology that transforms traditional classroom dynamics.

Co-create Learning Pathways

Teachers and students jointly develop meaningful learning experiences

Share & Refine Ideas

Ideas are collected, shared, and improved through digital collaborative tools

Extend Beyond Classroom

Collaboration reaches other schools and communities for broader impact

This synergy supports **innovative and multidisciplinary approaches** to teaching and learning, creating richer educational experiences for all participants.

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Methodological Framework

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

Participation

Students actively shape their own learning experiences and outcomes

Digital Collaboration

Online tools enable co-creation and idea sharing across time and space

Inclusion & Reflection

Joint evaluation of learning outcomes promotes deeper understanding

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Practical Application for Teachers

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

Launch Collaborative Projects

Initiate class projects that invite student ideas through online polls, surveys, or shared documents

Use Digital Collaboration Tools

Employ digital whiteboards or collaborative platforms 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

Co-design learning equals shared creation of knowledge

Teachers and students collaborate as equal partners in designing meaningful learning experiences

Crowdsourcing provides collective input for innovative solutions

Harnessing group intelligence leads to richer, more creative educational outcomes

Together, they empower collaboration, innovation, and engagement

The combined methodology transforms passive learners into active co-creators

Reflective Question

How might you use crowdsourcing in your classroom to make students co-creators of their learning?

Consider starting small: try one collaborative activity using a digital tool, gather student feedback, and build from there. Co-design learning is itself an iterative process!

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You have completed Unit 8.1 - Introduction

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