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Module 8 Co-design learning through Crowdsourcing

Unit 8.4 – Tool for Designing a Learning Scenario with Educational Crowdsourcing

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Unit 8.4 – Tool for Designing a Learning Scenario with Educational Crowdsourcing

Tool: Google Forms & Google Sheets (free and accessible to all).

Aim: Show teachers how to collect, review, and use student ideas to co-design a lesson using a simple digital tool.



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Learning Objectives

After this unit, teachers will be able to:



Use Google Forms to collect ideas from students.



View and organise ideas in Google Sheets.



Select top ideas and turn them into a short lesson plan.



Encourage participation and shared decision-making.

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Why Use These Tools

Free and widely available

With any Google account.

Simple interface

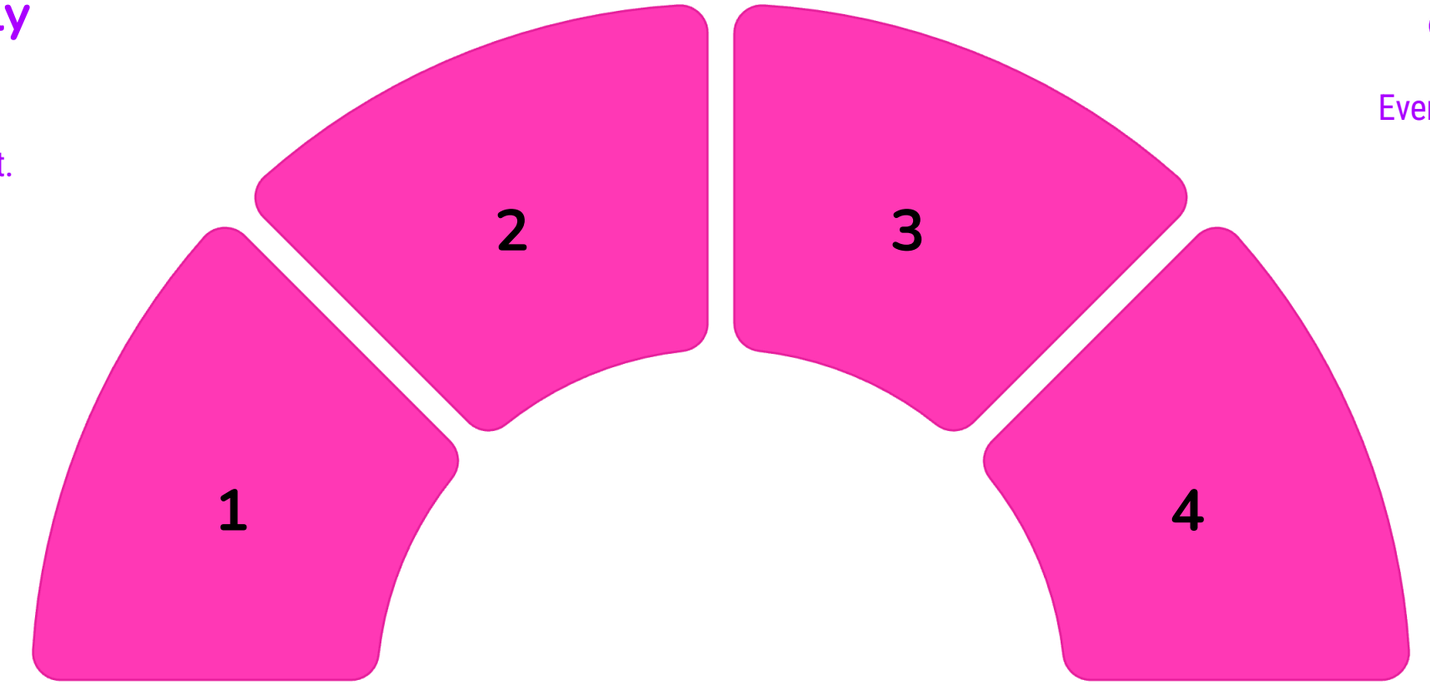
No training needed.

Instant collaboration

Results appear live.

Supports educational crowdsourcing

Everyone contributes equally and transparently.



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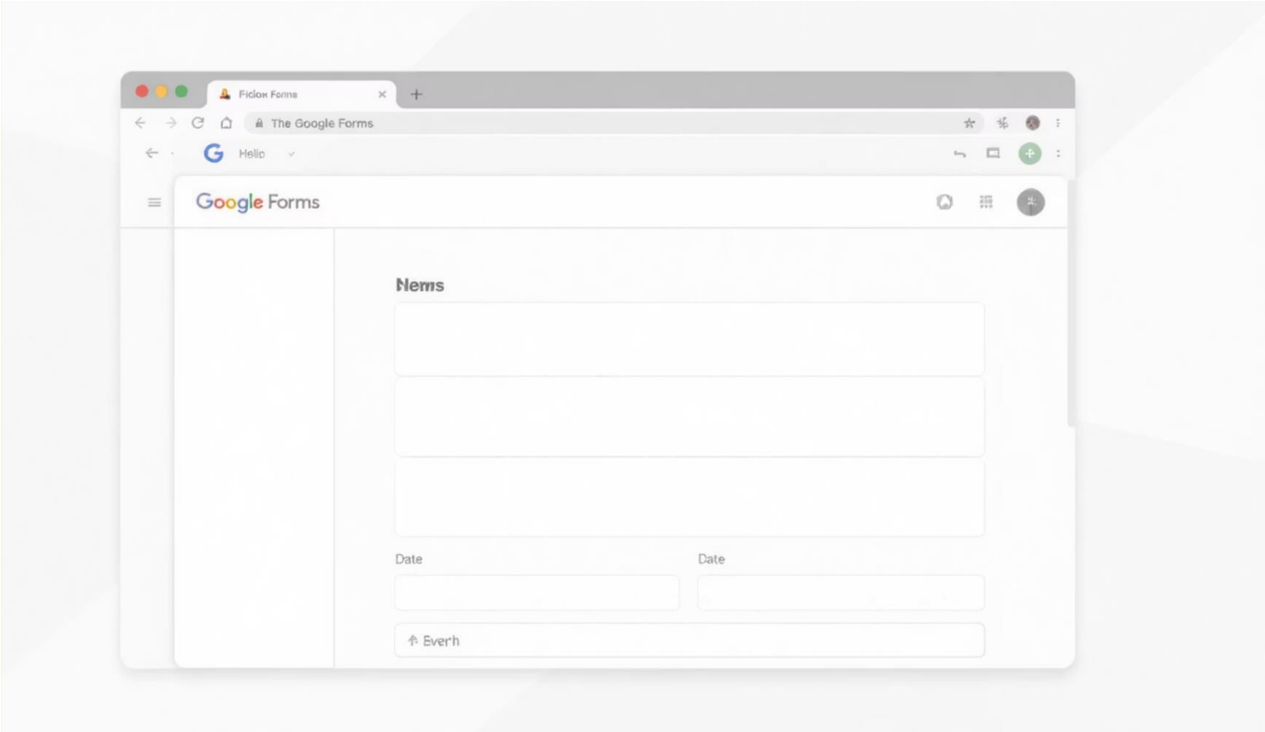
Step 1: Create the Idea Form



1. Go to Google Forms → Blank form.
2. Add these fields:
   - Student name (optional)
   - Idea title
   - Short description ("What and why?")
   - Category (Energy, Recycling, Transport, etc.)
3. Share the form link or QR code with students.
4. Test by submitting one idea yourself.

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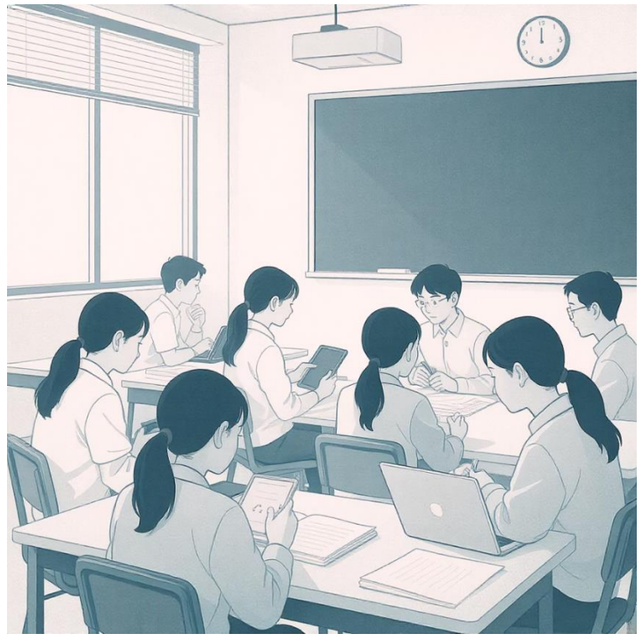
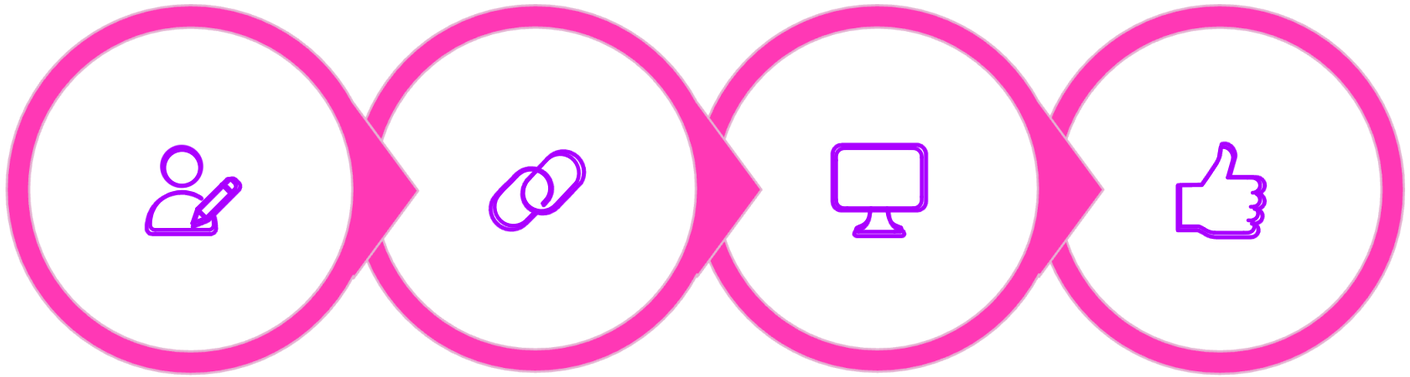
Step 2: Collect & View Ideas





Submit Ideas

Open Responses

Review Together

Group or Vote

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The Workflow

01 -  Submit Ideas

02 -  Open Responses

03 -  Review Together

04 -  Group or Vote

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Responses

Once responses begin arriving, open the Responses → Link to Sheets option to display all entries in a single spreadsheet. Project the list on screen so everyone can see their contributions appear in real time—this helps students feel actively involved in shaping the activity. Together, review the ideas, discuss overlapping themes, and, if time allows, have the class group similar suggestions or vote for their favourites to decide which ones to develop further.

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Step 3: Turn Ideas into a Lesson Plan

Choose one or two top ideas.

Fill in a short lesson outline:

- **Title:** "Reduce Plastic Waste in Our Canteen"
- **Goal:** Apply environmental concepts through action.
- **Activities:** research → plan → act → reflect.
- **Roles:** student teams (planning, communication, results).

Use Sheets to track progress and record feedback.

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Key Tips & Takeaways

Keep the form short and clear

4–5 questions max.

Let students see how their ideas influence lessons.

Protect privacy

No personal data required.

Combine digital and offline input if needed.

Crowdsourcing builds ownership, creativity, and collaboration.

Outcome: Teachers can easily design co-created lessons using free, simple tools—making students active partners in learning.

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You have completed Unit 8.4 – Tool for Designing a Learning Scenario with Educational Crowdsourcing

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