



# NEWSLETTER

MAY 2024

Issue 1

## Welcome to the First Digital Newsletter of the Co.De. Project

Co-Design Learning for the School of the Future - Co.De. Project

### About the Project:

The Co.De. project aims to tackle early school leaving by providing innovative e-tools to implement co-design learning paths in classrooms. By fostering a new, multidisciplinary approach to teaching and learning, we aim to promote innovation in education design and delivery, making education more student-centered.

### General Objective:

Our main objective is to contribute to tackling early school leaving by embracing the education revolution towards co-design learning.

### Specific Objectives:

1. Foster a new, innovative, and multidisciplinary approach to teaching and learning by promoting innovation in education design and delivery.
2. Support the upskilling of teachers' competence towards co-design.
3. Provide digital tools to implement co-design learning in classrooms.

Schools will upskill and reskill their knowledge towards co-design learning.

12-18 years old students will understand the new approach of co-design methodology applied to their training.

EU secondary schools will benefit from a new competence model, micro-learning opportunities, and an innovative e-platform.

The labor market and civil society will benefit in the medium to long term.



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## What is it about?

### Co-design

Co-design is a collaborative design process involving stakeholders and end-users to ensure the final product meets their needs. It emphasizes joint decision-making and shared ownership.

### Learning snacks:

Learning snacks are short, focused educational modules designed for quick and efficient learning, often using multimedia elements to enhance engagement.

### Micro-learning opportunities:

Micro-learning opportunities are brief, targeted educational sessions designed to quickly teach specific skills or concepts.

### Competence model:

A competence model is a framework that outlines the essential skills, knowledge, and behaviors required for effective job performance.

## Who will benefit?

- Teachers from EU secondary schools will upskill and reskill their knowledge towards co-design learning.
- 12-18 years old students will understand the new approach of co-design methodology applied to their training.
- EU secondary schools will benefit from a new competence model, micro-learning opportunities, and an innovative e-platform.
- The labor market and civil society will benefit in the medium to long term.

The project will provide digital tools to implement co-design learning paths in classrooms and to upskill teachers' competence on co-design learning.

The first thread of activities will be aimed at delivering a competence model on co-design and the micro-learning opportunities on co-design learning, both addressed to EU teachers from secondary schools.

The second thread of activities will be aimed at delivering a Co.De. toolkit 4 Classrooms, a Moodle-based platform, designed and developed to support secondary schools (teachers and students), in trying to use and adopt concretely the co-design learning in classroom through a multidisciplinary approach.

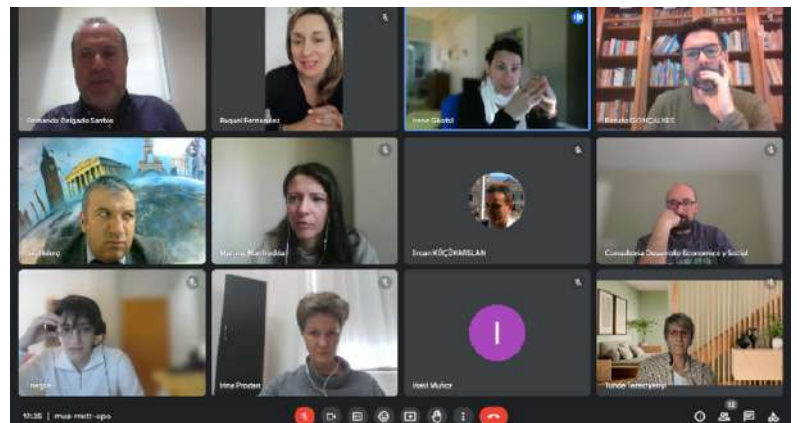
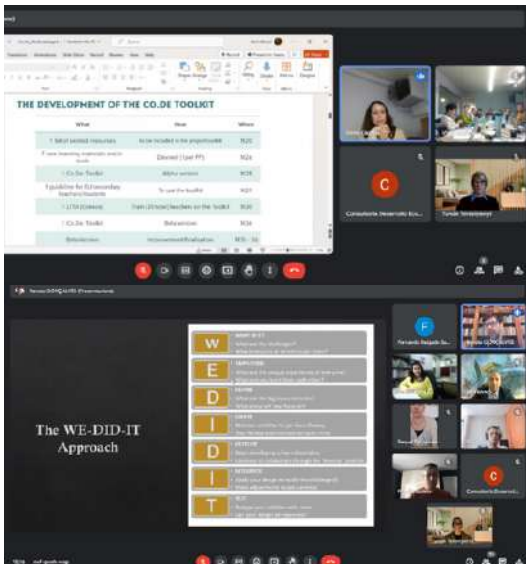


## Project Progress:

- The Kick-off meeting took place in Barcelona on February 29 and March 1, 2024.
- Regular online meetings are being held to coordinate the work among partners.
- April – May is dedicated to the implementation of Focus Groups.

## Next Steps:

- Set up the Co.De. Competence Model
- Design and develop Co.De. Learning snacks



## Consortium

