

# Co.Design Learning for the School of the Future (Co.De.) Project:

## *Innovating Education Through Co-Design*

The "Co.Design Learning for the School of the Future (Co.De.)" project is a pioneering initiative aimed at addressing the challenge of early school leaving among young students in Europe. Led by a consortium of esteemed organizations, the project endeavors to provide concrete and innovative e-tools for implementing co-design learning paths in classrooms. By doing so, it seeks to empower secondary school teachers with the necessary skills to engage students more effectively and foster a multidisciplinary approach to teaching and learning.

The Co.De. project focuses on transforming education through co-design principles. It aims to create student-centered approaches by fostering multidisciplinary teaching and learning methods. By integrating innovative tools, the project seeks to empower both teachers and students.

### Objectives

The primary objective of the Co.De. project is to revolutionize the education landscape by promoting a new, student-centered approach that encourages active participation and collaboration. By equipping teachers with the tools and competencies for co-design learning, the project aims to:

- Combat early school leaving by making learning more engaging and relevant to students' interests and aspirations.
- Introduce innovative teaching methods that foster creativity, critical thinking, and problem-solving skills.
- Enhance teachers' competence in co-design learning methodologies, empowering them to create dynamic and inclusive learning environments.
- Foster a sense of responsibility and ownership among students regarding their education process.

**Upskilling Teachers:** Co.De. aims to equip secondary school teachers across Europe with the necessary competence in co-design learning. This involves developing a comprehensive competence model and micro-learning opportunities tailored to EU teachers.

**Concrete Tools for Classrooms:** The project will deliver the Co.De. Toolkit 4 Classroom — a Moodle-based platform designed to facilitate the practical adoption of co-design learning. This toolkit will empower teachers and students alike.

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The Co.De. project targets two main groups:

- 1. Teachers:** Secondary school teachers across the European Union who are seeking to enhance their teaching methods and adapt to the evolving needs of their students.
- 2. Students:** Adolescents aged 12–18 years old, who will directly benefit from the implementation of co-design learning in their classrooms, gaining a deeper understanding of their role in the learning process and becoming more actively engaged in their education.

Among the Indirect Beneficiaries, there are:

- 1. EU Secondary Schools:** The project indirectly supports schools by promoting innovative teaching practices.
- 2. Labor Market:** A more skilled workforce emerges from schools that embrace co-design.
- 3. Civil Society:** Co-design fosters open-minded citizens who actively engage in social life.

### Why Co-Design is essential in the classrooms?

Co-design is a collaborative process that involves stakeholders, such as teachers and students, working together to design solutions that meet their specific needs and preferences. In the context of education, co-design encourages active participation, creativity, and ownership of the learning process. By involving students in the design of their learning experiences, educators can create more engaging and meaningful educational opportunities that cater to diverse learning styles and interests.

- **Student Engagement:** By involving students in the design of their learning experiences, educators can make learning more relevant and engaging, leading to increased motivation and participation.
- **Innovation:** Co-design encourages experimentation and innovation in teaching methods, allowing educators to adapt their approaches to better meet the needs of their students.
- **Empowerment:** Giving students a voice in the design of their education empowers them to take ownership of their learning journey, fostering a sense of responsibility and self-efficacy.

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The Co.Design Learning for the School of the Future (Co.De.) project represents a significant step towards transforming education in Europe through the implementation of co-design learning methodologies. By equipping teachers with the necessary tools and competencies, the project aims to create more inclusive, engaging, and effective learning environments that empower students to thrive academically and personally.

### Composition of the Consortium

The project consortium brings together a diverse range of organizations with expertise in education, technology, and innovation. This diverse consortium ensures a comprehensive and inclusive approach to the development and implementation of co-design learning tools and methodologies, drawing on the expertise and perspectives of stakeholders from across Europe

#### COORDINATOR:

Fundacio Privada Tr@ms (Spain)

#### PROJECT PARTNERS:

European Digital Learning Network ETS (Italy)

Budakov Films Eood (Bulgaria)

Aintek Symvouloi Epicheiriseon Efarmoges Ypsilis Technologias Ekpaidefsi Anonymi Etaireia (Greece)

Agrupamento De Escolas Jose Estevão (Portugal)

Inspectoratul Scolar Judetean Iasi (Romania)

Mamak district directorate of national education (Turkey)

### Would you like to know more about the project?

The project's website, [www.code-eduproject.eu](http://www.code-eduproject.eu), serves as a comprehensive platform where stakeholders can access valuable resources, stay updated on project developments, and engage in meaningful discussions. Through the website, educators can explore a rich repository of co-designed educational materials, pedagogical resources, and best practices, facilitating the implementation of innovative teaching methodologies in their classrooms.