

ESD TSN: Sustainability Competencies, Skills, Graduate Attributes



Adopting the CoDesignS ESD Framework for Integrating Sustainability Competencies

Tools and Lessons from a Bootcamp Experience

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Association for Learning Design and ESD

CoDesignS ESD Bootcamp





















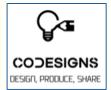


UNESCO (2017), QAA/Advance HE (2021), Toro-Troconis et al. (2019), Lewis (2020). Bootcamps = ALDESD, UNESCO-IESALC



CoDesignS ESD Framework: Three Key Ingredients





UNESCO (2017), QAA/Advance HE (2021), Toro-Troconis *et al.* (2019), Lewis (2020). Bootcamps = ALDESD, UNESCO-IESALC







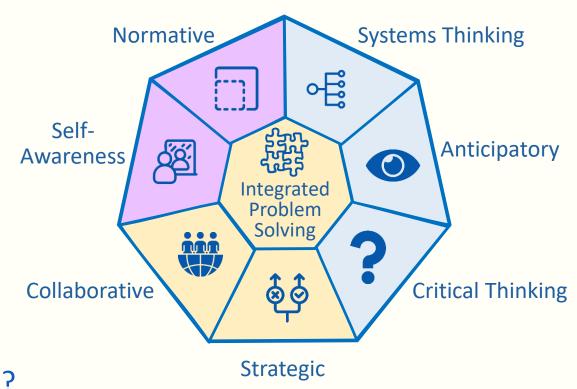




1. Key Competencies for Sustainability

Learning Design

- Map and assess distribution of Key Competencies
- Is there balance?
- Is there is scope for integrating other KCs?
- Can we highlight links with graduate attributes?

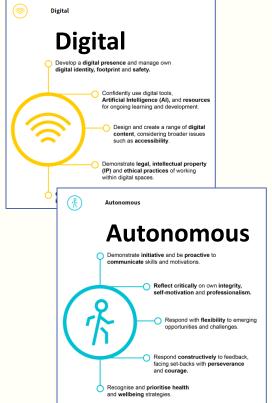


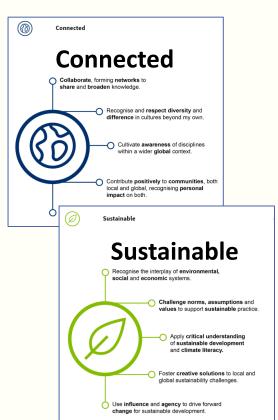
Adapted from Rosén et al. (2019) and UNESCO (2017)

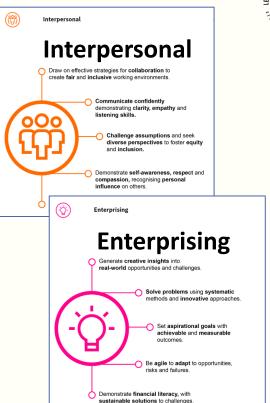
Manchester Met Graduate Attributes











2. Specific Learning Objectives for the SDGs





Sustainable Development Goals

- Are we addressing relevant SDGs?
- Can we integrate other SDGs and highlighting complex interconnectedness?

Head • Heart • Hands = 3H

- Are we engaging students cognitively, socio-emotionally, behaviourally?
- Is there balance in the 3H?





































3. Transformative Active Learning

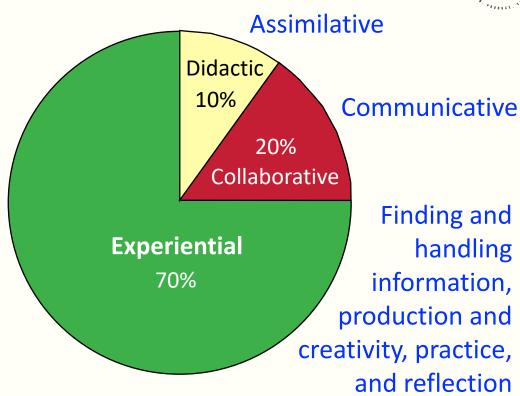




Learning Activity Types

Range, variety and balance against idealised breakdown (OU, 2021)

"I see and I forget, I hear and I remember, I do and I understand" (Confucius).



3. Transformative Active Learning

Transformative Pedagogies

- Aligned outcomes, activities, assessment
- Experiential active learning methods

Object Based Learning

Gibbs Cycle of Reflection

Enquiry-Based

Learning

Work-Based Learning

VR and AR

Jigsaw Classroom

Co-creation **Partnerships**

World Café

Flexible

Assessment

What did I expe

Learning

Landscapes

Play and Games

Place-Based **Education**

Experiential learning cycle (based on

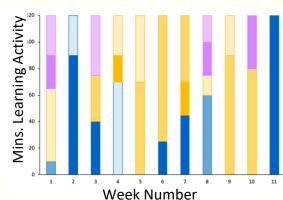
Kolb (1970)

CoDesignS ESD Toolkit Planner

Learning Learning activities outcomes			SDGs				KCs				3Н			Teaching methods	Learning types		
В	С	F	G	Н	- 1	W	х	Υ	Z	A	AE	AF	AG	AJ	AK	AL	AM
Learning activities	Learning outcome	SDG1	SDG2	SDG3	SDC	KCS1	KCS2	KC\$3	KCS4	кс	Head	Heart	Hand	Teaching methods	Assimilative	Finding & handling information	Communic
WEEK 1: Exploration Week																	
What are your expectations of this module?	1 -	\checkmark			\sim	~	~		~		~			1-2-1 Tutorial 🔻	200	20	20
Exploration activity	1 -				-	✓					✓	\checkmark	\checkmark	Creating -	20	15	30
Reflective activity	1 -				-	~					✓	✓	✓	Debate →	1000		
Quiz 1	2 -		~			\checkmark					✓	\checkmark	\checkmark	Designing		60	60
Assignment 1	2 -				ä	\checkmark	~	~					✓	Desk-based practical 🔻		20	40
Webinar	2 -				-	\checkmark				V	\checkmark			Discussion -			60
WEEK 2: Topic A																	
What do we mean by?	3 -					\checkmark					\checkmark	✓	\checkmark	Enquiry-Based Learning 🕝			120
Exploration activity - Section A	3 +			\checkmark		✓		✓			~		\checkmark	Field-based activity -	20	15	30
Exploration activity - Section B	3 -	\checkmark		\checkmark							\checkmark		\checkmark	Flipped classroom -	20	15	30
Reflective activity	4 -					\checkmark					✓		✓	Group work 🔻			
Quiz 2	4 -					/								Laboratory practical -			
Assignment 2	5 +					~]						\checkmark	\checkmark	Lecture +			
Webinar	5 →		~			✓								Object based learning -			60
WEEK 3: Topic B																	
What do we mean by?	Select: -							~]						Practice-Based Activity -			20
Exploration activity	Select: -		~								~	~	\checkmark	Problem-Based Learning -	20	15	30
Reflective activity	Select: -		□ ✓		7									Project work -			
Quiz 3	Select: -													Small group tutorial 🕝			
Assignment 3	Select: -													Testing -	30		

The CoDesignS ESD Dashboard

https://codesignsesd.org/codesigns -esd-toolkit-planner/



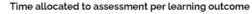
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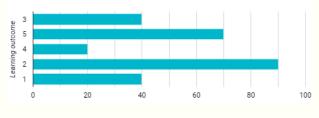






Total time allocated 7.00

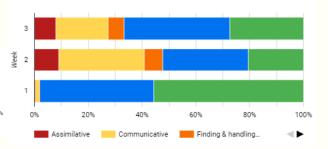


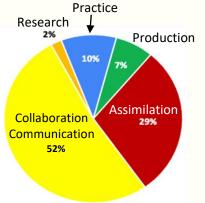


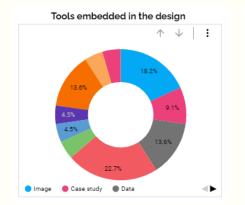


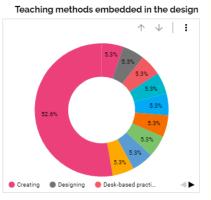
Time allocated to learning activity types (OU, 2021)

Sustainable Development Goals (SDGs) per week



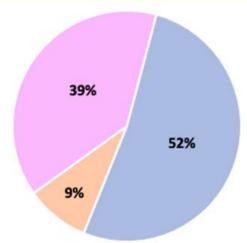




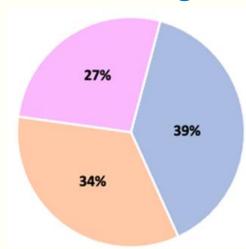


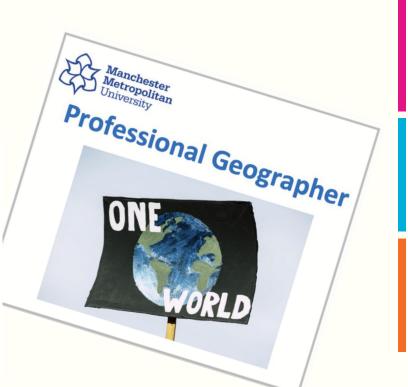
Dashboard Analysis

Pre-design



Post-design





- Ways of Thinking
- Ways of Practicing
- Ways of Being



Strategic Commitment



Embedding Education for Sustainable Development (ESD)

Introduction to Embedding ESI

Step 1: Key Competencies for Sustainability

Step 2: Sustainable Development Goals

Step 3: Learning Domains

Step 4: Learning Activity Types

Step 5: Transformative Pedagogies

Learning Design and Analysis



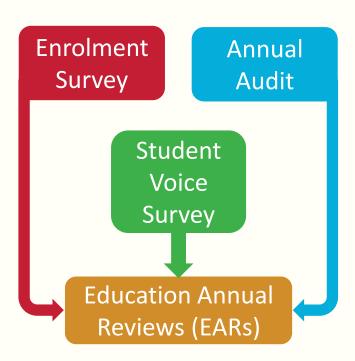
Engagement and Evaluation Strategy

Level 4 ESD embedded in majority modules, Framework used *as standard*

Level 3 ESD embedded in 30-50% modules, staff using CoDesignS Framework

Level 2 ESD embedded in at least 1 core module per course

Level 1 Awareness and understanding of ESD and its wider context









To Conclude.....

- 1. Equipped as change agents, decision-makers of the future
- 2. CoDesignS principles align with our aspirations for learners
- 3. Developing learners' conceptual knowledge and understanding
- 4. Emphasising learning-by-doing in curriculum design
- 5. Challenging learners' head, heart and hands

Tools and Lessons from a Bootcamp Experience



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Thank You For Your Attention Any Questions?

If you have any questions, comments, or proposals for collaboration please get in touch

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CoDesignS ESD Articles and Websites





Ahmad N., Toro-Troconis M., Ibahrine M., Armour R., Tait V., Reedy K., Malevicius R., Dale V., Tasler N. and Inzolia Y. (2023). CoDesignS Education for Sustainable Development: A framework for embedding Education for Sustainable Development in curriculum design. Sustainability 15(23), 16460.

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