# IDEA CARDS



Problem-based & Real-world Issues



# COMMUNITY SCAVENGER HUNT

Learners observe their surroundings to identify sustainability issues (e.g., waste management, energy use, or water scarcity) and document their findings with photos or notes.

Problem-based & Real-world Issues



# NEWS ANALYSIS ACTIVITY

Assign learners to research local or global news articles on sustainable development issues and present the problem in class. Problem-based & Real-world Issues



# COMMUNITY INTERVIEWS OR SURVEYS

Learners conduct interviews with community members or distribute surveys to understand the community's most pressing sustainability challenges.

Problem-based & Real-world Issues



# CASE STUDY EXPLORATION

Provide learners with real-world case studies from the local area or similar contexts to analyze the connection between the issue and the community's needs.

Problem-based & Real-world Issues



# FIELD VISITS OR IMMERSION

Organize visits to local sites (e.g., recycling centers, water treatment plants, or farms) to observe issues firsthand and engage with stakeholders.

Problem-based & Real-world Issues



# **GUEST SPEAKER**

Invite local community members or experts to share their experiences and challenges related to sustainability.

Problem-based & Real-world Issues



# ROLE-PLAYING SCENARIOS

Learners role-play as community members or stakeholders to understand the issue from different perspectives and practice problem-solving.

Problem-based & Real-world Issues



### MEDIA

Provide resources such as videos, articles, or interactive simulations to help learners build foundational knowledge about the problem.

Learner Participation



# GOAL-SETTING WORKSHOP

At the beginning of the lesson or project, have learners brainstorm and propose learning objectives based on their interests and understanding of the topic.

Learner Participation



# LEARNER LESSON CO-DESIGN

Present the lesson framework, and let learners choose how to explore topics.

Learner Participation



# **LEARNING JOURNALS**

Have learners maintain personal logs to document their progress, challenges, and reflections on their learning journey.

Learner Participation



# SELF & PEER ASSESSMENT

Encourage learners to evaluate their own and their peers' contributions to the project.

Provide clear rubrics for guidance.

Learner Participation



# LEARNER-LED CONFERENCES

Arrange sessions where learners explain their learning outcomes to teachers, peers, or even parents, showcasing their ownership of the process.

Learner Participation



# **VISION MAPPING**

Learners create individual or group vision boards illustrating what they want to achieve in the lesson or project. Combine their visions to outline shared objectives.

Learner Participation



# **TEACH BACK**

Learners research a part of the topic and teach it to their peers, taking full ownership of their learning and presentation.

Learner Participation



# LEARNING MARKETPLACE

Learners brainstorm mini-project ideas related to the topic and "pitch" their ideas to peers. The class votes on which ideas to pursue, encouraging buy-in.

### Empathy



## STORY EXCHANGE

Pair learners and have them share personal stories. Each student then retells their partner's story as if it were their own.

### Empathy



# **DIVERSE GROUP WORK**

Create teams with varied perspectives and assign them a shared task that requires understanding and cooperation.

### Empathy



# **BOOKS AND FILMS**

Use literature and documentaries that showcase diverse perspectives. Follow up with discussions or reflective journaling to deepen understanding.

### Empathy



## **EMPATHY MAPPING**

Learners create empathy maps or visual representations of another person's emotions, needs, and challenges based on interviews or research.

### Empathy



# **LETTER WRITING**

Assign learners to write letters from the perspective of someone experiencing hardship or social injustice.

### Empathy



# SHADOWING

Have learners spend a day with someone in a different profession, socioeconomic class, or cultural background to understand their daily experiences.

### **Empathy**



## **EMPATHY DIARIES**

Learners document daily acts of empathy they observe or practice themselves.

### Empathy



## **REFLECTION PROMPTS**

Use reflective prompts such as:

- What surprised you most about their story?
- How would you feel in their situation?
- What actions could you take to help?

Community Engagement



# COMMUNITY NEEDS ASSESSMENT

Guide learners to conduct surveys, interviews, or focus groups with community members to identify their most pressing sustainability issues.

Community Engagement



# **COMMUNITY WALKS**

Organize a community walk or field visit where learners observe and document challenges faced by affected populations in real contexts (e.g., waste management in urban areas).

Community Engagement



# **PHOTO VOICE**

Ask learners to take photographs during community interactions to visually capture the lived experiences of affected populations and use them as prompts for discussions and reflections.

Community Engagement



# INTERVIEW & OBSERVATION

Conduct interviews and observations. Include exercises where learners ask open-ended, empathetic questions to community members.

Community Engagement



# **FOCUS GROUPS**

Teach learners how to organize and lead focus group discussions with community members to better understand their perspectives.

Community Engagement



# FEEDBACK LOOPS

Encourage learners to present their initial ideas or prototypes to the community and gather feedback to refine their solutions. Community Engagement



# SOLUTION PITCH WITH COMMUNITY INPUT

After designing their solutions, learners must explain how their understanding of the affected populations influenced their choices. Include a component where community members can validate the solutions.

Community Engagement



### **USER PERSONA**

Ask learners to develop user personas based on their interactions with community. Their solutions must directly address the specific needs and challenges outlined in the persona.

Regional and Cultural Relevance



# CULTURAL CONTEXT MAPPING

Have learners research and map the cultural values and traditions of the community involved in their project. Discuss how these values influence local practices and decision-making. Regional and Cultural Relevance



# TRADITIONAL PRACTICES EXPLORATION

Ask learners to explore and document traditional practices related to the topic, such as water conservation, food preservation, or communal resource management.

Regional and Cultural Relevance



# INDIGENOUS KNOWLEDGE RESEARCH

Assign learners to investigate and present how indigenous knowledge is used to address sustainability issues, such as herbal medicine, sustainable farming, or natural disaster mitigation.

Regional and Cultural Relevance



### **CULTURAL FIELD VISITS**

Arrange visits to cultural sites or museums to help learners understand local cultural practices and their relationship to sustainability.

Regional and Cultural Relevance



# MULTILINGUAL LEARNING MATERIALS

Provide learners materials in the local language or include translations to make them more accessible to the community.

Regional and Cultural Relevance



# CULTURAL ART INTEGRATION

Use local art forms, such as music, dance, or crafts, as part of the learning process to contextualize sustainability issues within the community's cultural framework.

Regional and Cultural Relevance



# CROSS-CULTURAL GROUP WORK

Pair learners from different cultural backgrounds and have them share how their cultures address similar sustainability challenges. Regional and Cultural Relevance



# **LOCAL ARTISANS**

Learners create art works with local artisans to understand how cultural values align with sustainable practices.

### Interdisciplinarity



## THEMATIC PROJECTS

Assign projects that require learners to apply concepts from multiple disciplines (e.g., combining engineering and social science to design sustainable housing).

### Interdisciplinarity



## STEAM INTEGRATION

Incorporate STEAM (Science, Technology, Engineering, Arts, and Mathematics) activities, such as designing eco-friendly art installations that promote environmental awareness.

### Interdisciplinarity



# **CROWDSOURCING**

Combine ideas from multiple groups into a single, unified project, with each group contributing a different component.

### Interdisciplinarity



Pair learners with mentors from different disciplines to guide them in their projects, offering insights from varied perspectives.

### Interdisciplinarity



### SYSTEMS MAPPING

Have learners create systems maps showing the interconnected elements of a sustainability issue, such as the relationship between climate change, economics, and social justice.

### Interdisciplinarity



# RIPPLE EFFECTS

Assign learners to analyze the ripple effects of a sustainability challenge (e.g., how deforestation affects biodiversity, local economies, and climate).

### Interdisciplinarity



# DIGITAL STORYTELLING

Have learners create digital stories that require research and creative input from various disciplines.

### Interdisciplinarity



# **BUSINESS PLANNING**

Learners create business plans for sustainable products, integrating economics, environmental science, and marketing.

### INTERDISCIPLINARITY IDEA CARDS

Collaboration



# COMMUNITY CO-DESIGN WORKSHOPS

Facilitate workshops where learners and community members collaborate to identify problems and brainstorm solutions.

Collaboration



# **GALLERY WALKS**

Groups display their work, and peers move around the room to provide constructive feedback using sticky notes.

Collaboration



# SHARED WHITEBOARDS

Use collaborative tools like Miro or Jamboard for brainstorming and planning in real-time.

Collaboration



# ESCAPE ROOM CHALLENGES

Develop an "escape room"-style activity where learners solve interdisciplinary puzzles collaboratively.

Collaboration



# REAL-LIFE PRODUCT DEVELOPMENT

Learners collaborate with industry professionals to develop a tangible product or service addressing a community need.

Collaboration



# THINK-PAIR-SHARE

Learners think about a question or problem individually, discuss their thoughts with a partner, and then share their ideas with the larger group.

Collaboration



## FEEDBACK IS A GIFT

Pair learners to review each other's work and provide constructive feedback.

Collaboration



## **ROTATING ROLES**

Rotate roles within the group, such as leader, notetaker, or timekeeper, to ensure everyone gains diverse skills and perspectives.

# CHECKLIST Questions



Problem-based and Real-world Issues

Do the learners get to identify a real-world problem/issue related to sustainable development?



Problem-based and Real-world Issues

Do the learners have prior knowledge and skills to understand the issue and identify solutions? If not, what prerequisite lessons are required?



### PROBLEM-BASED AND REAL-WORLD ISSUES CHECKLIST

Problem-based and Real-world Issues

Is the problem/issue coming from the real needs of the community members?



Community Engagement

Does the learning activity give special attention to underrepresented groups in the community? Is the programme inclusive?



Is the learning activity engaging the community members?





Community Engagement

Is the problem/issue coming from the real needs of the community members?



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Learner participation

Do the learners participate in designing the learning process?



Learner participation

Are there any mechanisms to ensure the ownership and responsibilities of learners for their learning outcomes?



# LEARNER PARTICIPATION CHECKLIST

Learner participation

Do the learners participate in setting up the learning objectives?



Collaboration

Does the learning activity leverage everyone's strengths to achieve common goals?



Does the learning activity involve collaborative projects where learners work with stakeholders from different academic backgrounds to solve sustainability problems?





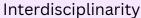
# **COLLABORATION CHECKLIST**

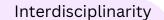
Collaboration

Does the learning programme facilitate meaningful interaction and dialogue between learners and external stakeholders, such as community members or industry professionals?



Does the learning activity involve experts from different disciplines to provide interdisciplinary views on sustainability issues?





Are the learners provided with opportunities to practice systems thinking to understand the interconnectedness of the sustainability issues?





Interdisciplinarity

Are the learning activities designed to integrate knowledge and methods from multiple disciplines to address sustainability challenges?



Empathy

Does the learning programme include a profiling activity or on-the-ground interaction to understand and share the feelings of the affected populations (or community members who face the sustainability issues or climate change impacts)?

Empathy

Are learners trained to use participatory methods, such as interviews or observations, to authentically understand the lived experiences of community members?



# **EMPATHY & COMMUNITY ENGAGEMENT CHECKLIST**

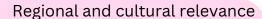
Empathy

Does learners'
understanding of the
affected populations
reflected in the solutions?



Regional and cultural relevance

Do the entire learning process and activity acknowledge and respect the cultural values of the community?



Do the learning activities provide learners with the opportunity to look into the Indigenous knowledge and culture of the community in solving sustainability issues?



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### REGIONAL AND CULTURAL RELEVANCE CHECKLIST

Regional and cultural relevance

Do the learning activities
leverage the cultural and
linguistic strengths of the
community? (e.g. providing the
learning materials
in local language)



# Problem-based and Real-world Issues



# Learner Participation



# Empathy



# Community Engagement



# Regional and Cultural Relevance



# Interdisciplinarity



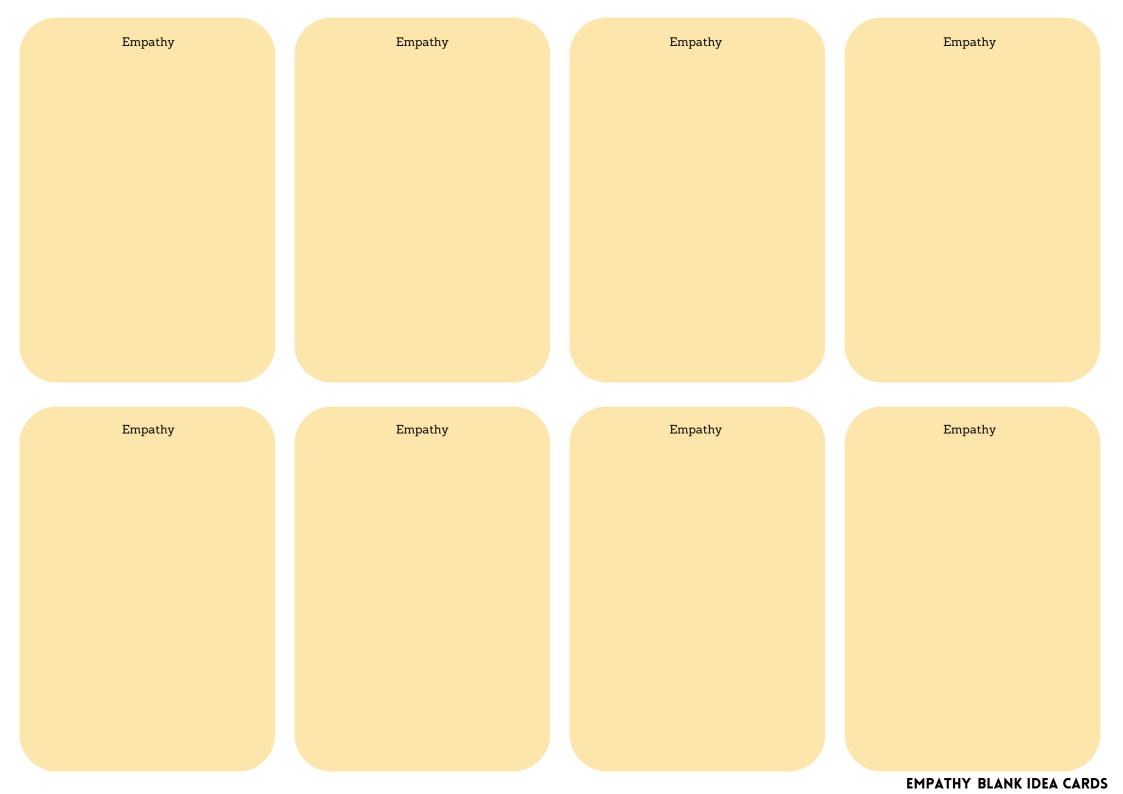
# Collaboration



| Problem-based & Real-world Issues |
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| Problem-based & Real-world Issues |

PROBLEM-BASED AND REAL-WORLD ISSUES BLANK IDEA CARDS

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| Regional and Cultural Relevance |
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REGIONAL AND CULTURAL RELEVANCE BLANK IDEA CARDS

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