# ESD & The PGCAP



# Ian Coleman

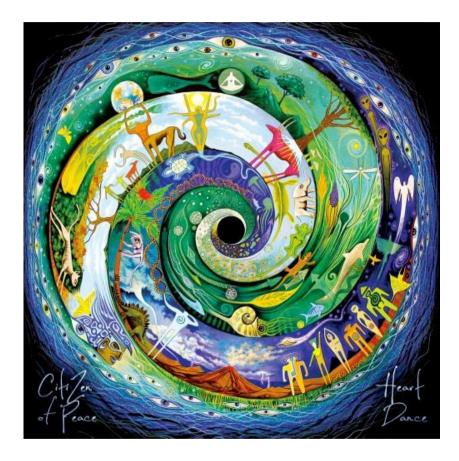
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# **MODULE 2 SESSION 2**





# What would you want from an Introduction to ESD?



# Reflect on the 'hidden' curriculum of values and skills in current higher education...

•	Where is the focus	?
	of power in the classroom	?
•	Who decides on	?
	the curriculum content	?
•	Who controls delivery style and pace?	?
•	What values are implicit in the assessment process?	
•	Which skills are prioritised?	



### Reflect on the 'hidden' curriculum of values and skills in current higher education...

- Where is the focus of power in the classroom
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- What values are implicit in the assessment process?
- Which skills are prioritised?

- Competition
- Homogenization
- Standardization
- Reductionism
- Cognitive over affective and practical knowing
- Serving a growthoriented economy, fallaciously equated with the social good (Sterling, 2021)



### **Earth Charter Values**





# **Education for Sustainable Development**

Holistic learning (Head, Heart and Hands) for the common good



#### **Understanding Sustainability:**

What is '(un)sustainable', society's challenges, possible solutions, linked to discipline...



**Transformational Experiences:** Inspiration, indignation, collective action, achievement...



#### **Taking Action:** Volunteering, projects, placements, making a difference...



#### **Competencies to Act:**

Motivation, self-confidence, values, big-picture thinking, group-working skills...



# Six High-Impact Pedagogies

(adapted from Wiek et al, 2011)

- 1. Affect and practical learning learning through dialogue, learning journals and discussion groups. Learning by doing.
- 2. Systems thinking and analysis the use of real-world case studies and critical incidents, project-based learning, stimulus activities, and the use of the campus as a learning resource.
- **3. Participatory learning** with emphasis on group or peer learning, developing dialogue, experiential learning, action research/learning to act, and developing case studies with local community groups and business
- **4.** Thinking creatively for future scenarios by using role play, real-world inquiry, futures visioning, problem-based learning, and providing space for emergence.
- 5. Collaborative learning including service learning in the community, work-based learning, and interdisciplinary/ multidisciplinary working
- 6. Embracing alternative and non-Western knowledge traditions outdoor learning in nature, learning to be, learning to see and listen

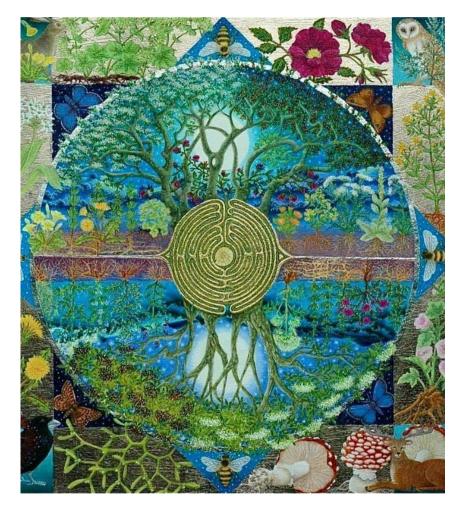


# Think of a time...





 Problem-Based Learning Task: what could you do in your modules?



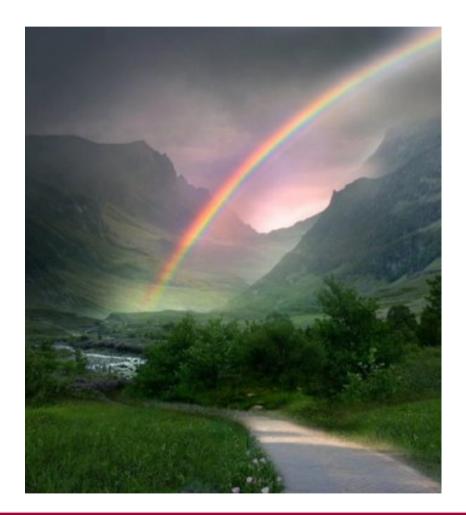


**Extending Practice** 

# **MODULE 3A SESSION 2**



# **Action Research Project**



- 1. Review learning from M2
- 2. Design a
  learning activity
  around a core
  competence
  and test it out...

