C	COC	S4 Co-creation Collective design and making	session plan EQF level 5 unit of LO COOP 1
Obi	ective		Trainer
•		erstand what is co-creation, in teaching and building	Trainer
•		w when and how to use a co-creative process	
Support trainees in a co-creative process			Place
Method			Room or outdoors
•	Prac	tice a co-creative process	
•	Grou	Time	
•	Refle	ection and feedback	1H – 1 week
Content	-	Creation, creativity, crafts, arts, imagination, free play	Documents
	-	Relation/Difference with cooperation and participation	- <mark>t_Resources</mark>
	-	Interdependence, warm data	http://www.cocreate
0	-	1+1= 3 (at least, potentially infinite ;-)	.training/resources/
0	-	XXX	
Activities	1. 2. 3.	 Use a collective process to design and make something within a group or groups: Introduce the design/making challenge to the group or groups (mural, structure, object, story, show, film, etc) Create a group agreement about how to work together Have a time keeper (and support them in the role) Discuss and establish other roles that may be useful to the task in hand, eg heart keeper (emotional welfare), photographer, tools keeper, etc Give a design/making brief (information about materials, function, aesthetics, timescale, context) Health and safety induction (given by participants if possible) Provide materials and define the space for building/making Let the group or groups, as far as possible and with support, decide their approach. Use the group agreement and allow for changes if necessary Allow freedom for learning from mistakes Offer encouragement and support rather than instruction Group reflection on the process with particular reference to cooperation Group feedback used to improve future co-creative learning/teaching/building. 	Equipment - Natural materials (earth, fibre, wood) - Art materials - Camera - Notebooks and pens

Preparation

Depends on the task and context