Session title: Transforming Students into Inclusive Curriculum developers

Session type: Workshop (60 mins)

Main presenter: Tamara Reid, Kingston University London

Co-presenter: Gabriela Viana Brasileiro, Kingston University London

Session summary:
In this workshop, Kingston University's Inclusive Curriculum Consultants programme leads will walk participants through their national award-winning methodology, competency based curriculum and activities to demonstrate how to empower students to become inclusive curriculum developers. Participants will also have the opportunity to engage with the activities we use to train our consultants to reflect on equity, diversity, and inclusion in the curriculum.

Session outline:
Sessions Aims:

•   To Introduce the Inclusive Curriculum consultant's programme and our award-winning methodology

•   To demonstrate the value of engaging in students inclusive curriculum development

•   To facilitate reflection about inclusive curriculum design

10 mins - Introduction to the ICC programme and the competency-based curriculum

- In this part of the session, we will introduce the Inclusive Curriculum Consultants programme and discuss how we engage our students in curriculum design that supports a just and equitable educational experience. As well as demonstrating the tangible impact of our programme.

- We will then explore our competency-based curriculum and training programme that allows our consultants to develop the skills, knowledge, and attributes they need to be Inclusive curriculum developers.

40 mins - Developing EDI competencies

In the main portion of this workshop, attendees will have a go at doing three of the activities we use to develop the consultants' skills and understanding.

This includes:

-        Spot the problem: Welcome week pamphlet- 5 min

o   Attendees will have 5 minutes in groups to spot inclusion issues in fake welcome pamphlet (i.e., lack of diversity, inappropriate remarks, lack of accessibility)

-        Social context game- 20 mins -

o   In this activity, attendees will be playing a game to help them explore context and its role in creating an inclusive curriculum.

o   Attendees will pick a topic to discuss from the card deck and then in turn discuss the topic using context cards (I.e historical, economic, social)

-        Student profiles game - 15mins

o   In this activity, attendees will use student profiles to think about how they might develop the curriculum to address student needs.

10 MINS - Questions and reflections

In this final part of the session, attendees will have the opportunity to reflect on their learning from the activities and ask any questions about the programme and the session.

References:
n/a