

Joint intensive course/students

Lisbon, May 23-26, 2023

Session 1

Overview of Local Workshops and the Results R2 "Healthy urban planning Teaching Methodological Guidelines", and R3 "Toolkit" UNICAM AND ISCTE









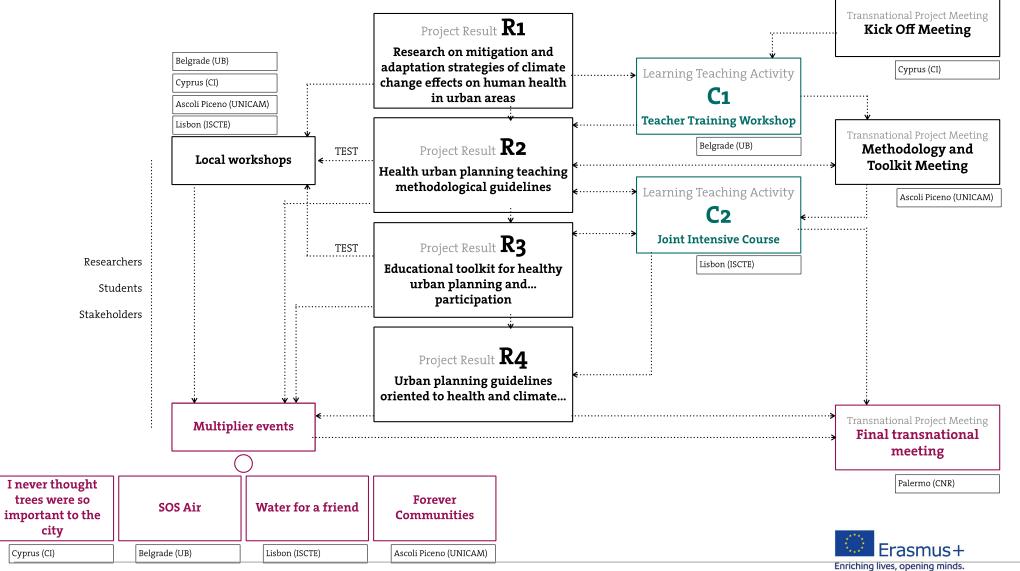




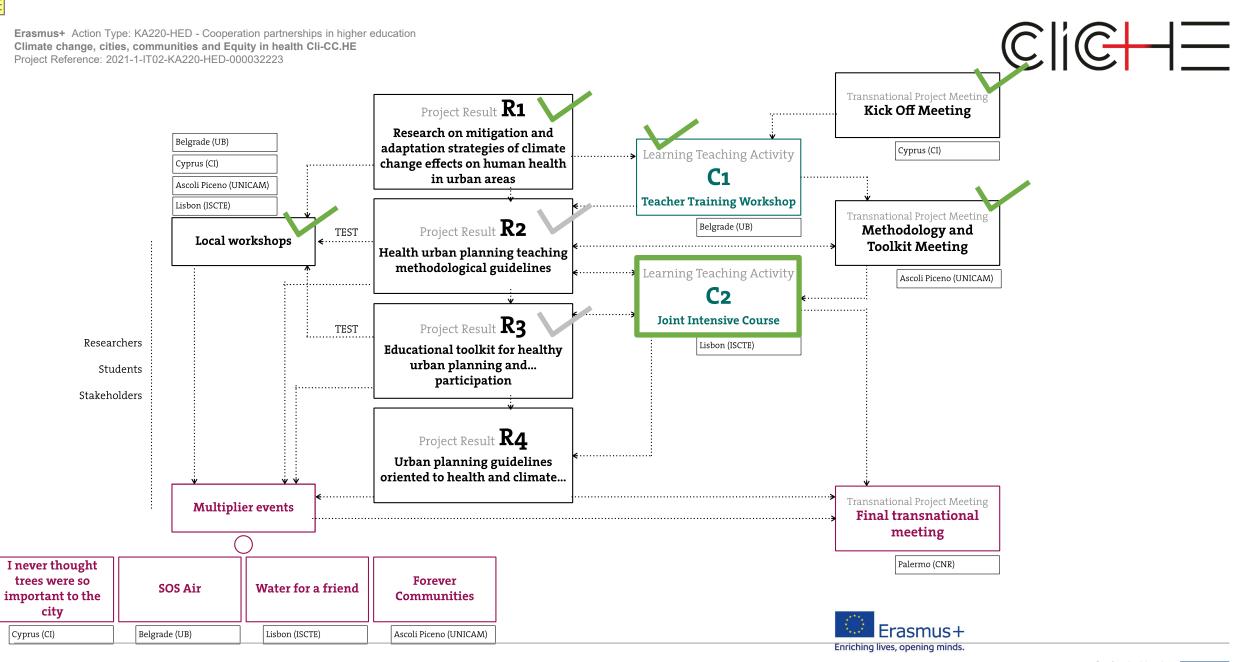
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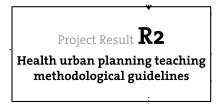
Project Result R2	Obj
Health urban planning teaching methodological guidelines	

Objectives of Result 2

a methodological framework for the design of the **training curriculum** with objectives, skills, and competencies of the students, pedagogical approaches and identification of suitable technologies, and planning of educational activities.

The pedagogical approach is aimed at making people (students in *primis*) understand the importance of planning, urban design, and technologies that can mitigate the effects of climate change on health (thermal stress, cardiovascular disease, kidney disease, food insecurity, mortality increase due to the spread of viruses, effects of natural catastrophic events, etc.).





What are these guidelines about?

The Cli-CC.HE Teaching Methodological Guidelines are developed in the form of

manual and in e-learning mode.

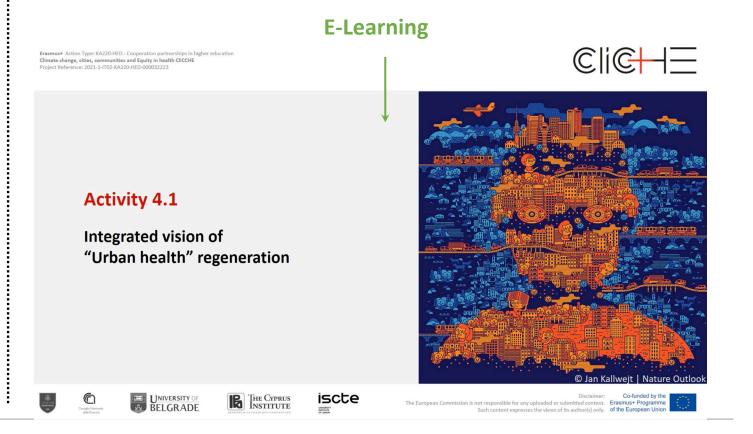
It is aimed at instructors and tutors of the educational courses. The purpose is to assist them in creating shared, integrated knowledge of issues in urban regeneration, climate adaptation, and urban health by introducing a new teaching method.

TESTED DURING THE LOCAL WORKSHOPS / ASSESSED, NOW, DURING THE JOINT INTENSIVE COURSE



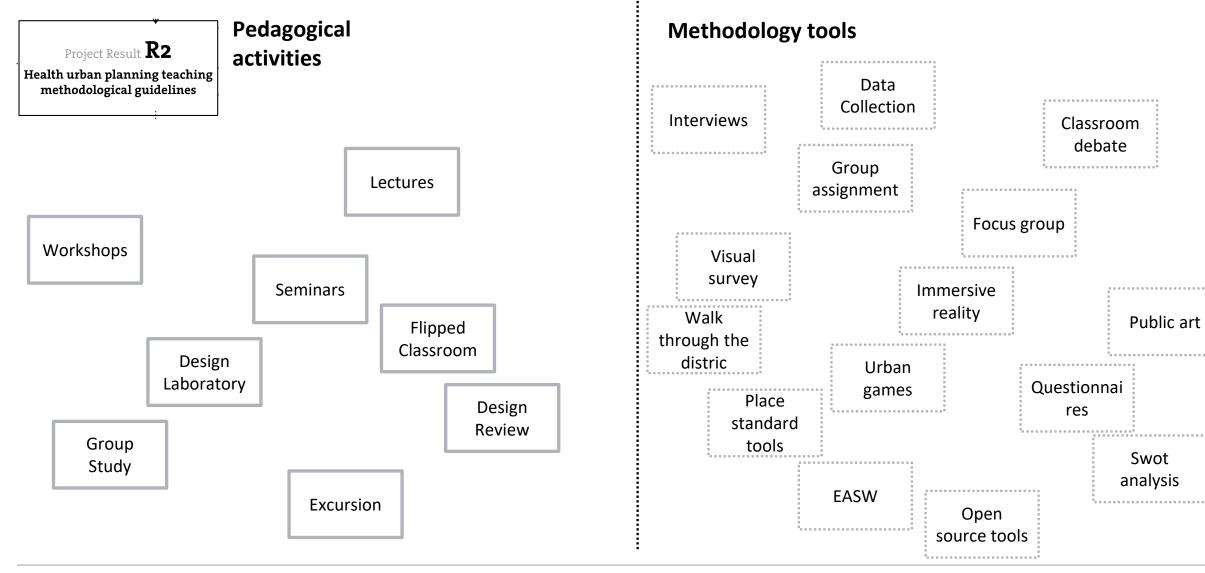
A step-by-step investigation, from the assessment to the integrated design...

relying on the contribution of cities participating in the project with local administrators, citizens and stakeholders











R2. Cli-CC.HE Teaching activities

Teaching activity sheet

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1.General Info		
a) General Definition	Insert Activity explanation (from AF)	Max 1500 characters
b) Authors	Insert name and acronym of the partner and names and titles of authors	
c) Terms	Include a glossary of the main concepts used in the activity (for example: "scenario";" community participation ",	Max _3_ concepts; max 500 characters for each definition
2. Contents and Goals	i	
2.1 Content description	Define relevant content for learning and teaching on the specific activity	Max 5000 characters
2.2 Educational goals	Define relevant educational goals for the specific activity	Bullet points list, Max 1000 characters •
2.3 Interdisciplinary Character of the activity	Describe, if relevant, why the activity is interdisciplinary and which disciplines it involves and how.	Max 700 characters
3.Activity Outcomes		
3.1 Course Type (Pedagogical activity)	Choose among: Lecture Workshop Seminar Excursion Laboratory Self-study Design Review Flipped Classroom Group Study Other (please specify) For each chosen item, explain what they consist of and what role they play in the activity	Max 1500 characters

		Clic	
1	TOTE THEY PLAY IT THE ACTIVITY		
3.2 Methodology	Choose among:	Max 1500 characters	
Tools and contents	_		
	Literature study Data Collection-Best Practices Classroom debate Group assignments Focus groups Visual surveys Walk through the district Best Practices Public Art Performance Immersive reality and interactive tools Questionnaires Urban games Open source digital tools to support environmental design and education SWOT Matrix Place standar tool Scenario Workshop EASW Other (please specify) Pagina 27 / 111	- +	

4.1 Example and	Provide bibliography	Max 1500 characters
references		
5. Applying learning and	Process implementation	
5.1 Students	Choose among:	Max 1500 characters
Deliverables	Illustrated Report	
	Maps	
	Oral and design presentation	
	Album/poster	
	Video Exhibition	
	Project/design solutions	
	Other (please specify)	
	Multimedia outupt	
	For each chosen item, explain	
	what they consist of and what	
	role they play in the activity	
6. Learning Outcomes		
6.1 Checklist	Expected learning outcomes	Teachers' evaluation levels (Likert wording): Very
	for students/ competencies	Unsatisfied"; Unsatisfied; Neutral; Satisfied; Very
	which they could obtain from	Satisfied.
	the activity carried out	
6.2 Teachers'	Necessary competencies of	Max. 1000 characters
Competences	teachers to be engaged in the	
-	teaching process	



R2. Cli-CC.HE Teaching activities

Activity 4.1

Integrated vision of "Urban health" regeneration

The goal of this activity is to study the principles of restoring and maintaining urban health in an integrated manner and with a variety of tools, inspired from existing regeneration projects from around the world;



Activity 4.2

Local inquiry and mapping: Get to know the neighborhood from above and from within

The goal of this activity is to know the neighbourhood from above and from within' is to enable the discovery of neighbourhoods in the desk study and based on the interaction with the neighbourhood, the places, and the people that live there, to integrate technical knowledge with knowledge from experiences in the places;







R2. Cli-CC.HE Teaching activities

Activity 4.3

Health and climate profile

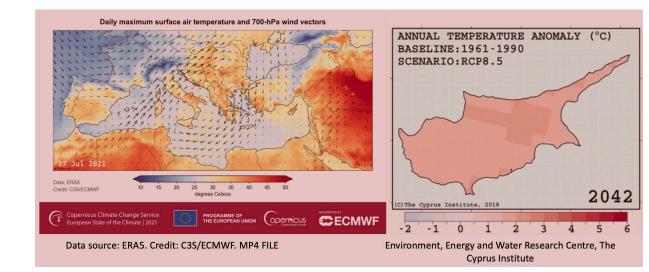
The goal of this activity is to introduce students to phenomena exacerbated by climate change which may influence the physical and mental well-being of city inhabitants, through simulating future climate scenarios, and understanding the possible health risks that may arise.

Activity 4.4

Evaluation framework

The goal of this activity is to allow students to identify characteristics of the neighbourhood and particular places that generate satisfaction and recognition, or concern because they are related to climate-change impacts that affect the health and well-being of the local population. From the evaluation of the observed phenomena, certain decisions may arise to achieve the first design choices.









R2. Cli-CC.HE Teaching activities

Activity 4.5

Project Scenarios

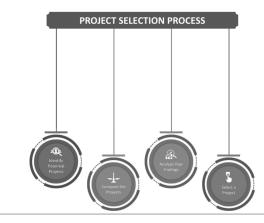
The goal of this activity is to make students propose and develop visions for the future that intend to favour structured reflections on the possible evolutions of the environmental, urban, social, etc. context, to withstand climate change, assessing actions for adaptation capable of protecting the health of people and the quality of life in the neighbourhood.

Activity 4.6

Project Proposal selection

The goal of this activity is to teach students about purpose, content and methods of evaluation of design alternatives. In addition, students will develop basic skills in evaluating and choosing the project proposal that best fits health and climate-adaptation goals and corresponds with the interests of different stakeholders.





R2. Cli-CC.HE Teaching activities

Activity 4.7 Results communication and dissemination

> The goal of this activity is to help students understand the importance of the 'visibility', meaning, and benefits of the projects' results to both broad public and stakeholders involved in the regeneration project.





Next step:

Make use of:

- the Revision by the University of Belgrade and;

- the Questionnaires on the skills of Professors and Students before and after the training course



Results of CLICCHE Project

R1

Research on mitigation and adaptation strategies of climate change effects on human health in urban áreas

R2

Healthy urban planning Teaching Methodological Guideline

R3

Educational toolkits for healthy urban planning and urban participation

R4

Research on mitigation and adaptation strategies of climate change effects on human health in urban areas

The toolkit is a training instrument to transfer and apply the methodology elaborated in R1 and R2.

The toolkit is based on documents, presentations, maps, videos, and a web tutorial, and will include indications on how to involve stakeholders, how to reach the target groups, and how to make students and stakeholders take part in the construction of shared design scenarios.





Toolkit step by step guide

This guide is intended to understand the Clicche methodology in the clearest and most communicable way possible.

The 7 activities foreseen in the methodology are expressed within an educational sequence of 4 main phases.

The sequence of these phases is not necessarily linear, with several steps that may be recursive; the same tool can be used in more than one activity but with a different meaning, just as some activities can alternatively refer to more than one tool.



7 METHODOLOGY ACTIVITIES:

- 1. Integrated vision of "Urban Health" Regeneration
- 2. Local inquiry and mapping
- 3. Health and Climate Profile Model
- 4. Framework for Model Evaluation
- 5. Project Scenario
- 6. Project Proposals selection
- 7. Results communication and Dissemination

4 PHASES:

- 1. Background & problem specification
- 2. Mapping
- 3. Design Development and selection
- 4. Experimentation





Toolkit compendium

This section consists of a collection of techniques, lectures, workshops and tools that could be applied in one or multiple steps throughout the Clicche methodology.

The Tools are not mutually exclusive or inherently complementary; rather the planning of how, when, and which are used must be subordinated to the concrete needs and aims of each project.

In this part will be explained all the materials produced to create the toolkit as tools used in Local Workshops and Lectures (8 and 15 may).





STRUCTURE OF A TOOL (Not mandatory but most of our tools have)

✓ Time required

- ✓ Resources required
- ✓ Rationale and Comments

✓ Participants

- ✓ Procedure
- ✓ Contents and variations
- ✓ References
- ✓ Examples and visual contents

Support Documents

1.1 | WALKING AS A RESEARCH METHOD

 required
 Depending on the size of the neighborhood and the time granted by the accompanyin persons, approximately 2 hours.

sauce required

Carrera, mobile phone/phone/another device with carnera, notebook, pen.

ionale and Comments

This activity aims at obsaving the neighborhood through the activity of waking, using fishtnets registered in noticedus or its/affailed. This is an investigation and the obarity and the same time to conduct an informal interview made on foot as a "wakalong". This is a tool to use whenever researchers and students have a small amount of time to pot to know the care study. It allows considering relative and sould the usedly not observed, scales and layers that can be discovered by visiting the neighborhood and waking with these who know the tearing will, and the engineering the engineering of pople.

articipa ets

The walking activity is done with an insider or someone who is familiar with the areas installants, associations, local worknes, and public administration. Teachers, students, researchers, local community, and stakeholders are all called to participate.

in cedare

Step 1. Before starting the walk, it is necessary to make a contact with someone of the territory available to walk-along. If possible, prepare support material, such as maps, photographic cameras, or other graphic and visual supports. The route to take might be established before the walk takes place, or lawee our intelectour line to walk with the rest of the prosp, allowing the unspected or "secondary" to happen.

Step 2: The next step is to go to the place at the established time and the meeting point. Each element of the reasonsh group (student, reasoncher, professor) can ack questions to interfacutors about the history of the place, present and future events, the physical and social space, and the hing experime (best stress, building construction, unlam prene, etc).

Step 3: Despite being a dynamic activity, it's expected to have moments of stopping during the walking, to rest and to take time to listen to the interlocutors, and to take fieldmotes.

Step 4: All observation and listening notes must be recorded. Fieldhotes include what the participants are using during the walk as well as the information given by interfactors. For more information about the types of notes and how to make written records in the fieldwork, place are the following tool 1.2 Tieldhotes".

Cartests and variatises This activity may include waiking along with more than an incide/interlocutor. If an interview is recorded with audio, video and/or photos during the waik, it is necessary to ask for an informed concern to use the material later. For more information about this please see the following tool 2.1 "Interviewing".

2

Iderates

- Careri, F. (2002). Walkscapes. Barcelona: Gustavo Gili

- Fortuna, C. (2018). Caminhadas urbanas, com-vivências inesperadas. e-cademosCES, (29).
- Kusenbach, M. (2003). Street phenomenology: The go-along as ethnographic research tool. Ethnography, 4(3), 455-485.
- Biveal, L., & Salazar, N. B. (2013). Contemporary ethnographic practice and the value of screndipity. Social Anthropology, 21(2), 178-185.
- Yakub, O. (2018). Serendipity: towards a taxonomy and a theory. Research Policy, 47, p. 169-179
- Reginensi, C. (2017). Como praticar etnografia nas margens e fronteiras das cidades? Ponto Urbe 20, Como praticar etnografia nas margens e fronteiras das cidades? (openedition.org)
- https://eutopiacrestiveresearchmethods.wordpress.com/walking-methods/

camples and visual contents



Photographs of the walk-along in Marvila (Esbon) as part of the academic course "Walking as a research method: the timesary method" organized by OBM-bate on the 20th-22nd of February 2020. (Ph. Caterina Di Siovanni).



Maps and some material given during the academic course "Walking as a research method: the itinerary method" organized by CRIA-lacte on the 20th-22nd of February 2020.

3

inpport Documents



Web tutorial

The web tutorial will be displayed in video and flyout and will inspire discussion within local workshops guiding it towards concrete results and it will allow participants to compare the results of the laboratories of each university.

After building all the tools, the document encompassing them all will be a web tutorial explaining them to the students. A web tutorial is formed by:

- The first part will explain how students could build knowledge about the neighborhood and the local community, the Health Profile, and future climate projections for the neighborhood
- The second part will explain the methods for constructing the scenarios and sharing them with local stakeholders.
- The third part will explain the operating methods for constructing urban project scenarios and design solutions.



