

# EXPERIENTIAL LEARNING

Experiential learning (EL) is an approach that educators use to intentionally connect learners with practical experiences that include guided reflection. EL allows learners to: increase and apply disciplinary knowledge, develop transferable skills, clarify interests and values, strengthen career engagement and employability, and collaborate meaningfully with communities

## Principles of Experiential Learning

1. The experience is designed to enable the application of knowledge and skills in a workplace, or realistic workplace scenario.
2. The experience is designed to strengthen students' transferable skills, career competencies, and citizenship.
3. The experience emphasizes ethical approaches to partnership and student engagement. The experience includes learning outcomes. The experience includes active, continuous supervision and mentorship (as appropriate) by the institution (and partner, where applicable).
4. The experience is designed to facilitate reciprocal connections between theory and practice.
5. The student engages in guided reflection. The experience includes formal evaluation of learning outcomes by the institution (and partner, where applicable)-8 (a)-12 ict4. Tstudente recae i ev.4 (es)- (e r)-6.4 (ec)o( eng)-12n.1 (i)3.1 (t)-13.1 (i)3.1 4 (ef)-13

In order to be experiential learning, the activity must meet all EL principles.

Case based learning	A learning activity that involves groups of students examining a detailed, real life, authentic, or contextualized situation that requires the group to assess, evaluate, and respond with recommendations (e.g., Business 1220E Case Competition).
Community engaged learning	Students engage in a project, developed collaboratively with a community partner, that has mutually beneficial outcomes.
Co-op	Alternating academic study with paid, supervised work terms. The total amount of a co-

Independent study abroad	A program of study that enables students to register and study at a host institution with credit transferred back to the home institution. Program duration is one or two terms, a summer or short-term study period.
Industry project	A course that involves students working with an external partner on a specific project to propose strategies that address an organizational challenge or idea (e.g., consulting project).
Internship (long -term)	A supervised, paid, full-time work experience extending beyond a single academic term.
Internship (s hort -term)	A supervised work experience during a single academic term. May be paid or unpaid.
Lab	A distinct course component that includes the self-directed hands-on application of course concepts in a controlled setting.
Practicum (or Placement)	A mandatory, supervised experience in a discipline in which practice-based experience may be required for professional licensure or certification.
Research/Scholarly Creation	A supervised/mentored project extending over a term or short-term study period, during which the student engages in original research or scholarly creation.
Simulation	A learning exercise that mimics/simulates a real-world process or system (e.g., Faculty of Social Science model UN, School of Nursing Clinical Skills Lab, Faculty of Law moot court).

Co-Curricular (Non -Credit) Experiential Learning Opportunities

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Career preparation/Professional development	Intensive work undertaken to explore career interests and develop professional skills (e.g., mentorship, workshop series).
Community engaged learning	Students engage in a non-credit project, developed collaboratively with a community partner, that has mutually beneficial outcomes (e.g., Alternative Spring Break, Western Serves Network).
Entrepreneurship	Engagement in organized activities related to entrepreneurship and innovation (e.g., hack-a-thon, incubator, pitch competition).
Internship (long -term)	A supervised, paid, full-time work experience extending beyond a single academic term.
Internship (short -term)	Paid, supervised work experience during a single academic term.
Living learning community	Residence students live in intentionally-designed learning communities that are framed by shared values, common interests, or academic discipline, and participate in a series of structured learning activities.
On-campus work experience	Paid work experiences offered by a Faculty or administrative unit.
Research assistantships	Paid work experiences offered by the university through which students carry out supervised research-related duties.
Student clubs and associations	Approved or recognized student-led groups based on a shared interest or goal (e.g., Autism Awareness Western, Athletic Clubs).

