

EXPERIENTIAL LEARNING Checklist



What is the Goal?

Supporting students in getting the hands-on learning opportunities that help them transition to employment. It is also to address employers' needs for new graduates or young employees to "hit the ground running."

What counts as an experiential learning activity?

For an experience to count, it must check these six boxes:



The student is in a workplace or simulated workplace.



The student is exposed to authentic demands that improve their employability, interpersonal skills, and transition to the workforce.



The experience is structured with purposeful and meaningful activities.



The student applies university or college program knowledge and/ or essential employability skills.



The experience includes student self-assessment and evaluation of the student's performance and learning outcomes by the employer and/or university/college.



The experience counts towards course credit or credential completion OR is formally recognized by the college or university as meeting the five criteria above.



Employment Laws
All opportunities must comply with all applicable laws and regulations including health and safety.



Access
Experiential learning partners are reminded to provide students with accessible EL experiences in inclusive environments.

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Examples

Experiential learning takes many forms. Here are a range of illustrative examples. All EL-activities will need to satisfy the checklist on the previous page.

Apprenticeships: Students are sponsored by an employer as part of the cabinetmaker trade program.

Performance and Artistic Productions:

Young artists and dancers organize and participate in an annual student art showcase that attracts industry representatives.

Bootcamps/ Hackathons: Students develop a workable solution to a technology, data, or design problem, supported by mentors or peers.

Clinical Placements: Nursing students receive practical training at local health centres.

Co-Ops: Computer engineering students alternate four-month school terms and four-month paid work terms with technology companies.

Field Experience and Placements:

Criminology and Criminal Justice students are offered field placements at a correctional facility or victim services agency, etc.

Incubators and Accelerators: Students build a start-up company, working in a campus-linked incubator.

Industry-Sponsored Research Projects:

Students are approached by a fitness company to create a virtual personal training app to track workouts.

Job Shadowing: A Paramedic program offers students supervised ride-out time in an ambulance with a requirement to complete 450 hours.

Mandatory Professional Practice: For an Aviation Operations program, students complete their Industry Canada radio license by working at an airport.

Practicums: Early Childhood Education students complete practice teaching courses to gain in-class experience in a public school.

Service Learning: Students in a Peace Studies program participate in voluntary placements aimed at helping acclimatize refugees as part of a course on community peace building.

Workplace Simulations: Students in a Dental Hygiene program practice on life-like patient models in a model clinic.

Work-Study Programs: Library Science students participate in paid work experiences in a campus library.

And any other comparable activity that meets the checklist on the previous page.