

Experiential Learning Assessment Rubric

Below is a list of actions, behaviours and skills students may demonstrate during each phase of the Experiential Learning Cycle.

1. **Concrete Experience - During the concrete experiences, learners:**

- Engage with experience by interacting with others and/or their environment
- Observe differences or similarities between the real world situation that is being experienced and what they perceive to be an ideal experience based on theoretical learning
- Carry out acts of problem solving in the real world setting
- Draw on prior knowledge to make judgements and decisions in the moment
- Question their own prior knowledge, theoretical learning and/or the ideas and opinions of others

2. **Reflective Observation - After the concrete experience, learners:**

- Work individually or in groups to recount events and objectively describe what they observed during the experience
- Reprocess events and activities to share them in a logical way with others
- Recognize perspectives other than their own
- Identify and describe differences or similarities between the real world situation that is being experienced and what they perceive to be an ideal experience based on theoretical learning
- Respond to prompts from instructors and peers by elaborating on their description of events
- Analyze events and form thoughtful judgements
- Consider how their presence may have influenced the activities or actions they observed during the experience

3. **Abstract Conceptualization - After engaging in reflective observation, learners:**

- Apply logic, theory and concepts to the experience
- Demonstrate increased awareness of the complexity of issues and situations
- Apply and adapt skills and/or knowledge learned during the experience to enhance their comprehension of academic concepts and theories
- Respond to external prompts to draw connections between theory and practice
- Consider the implication of events and activities observed during the experience for themselves and others
- Consider and design solutions to problems or situations observed

4. Active Experimentation - After analyzing and conceptualizing the experience, learners:

- Create practical applications to solve the issues identified during the concrete experience
- When possible, re-enter the experience to experiment with their solutions
- Create plans for how to implement solutions or make personal changes in the future based on insights drawn from the experience
- Reflect on the insights gained from participating in the experiential learning cycle

Sources:

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Experiential Learning Assessment Rubric

Phase	Criteria	Advanced	Accomplished	Developing
Concrete Experience	Engaging with planned activities and the learning environment	Actively engages with and interacts with others and the planned activities and/or environment	Interacts with others and is engaged in the planned activities and/or environment	When prompted, Interacts with others and/or the planned activities and environment
	Recognizing and solving problems if/when they arise during the experience	Explores or solves complex problems as they arise. Uses problem solving strategies where appropriate and reflects on problems to build a future self-schema for problem solving	Recognizes some problems as they arise and uses problem solving strategies when necessary	Follows instructions and observes problems if/when they arise.
	Using prior knowledge to make decisions during the experience	Draws on prior knowledge to confidently make judgements and decisions in the moment; student begins to question their prior knowledge, theoretical learning and/or the ideas and opinions of others	Activates and then demonstrates the use of prior knowledge to make judgements and decisions in the moment, when necessary.	Makes basic decisions during the experience; student avoids making decisions that require drawing on previous knowledge or using personal judgement
Reflective Observation	Describing events	Reprocesses and reflects on events by objectively describing what they observed during the experience in a logical manner, giving consideration to how their presence in the situation may have influenced the activities or actions they observed	Recounts events by objectively describing what they observed during the experience in a logical manner	Student works individually or in a group to recount events and objectively describe what they observed during the experience
	Recognizing and describing personal biases and multiple perspectives	Recognizes and elaborates on their own biases and perspectives as well as the perspectives of others who were involved in the experience	Recognizes and elaborates on own biases and perspectives when describing their experience	Acknowledges own biases and perspectives when prompted by instructor or peers

Abstract Conceptualization	Making connections between the practical experience and academic theory or concepts	Draws conclusions by connecting examples from the concrete experience to theory/concepts from multiple fields of study or perspectives	Makes connected between the concrete experience and theory/concepts from more than one field of study or perspective	When prompted, makes connections between the concrete experience and theory/concepts from fields of study directly related to the experience
	Understanding the complexity of issues and situations	Demonstrates holistic understanding of complex factors contributing to problems or issues observed during the concrete experience	Demonstrates understanding of multiple factors contributing to problems or issues observed during the concrete experience and	Demonstrates increased awareness of the complexity of issues and situations
	Identifying and analyzing the implication of events and activities on self and others	Analyzes the immediate and long-term implication of events and activities observed during the experience for themselves and others	Understands the immediate implication of events and activities observed during the experience for themselves and others	When prompted, recognizes the immediate implication of events and activities observed during the experience for themselves and others
Active Experimentation	Solving problems	Creates innovative applications to solve issues or problems identified during the concrete experience	Designs practical applications to solve issues or problems identified during the concrete experience	Assesses and evaluates proposed solutions to the problems or issues encountered during the experience
	Reflecting on learning and making plans for the future	Evaluates the complex contextual factors that contributed to their learning through the experiential learning cycle and makes plans that create opportunities to apply learning in diverse contexts	Identifies the complex contextual factors that contributed to their learning through the experiential learning cycle and makes plans to apply learning in the future	Describes learning that occurred by participating in the experiential learning cycle

