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:**


<table>
<thead>
<tr>
<th>Phase</th>
<th>Criteria</th>
<th>Advanced</th>
<th>Accomplished</th>
<th>Developing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concrete Experience</td>
<td>Engaging with planned activities and the learning environment</td>
<td>Actively engages with and interacts with others and the planned activities and/or environment</td>
<td>Interacts with others and is engaged in the planned activities and/or environment</td>
<td>When prompted, Interacts with others and/or the planned activities and environment</td>
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<td>Recognizing and solving problems if/when they arise during the experience</td>
<td>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</td>
<td>Recognizes some problems as they arise and uses problem solving strategies when necessary</td>
<td>Follows instructions and observes problems if/when they arise.</td>
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<td>Using prior knowledge to make decisions during the experience</td>
<td>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</td>
<td>Activates and then demonstrates the use of prior knowledge to make judgements and decisions in the moment, when necessary.</td>
<td>Makes basic decisions during the experience; student avoids making decisions that require drawing on previous knowledge or using personal judgement</td>
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<tr>
<td>Reflective Observation</td>
<td>Describing events</td>
<td>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</td>
<td>Recounts events by objectively describing what they observed during the experience in a logical manner</td>
<td>Student works individually or in a group to recount events and objectively describe what they observed during the experience</td>
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<td>Recognizing and describing personal biases and multiple perspectives</td>
<td>Recognizes and elaborates on their own biases and perspectives as well as the perspectives of others who were involved in the experience</td>
<td>Recognizes and elaborates on own biases and perspectives when describing their experience</td>
<td>Acknowledges own biases and perspectives when prompted by instructor or peers</td>
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<tr>
<td>Abstract Conceptualization</td>
<td>Making connections between the practical experience and academic theory or concepts</td>
<td>Makes connected between the concrete experience and theory/concepts from more than one field of study or perspective</td>
<td>When prompted, makes connections between the concrete experience and theory/concepts from fields of study directly related to the experience</td>
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<tr>
<td>Understanding the complexity of issues and situations</td>
<td>Demonstrates holistic understanding of complex factors contributing to problems or issues observed during the concrete experience</td>
<td>Demonstrates understanding of multiple factors contributing to problems or issues observed during the concrete experience and</td>
<td>Demonstrates increased awareness of the complexity of issues and situations</td>
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<tr>
<td>Identifying and analyzing the implication of events and activities on self and others</td>
<td>Analyzes the immediate and long-term implication of events and activities observed during the experience for themselves and others</td>
<td>Understands the immediate implication of events and activities observed during the experience for themselves and others</td>
<td>When prompted, recognizes the immediate implication of events and activities observed during the experience for themselves and others</td>
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<tr>
<td>Active Experimentation</td>
<td>Solving problems</td>
<td>Creates innovative applications to solve issues or problems identified during the concrete experience</td>
<td>Designs practical applications to solve issues or problems identified during the concrete experience</td>
<td>Assesses and evaluates proposed solutions to the problems or issues encountered during the experience</td>
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<td>Reflecting on learning and making plans for the future</td>
<td>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</td>
<td>Identifies the complex contextual factors that contributed to their learning through the experiential learning cycle and makes plans to apply learning in the future</td>
<td>Describes learning that occurred by participating in the experiential learning cycle</td>
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