

**EXPERIENTIAL LEARNING**

**Purpose**

To establish a collaborative partnership of the education system, business, industry, labor, community-based organizations and families to provide an experiential learning experience for all students to promote life-long learning, and to facilitate career success as directed by West Virginia State Board of Education Policy 2510.

**Definitions**

Experiential Learning is structured quality work-based, service-based, community-based and/or research-based learning experiences. These experiences require students to integrate knowledge and skills from academics, career/technical education, and/or the arts and demonstrate the personal qualities, knowledge, skills, and abilities needed to be successful in the 21st century. Specific objectives must be mastered by the student as a result of the activity, and the activity must take place with a Pleasants County Board of Education-approved business partner. Although students may qualify to participate in multiple work-based experiences, students may choose only one such experience under this policy. All experiential learning must be structured to meet requirements of the Fair Labor Standards Act.

Experiential Learning consists of educational activities that assist students to gain an awareness of the workplace; develop an appreciation of the relevance of academic subject matter to workplace performance; and gain valuable work experience and skills while exploring career interests and abilities. Students are eligible to participate in the following activities upon the successful completion of the orientation program mentioned above:

- Job Shadowing is a four to five-hour active form of observation. Students are assigned to a specific worker, in a career cluster area, watching the worker perform his/her duties, asking questions and, on a limited basis, even taking part in the work.
- Internship is a minimum of one hundred (100) hours with a work site supervisor, learning about the skills needed to perform a specific job; ex. bank teller. The workplace activities involved could include special projects, a sample of tasks from different jobs or tasks from a single occupation. An internship agreement that outlines the specific objectives for the student is an integral part of the experience. This may or may not include financial compensation.
- Community Service Learning is a minimum of one hundred (100) hours which engages young people in service to their communities through approved nonprofit, public, civic, charitable, and governmental organizations as a means of enriching academic learning, promoting personal growth, and helping students to develop the skills needed for productive citizenship.
- Clinical - Co-op Education is in-school instruction combined with on-the-job training relating to an area of technical study based on objectives jointly developed by the educator and the employer. The purpose is to develop occupational competence reinforced by a real-life job. The teacher evaluates the classroom experience and works with the work-site supervisor to evaluate the on-the-job experience.

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- Industry Project is a cooperative work-site project completed under the supervision of a professional educator along with a business partner as a part of a regular class that normally does not place students in community businesses and industries (i.e., masonry).
- Workplace Computer Simulations can be used to supplement, or in some cases, substitute for real workplace activities for students for whom a work-site experience would not be beneficial or suitable.
- Apprenticeship is an opportunity provided through agreements with the Bureau of Apprenticeship and Training, whereby students begin technical training during their junior year in high school, begin working the summer before their senior year and continue academic and technical study and work during their senior year. Students continue the apprenticeship program after high school graduation. Upon completion of apprenticeship training, students receive the journeyman-level credential.

### **Student Eligibility for Experiential Learning Opportunity:**

Job Shadowing - To be eligible for job shadowing, students will:

- Have an overall grade point average of 2.0 or better;
- Have fewer than 10 absences during the preceding school term;
- Exhibit appropriate behavior for the workplace;
- Follow all student rules; and
- Dress and behave appropriately at all times.

Internship - To be eligible for an internship, students will: □ Be enrolled in grade 11 or 12;

- Have an overall grade average of 2.0 or better;
- Have fewer than 10 absences during the previous two (2) school terms combined;
- Maintain a good disciplinary record;
- Have chosen a career concentration;
- Complete Application Packet;
- Provide a minimum of one hundred (100) hours of his/her time outside the regular school day; and □ Complete all related assignments.

Community Service Learning - To be eligible for community service learning, students will:

- Be enrolled in grades 9-12;
- Have recommendation from a teacher;
- Submit a pre-application to their school counselor no later than the first Friday in May in the year before the community service learning activity is to occur, to be approved in advance;
- Complete and submit a completed application packet no later than the third Friday in May;
- Provide one hundred (100) hours of his/her time outside the regular school day; and

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- Have previously demonstrated dependability through appropriate behavior and regular attendance in school so that an out-of-school experiential learning experience would result in positive partnerships among the student, school and community.

Work based Experiential Learning Experience as part of a regular class. (This includes Co-op, Industry Project, Job Skills Project and Clinical.) - To be eligible for community service learning, students will: □ Be enrolled in and meet all the requirements for passing the pertinent course; □ Satisfactorily complete the work experience and all related assignments; and □ Verified completion from the instructor/supervisor.

Computer Simulations - To be eligible for community service learning, students will:

- Students who demonstrate through behavior, attendance, and/or discipline that an out-of-school experiential learning experience would not be beneficial to the student or host business will instead complete computer-based simulations. Student must provide a minimum of five (5) out-of-school hours to be determined by the school.
- Upon completion of an entire simulation, a letter of recommendation from the school-site coordinator will be used for verification.
- Computer-based simulations may also be used to supplement other experiential learning activities.
- Classroom, Inc. computer-based simulations that are used in regular classes as part of instruction with demonstrated assignments may also count as experiential learning.

Apprenticeship students must be enrolled in a technical education class in 11<sup>th</sup> grade and meet all apprenticeship requirements as defined by the Bureau of Apprenticeship and Training.

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Adopted: February 9, 2017

Reviewed: March 25, 2021