“Mining” and Applying Experiential Learning Across the Curriculum
Facilitators

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Workshop Plan

- Introductions: Why how does this interest you? What experiential learning do students bring to your classes? What do you do about it (now)?

- Why? Metro’s Mission/Evidence/Personal Commitment

- How do we consider this in our teaching and learning as we develop or redesign our courses?
Experiential Learning

- Experiential learning is a method of educating through first-hand experience.
- Experiential learning: any learning that supports students in applying their knowledge and conceptual understanding to real-world problems or situations as they:
  - deepen knowledge and develop skills through acting and reflecting
  - support development of new understandings when applied in novel situations
Introductions (participants)

- Your area(s) of teaching
- What interests you about this topic?
- What kinds of experiential learning do you find students are bringing to your classroom? (whether f2f or online)
Why?

Many of our adult learners across the disciplines enter our classes with diverse and relevant competence developed through experiential learning.

• How can we as educators consider, enrich, and build upon our learners’ rich and diverse set of skills?
• How can we provide opportunities for students to apply their experiential learning to demonstrate course learning outcomes through regular or alternative assignment design?
Metro’s Mission/Legacy

- Value experiential learning that faculty (community and resident) bring to the classroom
- Value experiential learning students bring to their educational journey
- National leader in CPL (credit for prior learning), particularly through individualized assessment, but also theory seminars
- Options to fulfill most degree requirements through CPL or SDL
- No credit limit (# of CPL/SDL credits applicable)
Roots in Constructivism

- Experiential Learning Theory: first explored by John Dewey and Jean Piaget, and made popular by David A. Kolb, who, along with John Fry.

- This theory is based on the idea that learning is a process whereby knowledge is created through transformation of experience.

- Skills, knowledge, and experience are acquired outside of the traditional academic classroom setting.

- The concept also builds on social and constructivist theories of learning, but situates experience at the core of the learning process.

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Expand application of experiential learning to course outcomes

- Examples/starting points
- Break down in small groups how they can model or come up with new approaches to incorporate experiential learning
- Share (large group)
Next steps

- D2L Self Registering PLA/SDL Evaluator Training Site
- Possible Faculty Development opportunities—learning circles, etc.
- Possible applicability for consideration by the new university-wide Student Learning Task Force