

Experiential Learning & Work- integrated Learning

DEFINITIONS & TYPES

PURPOSE STATEMENT

The purpose of defining curricular Experiential Learning and Work-Integrated Learning (WIL) and outlining the various types is to provide a comprehensive understanding of how these educational approaches are embedded in program or course design to enhance student learning and skill development. These approaches aim to bridge the gap between theoretical knowledge and practical application by offering students opportunities to engage in hands-on, real-world experiences that complement their academic studies

By categorizing and defining these types of learning experiences, we aim to support students in their academic and professional journeys, ensuring they develop the necessary skills and competencies to succeed in their chosen fields. This structured approach to experiential learning and WIL enhances the overall educational experience, making it more relevant, engaging, and impactful for students.

EXPERIENTIAL LEARNING DEFINITION

*Embedded in program or course design

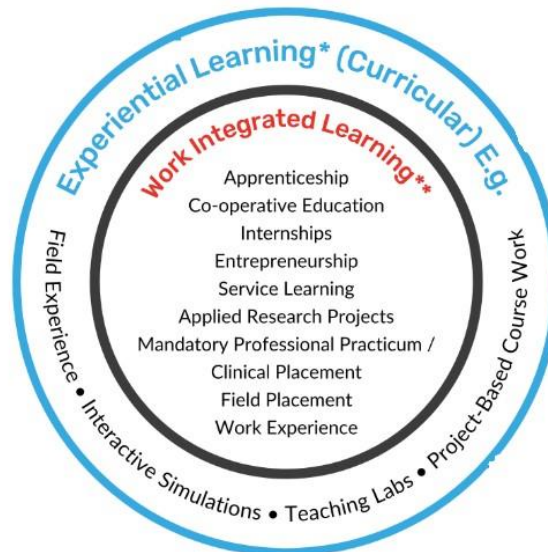
Experiential learning refers to an educational approach whereby students learn by engaging in direct application of skills, theories and models. Students apply knowledge and skills gained from traditional classroom learning to hands-on and/or real-world settings, creative projects or independent or directed research, and in turn apply what is gained from the applied experience to academic learning. The experiential learning activity can occur outside of the traditional classroom experience and/or be embedded as part of a course.

Source: [State University of New York](#)

WORK-INTEGRATED LEARNING DEFINITION

*Embedded in program or course design **and includes 3rd party engagement**, e.g. Employer, industry, or community partner

A model and process of curricular experiential education which formally and intentionally integrates a student's academic studies within a workplace or practice setting. WIL experiences include an engaged partnership of at least: an academic institution, a host organization, and a student. WIL can occur at the course or program level and includes the development of learning outcomes related to employability, agency and life-long learning (CEWIL Canada, 2020).



Source: [Co-operative and Work-Integrated Learning Canada \(CEWIL\)](#)

PROGRAMS/COURSE-BASED

Experiential Learning Type	Examples (Subject to change depending on section, resources, partner availability etc.)
<p>Capstone Project Capstone projects are undertaken by students as a culminating activity within their credential. No new discipline knowledge is introduced, rather students further develop professional skills such as problem-solving, written and oral communication, leadership, teamwork, etc. Students demonstrate proficiency, through the application of knowledge and skills acquired in their program, to a specific problem or issue often in partnership with industry, or in service to the community.</p>	<p>Civil Engineering Human Resources Management Natural Resources & Forest Technology Applied Research Course Business</p>
<p>Course-based Applied Research Applied course-based research projects are more applied than theoretical, but theory informs the work that is being done. It can comprise a component of a course, or occupy an entire course depending upon the complexity of the project and its ability</p>	<p>Digital Marketing Projects Alzheimer's Project (psychology) English 050/051 Medical Laboratory Technology Science Dental</p>

to contribute to the achievement of program learning outcomes. Ideally it will involve interaction/partnership with industry, community organizations or the public.

Course-based Activities

Students apply knowledge and skills gained from traditional classroom learning to hands-on and/or real-world settings, creative projects, and in turn apply what is gained from the applied experience to academic learning. The applied learning activity can occur outside of the traditional classroom experience and/or be embedded as part of a course.

Trades Foundation Programs
Digital Marketing Projects
Community Ambassadors in Tourism & Hospitality Industry

Field experience

Fieldwork provides scheduled hours of activities intended to give students hands-on experience. This instructional setting is characterized by: Activities in which students are provided with instruction and are directly supervised by college staff in settings outside or inside college facilities in which individual students are required to use instructional equipment and/or supplies.

Natural Resources & Forest Technology
Tourism & Hospitality Management
Anthropology
Sociology
Psychology

Lab experience

Provides students with the opportunity to engage with science, research, simulated patients (including other students acting as patients), or patients from the community in on-campus clinics, in ways that professionals do. Offers education in patient care, training in observation, prompts the consideration and application of detailed and contextualized information.

Chemistry/Biology/Physics Labs (in Humanities, University Transfer, and Business programs; and in Academic Upgrading)
Technology Labs
Health Sciences Labs and Clinics

Interactive Simulations

Simulation is the imitation of the operation of a real-world process or system over time. The act of simulating something first requires that a model be developed; this model represents the key characteristics, behaviors and functions of the selected physical or abstract system or process. Interactive simulations may feature haptic and virtualized technologies.

Applied Business Technology
Business
Health Sciences
Human Resources Management
Bookkeeping

WORK INTEGRATED LEARNING (see all [9 types of WIL](#))

Apprenticeship

Apprenticeship is an agreement between a person (an apprentice) who wants to learn a skill and an employer who needs a skilled worker and who is willing to sponsor the apprentice and provide paid related practical experience under the direction of a certified journeyman in a work environment conducive to learning the tasks, activities and functions of a skilled worker. Apprenticeship combines about 80% at-the-workplace experience with 20% technical classroom training, and depending on the trade, takes about 2-5 years to complete. Both the workplace experience and the technical training are essential components of the learning experience.

Auto Glass Technician
Auto Service Tech
Carpentry
Electrical
Heavy Mech Traded
Industrial Mechanic
Metal Fabrication
Pipe Trades
Pro Cook
Welding
Power Engineering 3rd Class
Power Engineering 4th Class

Community and Industry Research & Projects (formerly Applied Research Projects): Students are engaged in research that occurs primarily in workplaces, includes: consulting projects, design projects, community-based research projects.

Applied Research Projects – e.g. the Alzheimer’s project in a psychology research course

Internship

Internships are usually one work term, discipline-specific (typically full-time), supervised, structured, paid or unpaid, for academic credit or practice placement. Internships may occur in the middle of an academic program, or after all academic coursework has been completed and prior to graduation. Internships can be of any length but are usually 300+ hours (helping to distinguish them from Work Experience).

<p>Mandatory Placement</p>	<p>Professional</p>	<p>Practicum/Clinical</p>	<p>Dental Assistant Dental Hygiene Diagnostic Medical Sonography Health Care Assistant Med Lab Technology Medical Radiography Nursing Practical Nursing Social Service Worker Early Childhood Care & Learning Community and School Support</p>
<p>Involves work experience under the supervision of an experienced registered or licensed professional (e.g. preceptor) in any discipline that requires practice-based work experience for professional licensure or certification. Practica are generally unpaid and, as the work is done in a supervised setting, typically students do not have their own workload/caseload.</p>			
<p>Service Learning</p>			<p>Health Sciences Social Sciences Human Services</p>
<p>Service Learning integrates meaningful community service with classroom instruction and critical reflection to enrich the learning experience and strengthen communities. In practice, students work in partnership with a community-based organization to apply their disciplinary knowledge to a challenge identified by the community.</p>			
<p>Work Experience</p>			<p>Applied Business Technology (2-weeks) Web and Graphic Design Human Resources Management Tourism & Hotel Management</p>
<p>Intersperses one or two paid or unpaid work terms (typically full-time) into an academic program, where work terms provide experience in a workplace setting related to the student's field of study and/or career goals.</p>			