

Experiential Education

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“Tentanda Via”

Objectives for Today

**At
York**

What is the “big picture”?

**In the
literature**

What is the evidence of the benefits of EE?

**In your
courses**

What does EE look like for you?

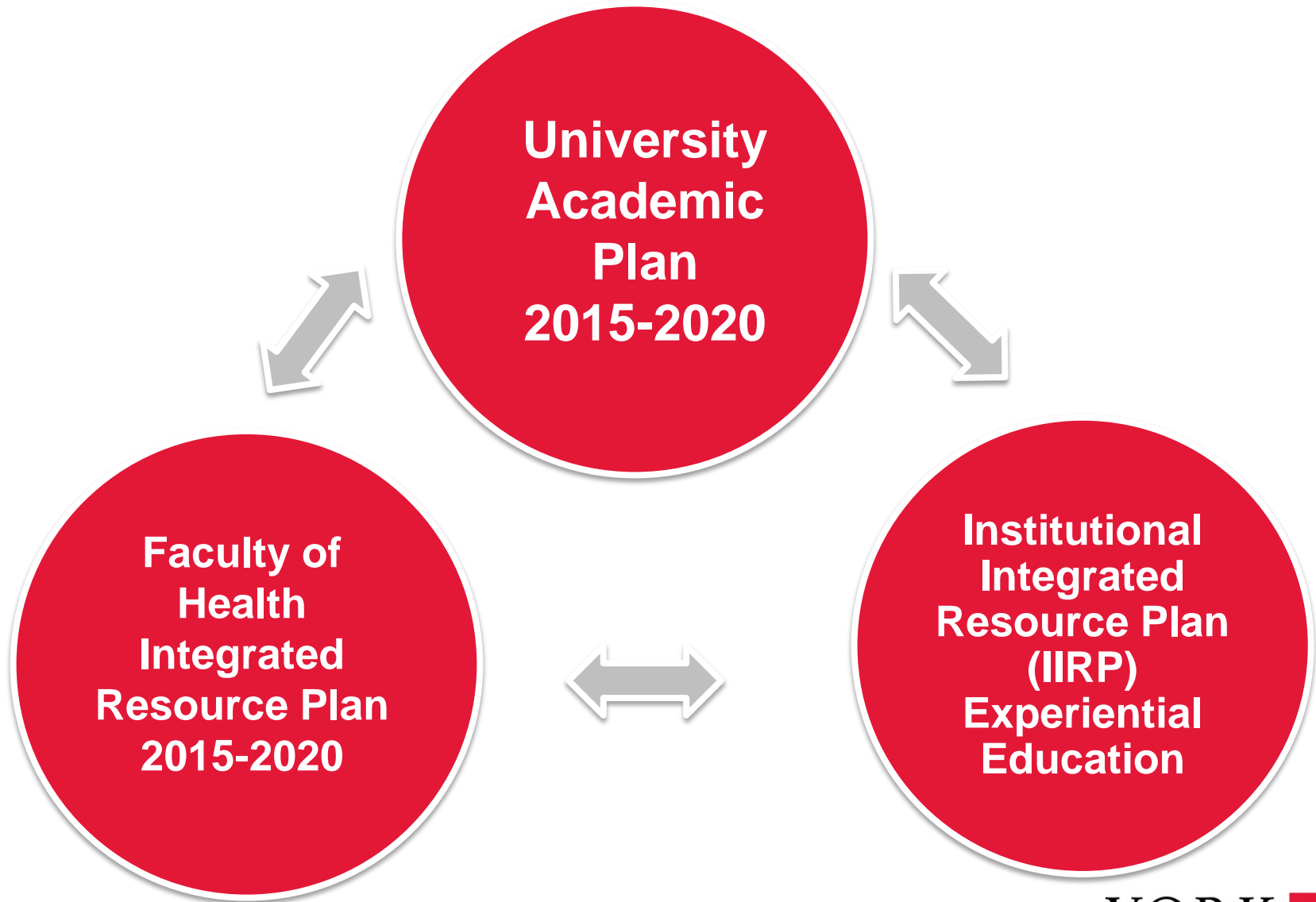
**Experiential
Education**

Experiential Education

Experiential education (EE) is a pedagogical approach that blends **theory** and **coursework** with practical, **concrete experience**.

Within the context of the learning outcomes of a course or a program, EE allows students to acquire real life experience and **reflect** upon this experience such that they **deepen their understanding** of theory.

EE at York- The Big Picture



University Academic Plan 2015-2020

Priority 3- Enhanced Quality in Teaching and Student Learning

Faculties

- Incorporate to the extent possible an experiential component in every program

Faculty Members

- Provide training and support for those interested in EE

Students

- Provide timely, relevant information about courses before classes have started

([University Academic Plan 2015-2020](#), p.15)

IIRP- Experiential Education Report

Recommendations

Students

- Ensure there is support for transitioning between EE strategies, persisting and succeeding

Faculty Members

- Provide support (professional development, administrative requirements, incentivizing)

Faculties

- Encourage development of hiring criteria that considers innovative teaching practices, including EE

Pan-University

- Developing a culture of “continuous improvement” for EE

([IIRP EE Report](#), p.3)

IIRP- Experiential Education Report

The EE operational plan aims to:

Encourage Faculties to develop a strategic approach to embedding EE within degree programs

Create a unified approach to engaging with all EE stakeholders

Elevate the culture of teaching and learning (including EE)

Faculty of Health Integrated Resource Plan

Priority 1: Promoting a High Quality Learning Experience

Objective 1.1:

Advance educational quality and delivery of teaching

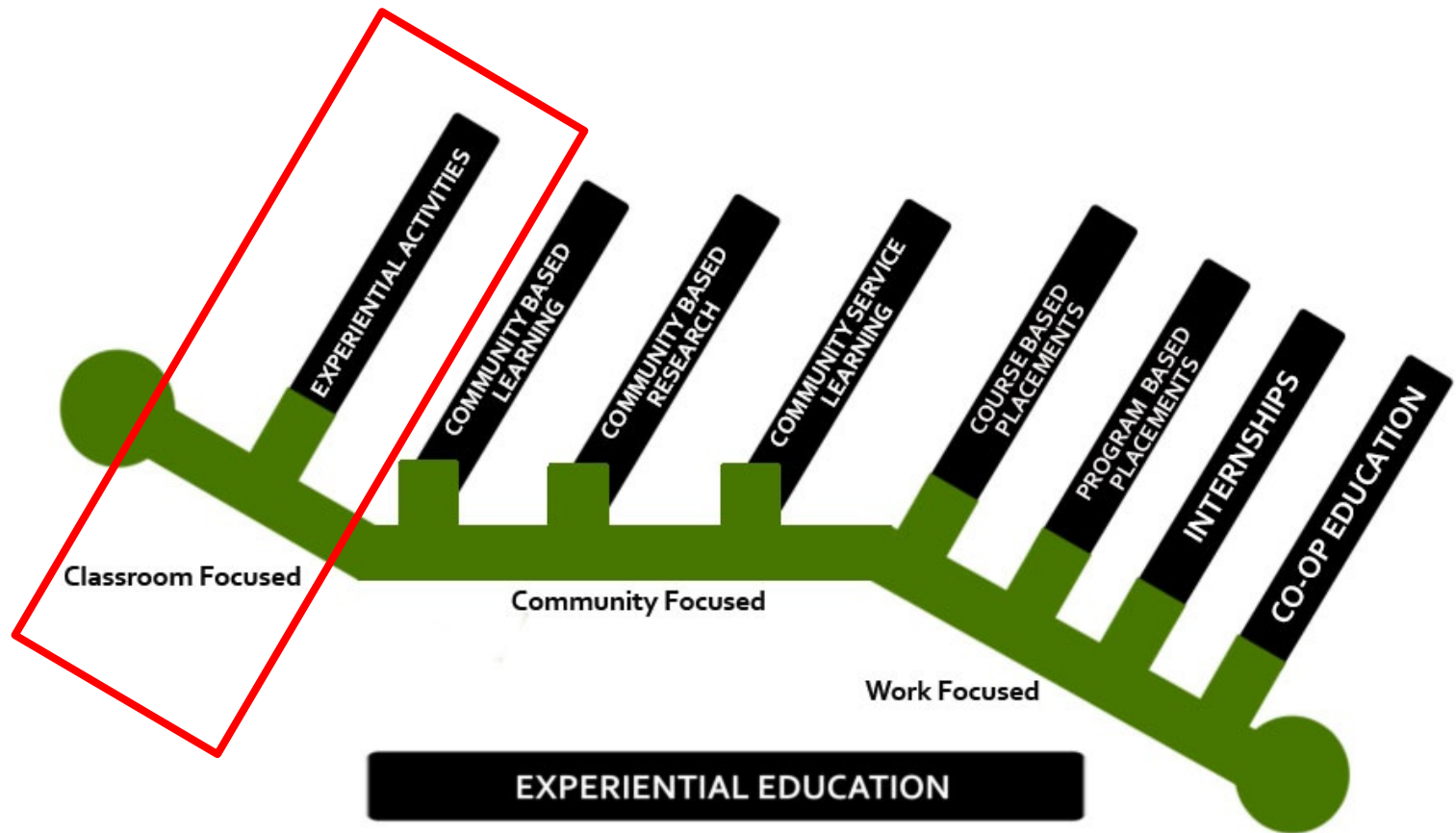
- **Action:** student learning is deepened through the use of EE

Objective 1.3:

Expand and communicate experiential education and new modes of course delivery where appropriate

- **Action:** Build on existing strengths
- **Action:** Promote awareness of and interest in experiential education (EE) opportunities

Common Language for EE



([Common Language for EE](#), p.1)

Classroom-Focused EE

- students **apply theory and course content to concrete experiences** that encourage reflection and conceptualization.
- not only encourage **active learning** but also include **structured reflection**, encouraging the student to refer back to the experience in an effort to make sense of it by considering relevant course material.
- could take place **within the classroom or outside the classroom** through observation, reflection and practical applications
- prioritize student learning, contributing to the achievement of the course's **student learning outcomes**

EE in the Literature- Examples and Evidence

Literature Review

- Annotated bibliography and reference document
- Criteria:
 - Evidence of the benefits or effectiveness of EE
 - Examples of EE in: large classrooms and/or Psychology courses

Excerpt from Literature Review

Overview of Article/Study	Findings
<p>1. Psychology of Women course</p> <p>Impact of course content covered using active learning techniques (group discussions, simulations, demonstrations, video and discussion*) vs. only traditional lecture (with some aides).</p> <p>(Yoder, J.D. and Hochevar, C.M., 2005)</p>	<p>Measure:</p> <p>Performance on test</p> <p>Finding:</p> <p>Students scored higher on items testing materials presented using active learning.</p>
<p>2. Cognitive Psychology course</p> <p>Impact of using lecture and 30 minute computer demonstration (outside of class time) vs. only lecture.</p> <p>(Copeland, D.E., Scott, J.R., and Houska, J., 2010)</p>	<p>Measure:</p> <p>Performance on essay, quiz, exam</p> <p>Finding:</p> <p>Students who participated in the demonstration reported higher enjoyment of their learning experience (hands on; fun; learned more), but did not necessarily perform better</p>

Challenges in Reviewing the Literature

- Measurement varied: performance on tests and assignments; self-reported learning and/or enjoyment
- Examples are not always applicable to York
- Classroom-focused EE as defined by York is best captured by examples of active learning
- Group and class discussions were referenced frequently, but reflection activities were not always mentioned directly

EE in your Courses

What do you do in your classroom that is or is not captured by York's defn of EE?

What has worked well for you? Why?

What would you like to change or explore?

Next steps?

References

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