

Criteria for General Education Approval of Experiential Learning (EL) Situations

Experiential learning situations will

1. take place beyond the classroom;
2. be based in course work or established Meredith College programs;
3. provide a sustained commitment of at least 15 clock hours in a semester.

*Courses or Experiential Learning Situations will include addressing and assessing the **EL Learning Outcomes***

- (1) Students will engage in sustained and substantive experiential learning that results in *one* of the learning outcomes below:
 - a. Develop skills, knowledge, and dispositions that support civic engagement.
 - b. Connect classroom theory with research, work activity, or other community involvement.
 - c. Satisfy the learning outcomes for study abroad.
- (2) Students will express their knowledge of the experiential learning situation by satisfying *one* of the requirements below:
 - a. Meet the evaluation requirements set by their department.
 - b. Complete a written work, presentation or artistic production that describes or reflects their achievement.

Experiential learning situations include, but are not limited to, the following:*

1. credit or non-credit internships, and other approved special studies;
2. student teaching or practica;
3. undergraduate research;
4. Meredith led study abroad or coursework done abroad that is approved for transfer credit at Meredith.
5. Meredith student leadership programs; Sophie Lanneau Silver or Gold Levels; Completion of the LeaderShape® Program
6. cooperative education courses (COE)
7. IDS 155 *Tutor training*
8. Courses designated as service learning (SL).

*In the case of activities not listed here, the General Education Committee and/or Director of General Education will approve experiential learning situations based on the recommendation of supervising faculty, staff, or the student's advisor. Independent documentation may be required.