

Service Learning Projects & Goals

Name:

When conducting community service learning, the instructor and student may experience uncertainty because the outcomes of the experience cannot totally be predicted. Managing those moments, and reflecting on them, is part of the Experiential Learning process. This document provides you with some cues to track your goals throughout the term.

Goals - Aim to complete as many as possible. Provide notes when one is completed.

Goal #1

Try to have an experience that puts you in touch with a feeling of **empathy**, perhaps by dealing with an at-risk population (i.e. those dealing with poverty and/or illness, environmental at-risk areas, etc.)

Goal #2

Try to have an experience where you do a **task** that you really don't want to do (i.e. something tedious, something that takes up a lot of time, something that doesn't seem to help you, etc.)

Goal #3

Try to have an experience where you connect directly with one of the **organizations**, or team leaders, that we are working with.

Goal #4

Try to act like a working **professional** (i.e. dress in office casual attire in a genuine way, imagine yourself as part of office culture, etc.)

Goal #5

Try to have an experience where you do something **spontaneous** (volunteer at the food bank, take part in a KPU volunteer experience, help out a classmate, etc.)