

Department of Education and Early Childhood Development

Policy 307

Appendix A - Experiential Learning Activities

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Career Exploration 110 is an experiential course that offers a sequence of activities aimed at furthering the career skill development of youth in Grades 11/12. Students explore personal characteristics, assess various career options, can engage in two unique work placements and learn about themselves and about the world of work.

Cooperative Education 120 is an experiential course that offers youth in Grades 11/12 the opportunity to engage in a work placement in a chosen area of career interest. A detailed workplace skill learning plan is developed to support a focused learning experience in the workplace.

Credit fast-tracked opportunities are external learning opportunities pre-approved to receive course credit upon proof of completion. These are experiential learning opportunities that students engage in to pursue personal passions and skills development and are undertaken outside the hours of instruction.

Essential Skills Achievement Pathway Post-Secondary Education (ESAP-PSE) is an opportunity for students to receive a high school diploma that will lead them directly to post secondary education. The program consists of an individualized learning path that allows students to gain skills to help with future learning and work. It is based on the nationally recognized Essential Skills.

Essential Skills Achievement Pathway Workplace Essential Skills Program (ESAP-WE) is a workplace preparation program for high school students. Under this program, students will develop the essential skills and techniques required to access semi-skilled/work-ready programming according to their areas of interest by the end of their time in high school.

Exploration Activity is an approved enhanced curricular activity offered to students by a mentor which typically lasts 1 to 3 days. It is learning that encourages students to participate in their community. Exploration can be held within or outside the hours of instruction, help to enhance the educational, social and cultural development of the student and promote the general education goals of the school. Activities may be provided by clubs, associations or other organizations endorsed by the school.

Mentorship Virtual Cooperative Education 120 provides relevant virtual learning by matching the learning needs of career-focused students with subject matter experts from a variety of postsecondary, community, and business/industry sectors. Students expand beyond curriculum outcomes to explore areas of high personal interest to become fully aware of realistic expectations and requirements to pursue their career goal. Real-world placements provide relevancy and enable students to experience global competencies. Following instructional practices in safety, job search tools, research strategies, communications and cyber security, students maintain ongoing collaboration with their mentor, in and outside school setting, to enhance employable skills and participate in problem solving and cross-curricular public presentation opportunities.

Personal Interest 1 and 2 promotes learner agency and supports personalized learning. They are designated to provide students with the time, opportunity, and resources to develop and pursue individual interests. The programming for these courses will be designed by the student with the support of their teachers and/or other mentors in the school or community (local/global). Examples include: a Capstone Project (local or community action), an in depth study in a specific problem, the study of and support to the Calls to Action in the Truth and Reconciliation Recommendations, development of a relevant skill set or methodology such as project management, time to pursue a life skill such as financial literacy or an additional language, or to perfect a particular gift or talent that increase personal well-being. Assessment for the completion of this course will be outlined as part of the course design and will be based on the "I" statements for the global competencies. The second section of this course may be an extension to or deepening of the learning in the first course, or it may be an entirely different course. Resources for this course will be accessed through the school, the community or through grants and accessing these resources will be part of the learning process. Students must follow safety guidelines and review and follow policies related to their projects.

EXCLUSION: The New Brunswick Teen Apprentice Program or the Learning Partnership program "Take our Kids to Work Day™" and co-curricular activities are excluded from the application of this policy.