

Joint development, piloting and validation of entrepreneurial mindset and key skills curricula and training materials for third countries

# Case Study Activity: MT3.5\_4

### Integrating Experiential Learning in Educational Settings

Objective:

To examine and discuss the implementation of experiential learning in a specific educational setting, identifying challenges, solutions, and the impact on learning outcomes.

Case Study Background:

- Scenario: A middle school decides to integrate experiential learning into its curriculum to enhance student engagement and real-world application of knowledge. The school introduces a project-based science program, where students work in teams to solve local environmental problems. This program includes research, field visits, collaboration with local environmental organizations, and the development of practical solutions.
- **Challenges:** Limited resources, resistance from traditional teachers, aligning projects with curriculum standards, and assessing student learning outcomes.
- **Outcomes:** Increased student engagement, improved problem-solving and teamwork skills, and enhanced understanding of scientific principles and environmental issues.

#### Activity Flow:

- 1. Introduction to the Case Study (5 minutes):
  - Briefly present the case study scenario, focusing on the goals, implementation process, challenges faced, and outcomes achieved.
  - Distribute printed summaries or display the case study details for participants to read.

#### 2. Group Discussion (10 minutes):

- Divide participants into small groups.
- Assign each group to discuss the following aspects:
  - Implementation: What strategies were effective in integrating experiential learning into the curriculum? How was buy-in achieved from stakeholders?
  - Challenges: Which challenges seem most daunting, and why? Discuss potential solutions to these challenges.
  - **Outcomes:** Evaluate the outcomes. Were they worth the challenges faced? How could the outcomes be measured effectively?

Attachment to MT3.5\_4 Task 2.2



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



Joint development, piloting and validation of entrepreneurial mindset and key skills curricula and training materials for third countries

• Encourage groups to consider additional elements that could enhance the program's effectiveness or address its challenges.

# 3. Group Presentations (4 minutes):

• Ask each group to share a brief summary of their discussion, focusing on key insights and recommendations for each assigned aspect.

# 4. Wrap-Up and Reflection (1 minute):

- Conclude the activity by highlighting the importance of addressing challenges creatively and measuring outcomes to ensure the successful integration of experiential learning in educational settings.
- Pose a reflective question: "How can you apply lessons from this case study to your own educational context or setting?"

Preparation:

- Ensure participants have access to the case study summary before the discussion.
- Prepare guiding questions to help facilitate the group discussions.

This case study activity is designed to engage participants in critical thinking about the practical aspects of implementing experiential learning in educational institutions, fostering a deeper understanding of both the potential benefits and the challenges that may arise.

Attachment to MT3.5\_4 Task 2.2



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.