

Service-Learning (SL) & Philanthropy Education Academic Connections

- Infuse Philanthropy Education (LTG lessons which are aligned to standards) into ALL K-12 Academic Content Areas.
- Infuse Philanthropy Education and the Service-Learning process into Any Service Project at your school and through familiar calendar events throughout the school year.
- PBL - Students work to solve an identified problem and demonstrate their solution to an audience. PBL/SL are complementary in their steps.
- STEM – SL provides students opportunities to apply knowledge in practical situations and develop skills from the experience of connecting theory with practice.
- Universal Design for Learning (UDL) – Representation, Action/Expression; Engagement: Offering information in more than one format. Hands-on learning through SL projects gives all kids a chance to access academic material in whichever way is best suited to their learning strategies
- Special Education - IEP Goals, Transition, and Functional Skills opportunities through service-learning.
- New Graduation Pathways for Indiana include **Service Based Learning**, Project Based Learning and Work Based Learning Experiences
- Developing Leadership Skills through real situations: Character; Citizenship; Knowledge; Communication and Collaboration
- Ethics – Identify the RIGHT things to do; Become CIVICALLY involved; Understanding PHILANTHROPY and WHY WE GIVE; Understanding that it is My Job to Make a Difference.
- SEL – Social Emotional Learning - “is the process through which children and adults understand and manage emotions, set and achieve positive goals, feel and show empathy for others, establish and maintain positive relationships, and make responsible decisions”. Learning to Give resources develop SEL through the purposeful intersection of cognitive, emotional, and social skills and practice. Philanthropy education and community building give purpose for learning and engage values, ownership, and civic engagement across environments (school, community, home).