

Benefits/Academic Connections of Service-Learning and Philanthropy Education

Service-Learning: Teaching and learning strategy that combines real-world application of academic Skills and content with service to the community. Stages of Service-Learning: (IPARDE) Investigation; Preparation; Action; Reflection; Demonstration; Evaluation

Philanthropy Education: Teaches philanthropy history, culture, values, vocabulary of philanthropy – giving time, talent, or treasure for the common good. Students feel more ownership in their learning and demonstrate a more giving role in the classroom and community when guided through giving and service.

Philanthropy education brings to life the why and how we give, while Service-Learning provides a methodology for taking meaningful action.

What are the Benefits of Service-Learning/Philanthropy Education?

- **Students gain**
 - 21st century skills: critical thinking, problem solving, leadership, decision-making, collaboration, and communication
 - Real-world experience connected to academic subjects
 - Greater sense of the purpose for learning
 - Deeper understanding of themselves and empathy and respect for others
 - Opportunities to explore skills and interests and to network for career readiness
 - Guided practice in taking action as socially responsible global citizens
 - Increased self-efficacy as they address community needs
- **Schools gain**.....
 - Deeper connection between academics knowledge and real-world applications
 - Increased pro-social behavior and student engagement
 - An effective drop-out prevention strategy
 - A focus on school improvement
 - Improved school climate
 - Positive school-community relationships
- **Communities gain**
 - Energy and creativity of youth in addressing communities needs
 - Opportunities to build positive relationships between community and schools
 - New perspectives on youth as assets, not liabilities
 - New generation of caring and experienced citizens, activists and volunteers – tomorrow's civic leaders
 - Increased public awareness of key issues

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).