



## Experiential Learning Fund (ELF) 2023-2024 Funding Cycle Application Form for Summer & Fall 2023 / Winter & Summer 2024 Projects

Before submitting, please contact [experiential.utsc@utoronto.ca](mailto:experiential.utsc@utoronto.ca) and a member of U of T Scarborough Team Xperience will set up a conversation to support the development of your application. Deadline to submit is **3 April 2023**.

### Section A: General Information

<b>Applicant(s)</b> First name and Last Name	
<b>Email Address</b> name@utoronto.ca	
<b>Department</b>	
<b>Project Title</b>	
<b>Course Name(s)</b>	
<b>Course Code(s)</b>	
<b>Anticipated number of students</b>	
<b>Number of community partners</b>	
<b>Number of students per community partner</b>	
<b>Term</b>	<input type="checkbox"/> Summer 2023 <input type="checkbox"/> Fall 2023 <input type="checkbox"/> Winter 2024 <input type="checkbox"/> Summer 2024
<b>Anticipated Start Date</b>	
<b>Anticipated End Date</b>	
<b>Please indicate which fund(s) you are applying for.</b>	
<input type="checkbox"/> <b>Departmental &amp; Cross-Departmental EL Enhancement (up to \$25,000)</b> <input type="checkbox"/> <b>Community-Engaged Learning (CEL) Relationship Development (up to \$10,000 over three years; one-time-only award)</b> <input type="checkbox"/> <b>Global Local Initiatives (up to \$10,000)</b>	
Applicants must include with their proposal package a signed statement of support from the Department Chair(s) of the project lead(s) (maximum 1-page for each)	

## Section B: Type of Experiential Learning

The University of Toronto is in the process of identifying and tagging all experiential learning opportunities across our full slate of course offerings. To align with the University of Toronto typology that identifies experiential learning courses, please use [this chart](#) to select the most relevant experiential learning type(s) for your project.

Type	<input checked="" type="checkbox"/>	Comment (if applicable)
<b>Partnership-Based Experience</b>		
Academic Internship	<input type="checkbox"/>	
Professional Practicum	<input type="checkbox"/>	
Partnered Field Placement	<input type="checkbox"/>	
Organization Partnered Project	<input type="checkbox"/>	
<b>University-Based Experience</b>		
Performance & Artistic Productions	<input type="checkbox"/>	
Simulated Work Experiences	<input type="checkbox"/>	
Non-Partnered Field Experience	<input type="checkbox"/>	
Advanced Design	<input type="checkbox"/>	
Advanced Laboratory	<input type="checkbox"/>	
Research-Intensive	<input type="checkbox"/>	

## Section C: Project Description

This brief description may be used for the [EL website](#) and/or added to the [UTSC Experiential Learning Resource Hub SharePoint](#) for faculty, staff and librarians to review past successful projects. (250 character maximum)

## Section D: Rationale

[UTSC's Strategic Plan](#) outlines a values-based approach to Inspiring Inclusive Excellence (p.14). Using this four-pronged framework, as well as an EDIA lens, provide a rationale for your proposed project to explain how the intended experiential learning activity will address course and/or program learning outcomes, enhance student learning, incorporate key EL evaluation components (i.e.: reflective inquiry), and identified and/or informed impact on our community partners. Finally, please explain how your project will shift to remote learning should public health measures require such a return. (5000 character maximum)

## Section E: Project Timeline

Please provide a brief project timeline (point form).

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## Section F: Budget/ Expenditures

Please provide a list of the requested project expenses.

### Eligible Expenses

- Hiring casual staff for project development, coordination, and implementation. Proposals requesting staff support should describe how it complements existing staff resources on campus. (*Note: support for placement development and curricular integration is offered centrally through Arts & Science Co-op, Community Partnerships & Engagement, and the Centre for Teaching & Learning*).
- Hiring teaching/research assistants and/or coop students for programming and support
- Reimbursement of student expenses
- Costs associated with student preparation for experiential learning
- EL-related technology support
- Honoraria for external partners
- Student stipends
- Project events (workshops, student conferences, community events, etc.)
- Communication and dissemination (websites, graphic design, printing, etc.)

Expense Description	Amount Requested

<b>Total Amount Requested</b>	
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