Developing community-based learning experiences

Questions to consider:

1. What is the purpose of this experience for students? What value does it add to the course/subject matter beyond what is available within the classroom?
   - Brainstorm possible knowledge, skills, attitudes, behaviors

2. What value is added for the community? Does the project address a need? If so, how was this need identified?
   - Possible paradigms: service, project, change

3. Who is the targeted audience for this project? Who are potential collaborators in the community?
   - Individuals, organizations, schools, libraries, government officials
4. What are the desired outcomes (for students, faculty, community, university)?

5. What is the scope of the project? How will these expectations be communicated to students and partners?
   - Timeline, hours students will be in the community, transportation, student supervision, end product

6. What metrics will be used to evaluate the success of the project?
   - Anecdotal information, surveys, formal assessment, focus groups, quantitative/qualitative research

7. What are some other things to consider when designing a community-engaged project?