

DVR DIGEST

WORK-BASED LEARNING

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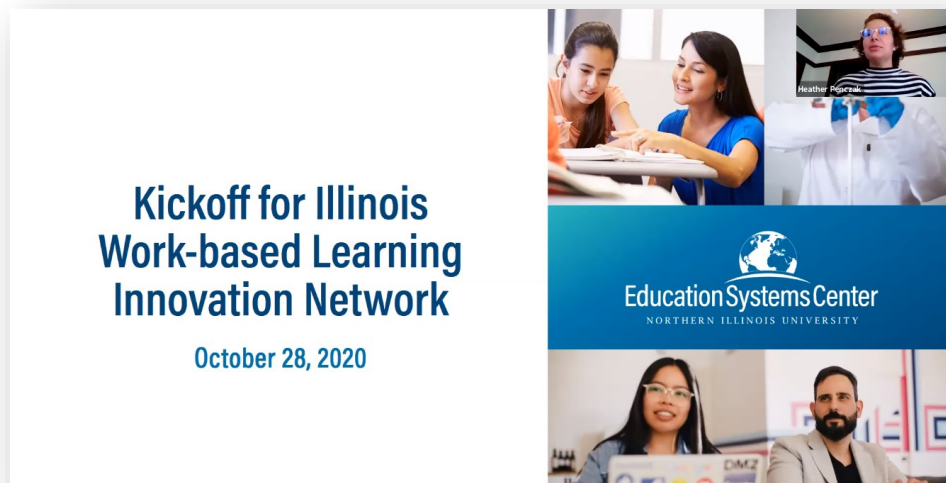
Virtual WBL 2*Virtual WBL Resources* 3*WBL Resources* 4

Credits:

<https://edsystemsniu.org/resources/i-win-resources/><https://youtu.be/hBUKnlwaEFM>

To learn more about joining I-WIN and/or becoming a Practera pilot site, [contact Heather Penczak](#).

WORK BASED LEARNING



I-WIN Kickoff

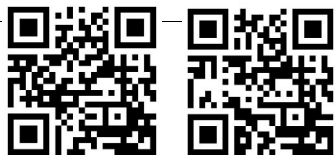
The first community of practice session for the Illinois WBL Innovation Network was held on October 28, 2020, featuring national and regional innovators in virtual work-based learning.

At the October 28, 2020 inaugural community of practice session, EdSystems' Policy & Program Manager Heather Penczak provided an overview of work-based learning and the I-WIN initiative. Maud Daudon, Executive Leader of Career Connect Washington, shared the framework her organization used to create virtual work-based learning experiences. Kathleen Burley, Executive Director of GCAMP, shared how they've adapted opportunities for Advanced Manufacturing pathways since the start of the pandemic. John Loehr, Vice President of STEM Education for Science Olympiad, shared available resources educators can use for remote learning, including challenge-based learning exercises and interaction logs.

[Download the Recording](#)

[Download the Presentation](#)

[Download the Chat Transcript](#)



A FRAMEWORK FOR VIRTUAL WORK-BASED LEARNING

ICSPS Bringing Work Home: A Framework for Virtual Work-Based Learning - Forum for Excellence 2020

- Enhances skills and knowledge in a program of study/career interest area
- Develops Essential Employability Competencies
- Authentic, quality engagement with opportunities to interact and network with industry professionals

[Download the slide deck.](#)

Webinar

Bringing Work Home: A Framework for Virtual Work-based Learning—September 29, 2020

Given at the ICCB Forum for Excellence, this presentation is centered on how virtual work-based learning, needed now to address our current safety and health needs, can and should be designed for sustainability and equity for long-term use because of the way that virtual WBL helps break down common barriers like transportation and expands the type of partner sites and mentors that communities can engage with to offer WBL. The presentation provides sample activities, resources, and community models for ensuring authentic, high-quality WBL in a virtual setting. Participants are prompted to think through various factors in their design process for virtual WBL to address the needs of all stakeholders and ensure that these opportunities are expanding access, especially to students with limited social capital. The presentation also provides an overview of the Illinois Work-Based Learning Innovation Network that is piloting use of a virtual platform in communities across Illinois. Presented by Heather Penczak, Carl Schneider, and Nikki James.

Recommended Technical and Essential Employability Competencies
For College and Career Pathway Endorsements

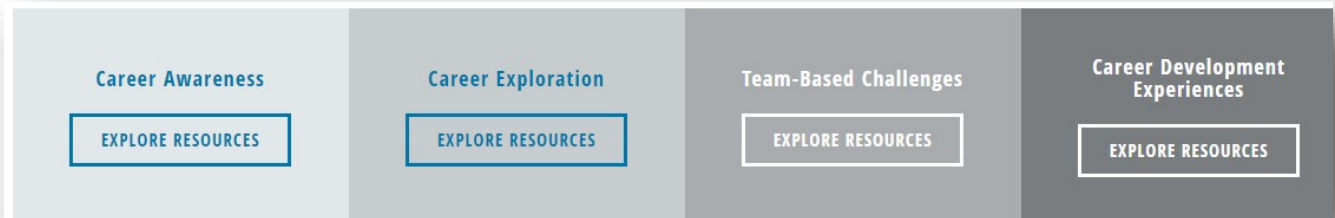
April 2020

Recommended Technical and Essential Employability Competencies

The competencies set forth in this document were developed through an iterative process involving public-private steering committees established pursuant to the Postsecondary and Workforce Readiness (PWR) Act in order to implement College and Career Pathway Endorsements.

VIRTUAL RESOURCES, MODELS, AND ACTIVITIES

We seek to provide high-quality work-based learning opportunities whether we are meeting with students in-person or remotely. Virtual experiences can create equitable environments for students to access these opportunities, but where to begin? Explore the resources we've curated for introducing virtual activities and experiences along the **work-based learning continuum**:



[Career Awareness](#) (click to see resources)

[Career Exploration](#) (click to see resources)

[Team Based Challenges](#) (click to see resources)

[Career Development Experiences](#) (click to see resources)



The Career Development Experience (CDE) Toolkit, released in Fall 2019, adheres to the framework of the Postsecondary and Workforce Readiness Act for College and Career Pathway Endorsements. The guide and online resources are designed to serve any organization that seeks to provide rigorous work-based learning opportunities to youth. Career Development Experiences are part of Illinois' broader work-based learning continuum and refer to a broad array of experiential learning that addresses the components included in the statutory definition of the Career Pathways Dictionary.

[Join the I WIN Community](#)

Anne J. Cothran, Ed.D.
Director
Des Plaines Valley Region
EFE 030

c/o Triton College M Building, M100
2000 N. Fifth Ave.
River Grove, Illinois 60171
www.dvr-efe.org
www.dvr-efe.info



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ILLINOIS WBL INNOVATION NETWORK (I-WIN)

Together with our partners at Northeastern University, Education Systems Center at NIU (EdSystems) is excited to announce the formation of the new Illinois WBL Innovation Network (I-WIN) for employers, educators, and students to leverage innovative models for scaling high-quality work-based learning opportunities in school districts and community colleges across the State.

“In our conversations and experiences with communities across Illinois, it is clear that there is a strong need for robust and authentic virtual models for professional learning experiences,” says [Heather Penczak](#), Policy & Program Manager at EdSystems. “This work is especially important now as educators work to provide students with meaningful, consistent opportunities, whether they are in the classroom, implementing remote learning, or proceeding with a hybrid model this fall.”

Added Jonathan Furr, Executive Director, “As districts and colleges grapple with remote and hybrid learning this year, we need to elevate innovative models that allow employers to support students pursuing their career goals. At the same time, we are dedicated to ensuring work-based learning opportunities are designed to be equitable, and virtual models are a promising strategy for connecting students with limited social capital to employers even as we move beyond the current public health crisis.”

With those needs in mind, EdSystems turned to Dr. Kemi Jona, Assistant Vice Chancellor for Digital Innovation and Enterprise Learning, and Nikki James, Industry Fellow, at Northeastern University. An international leader in cooperative education and experiential learning, Northeastern University [received a research grant from the National Science Foundation](#) to explore integrating employer-provided projects into curricula in ways that are accessible to students for whom traditional cooperative placements and internships are not feasible ([read the latest research](#)).¹

“When COVID-19 restrictions impacted summer internships, work-study, and work-based learning programs, we saw the opportunity for our virtual internship model to serve an immediate need while also accelerating the insights we could gain from our research,” says Dr. Jona. “Communities throughout Illinois are invited to join I-WIN to receive professional development opportunities and participate in regular community of practice sessions to support and inspire their practices around virtual work-based learning. Additionally, select I-WIN communities are invited to be pilot sites for the implementation of [Practera](#), an experiential learning technology. Access to the Practera platform for experiences aligned with dual credit coursework will be provided to participating sites at no cost during the 2020-2021 school year, thanks to funding by the National Science Foundation. After the initial launch year, EdSystems will partner with interested communities to seek continued funding support for the platform. (Using Practera is not a requirement for joining the network.)