



Service As Action

WALKER SERVICE HOUR EXPECTATIONS BY YEAR
& YEAR 3 COMMUNITY PROJECT



IB Learner Profile

The aim of all IB programmes is to develop internationally minded people who, recognizing their common humanity and shared guardianship of the planet, help to create a better and more peaceful world.



Service Learning

- Small actions can have a BIG impact.
- YOUR actions can change the world!
- So how will YOU help to make the world a better, more peaceful place?

7 Service Learning Outcomes



Become more aware
of your own
strengths and areas
of growth



Undertake
challenges that
develop new skills



Discuss, evaluate and
plan student-initiated
activities



Persevere in action



Work collaboratively
with others



Develop
international-
mindedness through
global engagement,
multilingualism and
intercultural
understanding



Consider the ethical
implications of your
actions

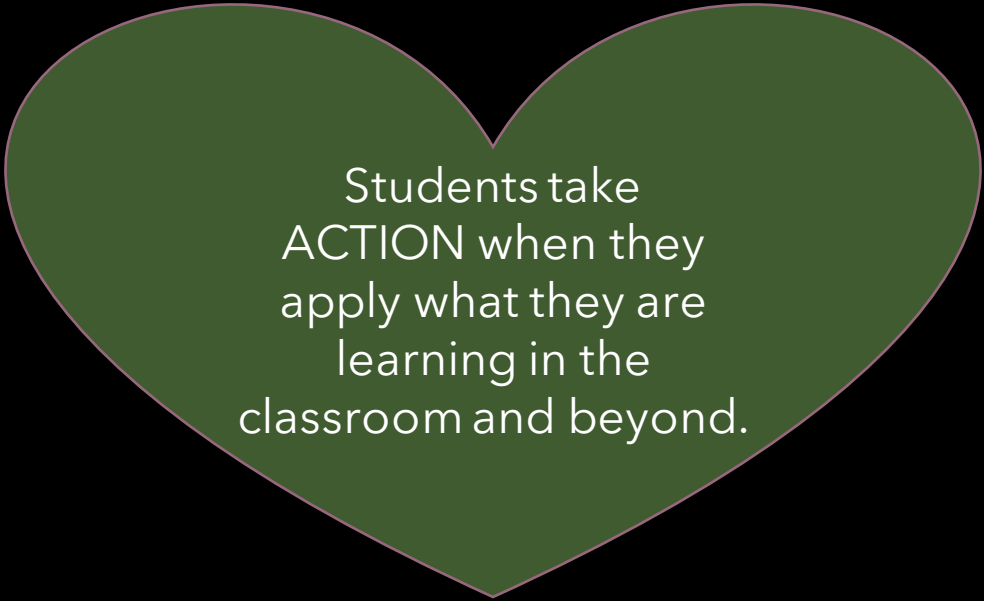
During every service as action activity, you will focus on strengthening at least 1 of these learning outcomes!



Reflection

- Throughout and after the activity, you will reflect on your experience!
 - What am I learning?
 - What went well?
 - How am I challenging myself?
 - What was difficult?
 - To what extent did I make a difference?
 - What else could I do?

Types of Service



Students take ACTION when they apply what they are learning in the classroom and beyond.

Direct Service

- You interact directly with people, animals or the environment you want to help

Indirect Service

- Your actions will benefit people, animals or the environment, but you do not interact with them directly

Advocacy

- You promote awareness and understanding of a cause or concern to promote action on an issue of public interest

Research

- You collect information through varied sources, analyze data and report on a topic of importance in order to influence policy or practice



Ideas for Service

- Apply your learning during or at the end of a unit
- Participate in an activity organized by Walker, grade level team, club or sports team
- You can plan and implement service as action activities inspired by your own interests and abilities

Examples of Service at Walker



- Walker Wolf Camp group/teacher assistant
- Walker Campus Clean Ups
- Jingle Bell Run for Arthritis Team
- New Family Tour Group Leader

A photograph of a city skyline at dusk, with several tall buildings and a body of water in the foreground. The sky is filled with dramatic, dark clouds, and the city lights are beginning to glow. The buildings and the sky are reflected in the calm water, creating a symmetrical effect. The overall mood is serene and contemplative.

Examples of Service in our Community

- Serving others with your family : Metropolitan Ministries, Feeding Tampa Bay
- Tutoring a family friend or neighbor without accepting money or anything in return
- Babysitting or working for free in a nursery at a church, mosque, synagogue, or temple
- Volunteering in a hospital, daycare, assisted living facility, or animal shelter without accepting pay.
- When in doubt about a service activity, ask a teacher or your IB Coordinator, Mrs. Corder
josephine.corder@hcps.net

Walker Service Hour Expectations

- Year 1: Five (5) Hours of Service * NJHS Members must complete Ten (10) hours
- Year 2: Eight (8) hours of Service * NJHS Members must complete Ten (10) hours
- Year 3: Ten (10) hours of Service + Community Service Project

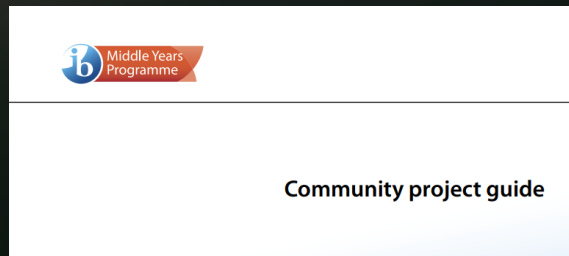
Complete the Service As Action Reflection

Year 3 Community Service Project: Guided through Year 3 Design



Year 3 Community Project

- This is an IB MYP requirement for all Year 3 students
- Your Year 3 Design teacher will introduce the project at the beginning of your semester "Critical Thinking" IB Design Course.
 - Students are expected to spend approximately 15 hours on their MYP community project. This time includes:
 - meeting with supervisors, independent learning through research, planning, development and completion of the project, reporting of the project





The World is
Waiting for
YOU to be
the Change!