





WORKSHOPS E-SL

The third part of the international conference "Transformative Learning through Service: A European Perspective on e-Service Learning" in Katowice was devoted to e-SL workshops. Here is an outline of the issues discussed:

Irene Culcasi (Lumsa University, Roma, Italy), "How to Design Service-Learning Projects?"

The workshop guided faculty and students in designing Service-Learning projects. The itinerary Service-Learning design was presented, and participants worked in groups to create a project based on cases provided to them. Participants were given working materials and a project design sheet that included: learning outcomes, problem identification, activities, resources, assessment strategies, and possible difficulties to overcome.





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Quarterly



BUILDING EFFECTIVE PARTNERSHIPS IN SERVICE LEARNING AND E-SERVICE LEARNING PROJECTS Jana Javorcikova & Petra Strnadova (Matej Bel University in Banská Bystrica, Slovakia)

This interactive workshop delved into the complexities of forming and sustaining partnerships in Service Learning (SL) and e-Service Learning (e-SL) projects. Participants explored the essential characteristics that define successful community partnerships and collaboratively identified the challenges and barriers that often arise, particularly in online environments. Through guided discussions and group activities, the workshop focused on both the ideals and realities of partnership building, recognizing that while strong partnerships are the goal, they can be difficult to achieve in practice. Participants worked together in small groups to brainstorm and propose strategies for overcoming these obstacles, fostering a deeper understanding of how to navigate and strengthen these critical relationships in SL and e-SL contexts. This workshop was ideal for educators, project coordinators, and community organizers involved in service-based learning.







CREATIVITY, COMMUNICATION, AND COOPERATION AS A BASE FOR SOLVING PROBLEMS PROCESS **Magdalena** Christ (University of Silesia in Katowice, Poland)

An important area of the university's activities was social engagement. It was implemented, for example, through servicelearning projects or initiatives using the design thinking method. To identify and effectively solve diagnosed problems, fundamental skills such as creativity, communication, cooperation, and critical thinking were essential for teamwork. During the workshop, participants engaged in several exercises aimed at developing these skills for use in working with students. They developed the ability to think visually, experienced the Marshmallow Challenge, and completed the "Ready! Set! Design!" task. This creative, fun, and useful experience proved invaluable for building effective design teams.



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