



# 2017-2018

# INTERCULTURALISM & GLOBAL EXPLORATION

## Student Guide

Welcome to Our Global Learning Course!

This Student Guide includes details about course requirements, activities, and expectations. Because of the unique design of the course, we recommend you review the information on the following pages before you access the course on Schoology and begin the course.



### **PDHU 480D:**

Interculturalism &  
Global Exploration  
(3 Credits)

### **Course Start Date:**

Approximately 2+  
Weeks Prior To  
Your EF Tour  
Departure

### **Course End Date:**

30 Days After Your  
EF Tour  
EF Tour

### **Course Registration:**

[eftours.com/snhustudent](http://eftours.com/snhustudent)

### **Online Course Access (Using Schoology):**

Information Will Be  
Sent via Email  
Approximately 2  
Weeks Prior to EF  
Tour Departure

### **SNHU FIELD-BASED PROGRAMS IN EDUCATION**

Program Contact:  
[efcredit@snhuvt.org](mailto:efcredit@snhuvt.org)

Instructor Contact:  
See Schoology



## **Welcome to PDHU 480D: Interculturalism & Global Exploration**

This course promotes and develops global awareness, perspectives, and connectedness to increase your overall global competence. Throughout the course you'll complete experiential activities that help you explore your EF tour destinations, challenge your own assumptions, and discover connections between people, places, and cultures. The course's interdisciplinary structure lets you investigate topics related to business, education, government and political science, and many physical and social sciences.

This course is available only to students traveling with EF Educational Tours or EF Explore America, and includes a series of course activities as well as a final project.

First, you choose which course activities you want to complete as you:

- Evaluate your own views of other parts of the world and discover connections across cultures and continents.
- Explore how your daily life is similar to and different from the daily life of others.
- Gain a deeper understanding of your relationships, influence, and potential in an interdependent global society.
- And more!

The final project is a platform for you to decide and explain what you are inspired to do as a result of your travel experiences.

Overall, this course invites you to think about your travel opportunities not only as a sightseer, but also as a learner. It will help you learn more about your tour destinations, consider how interconnected our world has become, and translate what you learn into meaningful actions inspired by your tour experience.

## **Expectations of Students**

All course participants need to:

- Access the course Schoology site when you get the access information via email (the course becomes available approximately 30 days prior to your tour departure date).
- Read and understand how the course works and how you can be successful in the course
- Direct your own learning and choose the course activities you will complete
- Complete the course activities you choose, before, during, and/or after your tour
- Post or share your activity to Schoology as you go so that your Academic Mentor can support your progress (In the Schoology course site, each activity has instructions on how you must submit or post your work to earn points)
- Monitor your own learning and Course Score to make sure you are on track
- Send a message through Schoology to your course instructors and Academic Mentors when you would like some additional support or if you have a question

## **How the Course Works**

There are two types of assignments for you to complete in this course: Interest Activities and an Inspired Project.

### ***Interest Activities***

Inspired Activities are unique, experiential activities that let you explore your EF tour destinations and discover connections across people, places, and cultures. Each activity type is worth a certain number of Experience Points (XP), and you choose which activities you want to complete. Each time you successfully complete an activity, the XP are added to your Course Score.

*In total, you can earn a maximum of 600 XP by completing Interest Activities.*

Here is a sample of an Interest Activity, called “Stories about Global Connections”:

1. Search for news stories that show how the destinations on your EF tour are connected to another part of the world. For example, a news story about how companies in London and Tokyo are working together on a technology project.
2. Share this story with other students via Schoology, with a paragraph description of why you thought it was an interesting, what it makes you think about, and how it connects to other things you have learned about the region or the topic.
3. Your Academic Mentor reviews your submission to confirm that you fulfilled the requirements of the activity. If you did, points are added to your Course Score.
4. Repeat this process as many times as you like until you reach the maximum XP allowed for the “Stories about Global Connections” activity.

While you may choose to do every Interest Activity available, this is not required. You choose which Interest Activities to do. You also get to decide if you want to repeat a specific Interest Activity until you reach the maximum XP for that activity.

## ***Inspired Project***

To successfully complete the course, you must choose to complete one of three different types of Inspired Projects after your EF tour. There is more detail about these projects in the Schoology course, but here is a brief summary of each.

Inspired to Share projects invite you to create something to share your learning and experience with others. It could be a presentation, video, scrapbook, essay, or something else. Anything that you create that will help others understand what you learned as a result of the Interest Activities and your EF tour could be a successful Inspired to Share project.

Inspired to Change projects are more focused on how you have changed as a result of your tour and what you can do to keep learning more about the world. What is different about you after your tour, and how will you act differently as a result? How will you continue learning about connections between places, people, and cultures? How is your view of the world different than it was before your tour? Like the other project types, you get to decide if you write a paper, make a video, create a presentation, or do something else to showcase how you have been Inspired to Change.

Inspired to Activate projects focus on how you will take action based on your EF tour experiences and this course. That might mean starting a new school club, organizing cross-cultural discussions in your community, organizing a local volunteer effort, or something else. However your tour inspired you, this type of project is about using that inspiration to engage others for a purpose. Depending on how big the project that you decide to do is, you could (1) do the project and share what you accomplished or (2) create and share a very detailed plan for what you are going to do.

Scoring for all Inspired Projects is based on a rubric available in Schoology. Your instructor will use the rubric to determine if your project “Exceeds Expectations,” “Meets Expectations,” “Nears Expectations,” or “Needs Improvement.”

Instead of earning points like you do in the Interest Activities, Inspired Projects earn you a multiplier to be applied to the points earned through Interest Activities:

- “Exceeds Expectations” = 2.5X multiplier
- “Meets Expectations” = 2X multiplier
- “Nears Expectations” = 1.5X multiplier
- “Needs Improvement” = no multiplier

If your project is determined to need improvement, you will have an opportunity to make changes to your project and improve it.

## Evaluation

Your Academic Mentor will make sure you have successfully completed individual Interest Activities once you submit your work in Schoology. If you have, XP will be added to your score. You should submit each Interest Activity as you complete it and verify that you have earned XP. After you submit your Inspired Project in Schoology, your course instructor will assess it using the relevant rubric.

As described above, you will earn XP when you successfully complete an Interest Activity and you will earn one multiplier when you successfully complete your Inspired Project after your EF tour.

Your Course Score is the amount of XP you have earned multiplied by your Inspired Project Multiplier. You will earn badges as you accumulate points and your final Grade is based on your Course Score, as shown in the table below:

Level	Course Score	Grade	Course Badge Earned
23	1500		Universal Scholar
22	1002+	A	Global Advocate
21	930-1001	A	Intercultural Champion
20	900+	A-	Border Buster
19	870+	B+	Globalist
18	830+	B	Pioneer
17	800+	B-	Polymath
16	770+	C+	Ambassador
15	730+	C	Diplomat
14	700+	C-	Emissary
13	670+	D+	Globetrotter
12	640+	D	Pathfinder
11	601+	D	Explorer
10	600		Traveler
9	450+		Relator
8	360+		Connector
7	280+		Adventurer
6	210+		Excursionist
5	150+		Day-tripper
4	100+		Wanderer
3	60+		Wonderer
2	30+		Observer
1	10+		Passenger
0	0+		Human

$$\text{Interest Activities XP} \times \text{Inspired Project Multiplier} = \text{Your Score}$$

Examples:

$$440 \text{ XP} \times 2.5\text{X Multiplier} = 1100 \rightarrow \text{Course Grade} = \text{A}$$

$$550 \text{ XP} \times 2\text{X Multiplier} = 1100 \rightarrow \text{Course Grade} = \text{A}$$

$$401 \text{ XP} \times 1.5\text{X Multiplier} = 601 \rightarrow \text{Course Grade} = \text{D}$$