ELEMENTARY EDUCATION AND SPECIAL EDUCATION, BSE

WISCONSIN EXPERIENCE

THE WISCONSIN EXPERIENCE

UW–Madison’s vision for the total student experience, the Wisconsin Experience (https://wisconsinexperience.wisc.edu/about/), combines learning in and out of the classroom. Tied to the Wisconsin Idea (https://www.wisc.edu/wisconsin-idea/) and steeped in long-standing institutional values—the commitment to the truth, shared participation in decision-making, and service to local and global communities—the Wisconsin Experience describes how students develop and integrate these core values across their educational experience.

UW–Madison encourages students to mindfully engage in four core concepts throughout their time on campus: Empathy & Humility, Relentless Curiosity, Intellectual Confidence, and Purposeful Action (https://wisconsinexperience.wisc.edu/intellectual-confidence/).

Since its inception the School of Education has embraced the concepts of the Wisconsin Experience, providing opportunities for students to learn in venues beyond the traditional classroom. Our students also independently seek out related activities and experiences, thus creating their own unique Wisconsin Experience.

ELEMENTARY EDUCATION AND SPECIAL EDUCATION (EESE) AND THE WISCONSIN EXPERIENCE

COMMUNITY-BASED LEARNING

RP & SE 300 Individuals with Disabilities includes a field-based experience where students engage in work that directly or indirectly supports a person with a disability. Hundreds of student each year are placed in a wide variety of placement sites (https://docs.google.com/document/d/1gXUnpcFCgJdWTXvYLFRTQfCE4sIpsYThzK5oCM/edit?usp=sharing) in the Madison area. This experience allows students to gain first-hand knowledge of the contributions of, and services provided to, individuals with disabilities within the community.

GUEST SPEAKERS

RP & SE 300 also brings the community into the classroom. A number of guest speakers from the community provide insight regarding the range of experiences people with disabilities have while conducting their daily lives. Students also learn about the variety of community organizations engaged in the support of, and advocacy for, people with disabilities.

FIELD EXPERIENCES

Students in the EESE program have multiple field experiences in K-12 schools, culminating in a full-time student teaching experience following the semester of the cooperating school.

PARTNERING WITH COMMUNITY ORGANIZATIONS

The EESE team partners with area communities to assist with food delivery to families. Students volunteer with organizations such as Special Olympics, Camp Kesem, and Girls on the Run, a program designed to inspire girls of all abilities to embrace their inner strength and to build healthy social, emotional, and physical skills.

GETTING TO KNOW THE COMMUNITY

A Community Based Asset Mapping exercise asks students to explore the strengths and assets of the communities in which their field placement school resides. Time is spent in and around the attendance area of their schools to develop an understanding of the places, people, spaces, and experiences that influence their pupils and consequently are brought to school. Students are encouraged to venture outside the classroom and get to know the families and communities of their pupils by attending a community activity such as a worship service or a community potluck.

FIELD TRIPS

While completing field experiences, students enjoy trips to places in the Madison community, such as the Madison Children’s Museum, Madison Public Library’s Play Lab, Allen Botanical Gardens, Centro Hispano and the Madison Literacy Network.

STUDY ABROAD

Our students are encouraged to explore cultures other than their own by studying abroad. If a semester or year-long program isn’t possible, the School of Education has recently developed some exciting new study abroad opportunities where a single class is taken in the summer.

CLUBS AND ORGANIZATIONS

EESE students have multiple opportunities to participate in related campus organizations such as Aspiring Educators of Wisconsin and Game Design and Development.