MONTGOMERY COUNTY PUBLIC SCHOOLS

Student Service Learning Guidelines for Fine Arts

There is a difference between *class participation* and opportunities that qualify for Student Service Learning (SSL). SSL is a Maryland State Department of Education (MSDE) graduation requirement governed by State and local guidelines. The following are key for school staff members to consider when awarding SSL hours:

- SSL opportunities must address and/or serve issues and populations beyond the set expectations and requirements of the class itself
- SSL opportunities must serve the wider public (generally an underserved population: poor, elderly, infirmed, disabled, at-risk youth, etc)

Examples of key points:

- Students <u>may not</u> earn SSL hours for time spent rehearsing, practicing, or preparing work for a performance/event, as that time does not directly serve the community but rather supports the individual student's skill development.
- Students <u>may not</u> earn SSL hours for participation in required performances/events for which they receive a grade and/or credit for a course.
- Students **may not** earn SSL hours for performances at co-curricular/extracurricular events that only serve the immediate school community (such as drama productions or athletic band performances at a school sporting event).
- Students **may** earn SSL hours for curricular/co-curricular/extracurricular community-based performances or artistic showcases that serve a wider community need and are nonprofit in nature.
- Students <u>may</u> earn SSL hours for using their time and talent to perform or showcase their work at a nonprofit-hosted, community-based event. MCPS and MCPS affiliates (PTSA, Board of Education, etc) are nonprofit organizations.
- Students **may** earn SSL hours for performances/events intended to raise funds for a community-based cause/need or for a local nonprofit organization.
- Students **may** earn SSL hours for performances/events intended to raise awareness or advocate for a community-based cause or need.