

Remote Learning Opportunities for Bachelor of Social Work (BSW) Practicum Students

Students who are required to complete part or all of their learning during practicum remotely can remain engaged in the work of their agencies by supporting research (formal or informal), resource development, community education, and knowledge translation.

Examples of this include:

- Developing resources for people who access services and/or communities that focus on the psychosocial impacts of COVID-19 (handouts, infographics, presentations)
- Translating and adapting COVID-related information into plain or clear language, visual formats, etc. to improve readability and accessibility of information
- Creating “explainer” videos, handouts, infographics, or other resources on topics relating to the agency’s area of focus, communities served, etc.
- Curating and/or creating content for agency social media channels, blog/website, newsletter, etc. and posting content (as appropriate)
- Researching and/or implementing creative program and support approaches that allow agencies to expand reach to individuals and communities during the pandemic
- Researching policies, procedures, and leading/wise practices that have emerged during the pandemic and synthesizing these for sharing with agency colleagues

Additional learning activities to supplement student hours may be needed. These activities are typically in the area of continuing professional education (CPE). If students are looking for CPE opportunities, here are some suggestions to get them started:

- [Indigenous Cultural Safety Collaborative](#) webinars
- [Saskatchewan Association of Social Workers](#) and [Canadian Association of Social Workers](#) webinars
- Child & Youth Mental Health [Clinician’s Corner](#) webinars
- Red Cross [Psychological First Aid](#) course

If you have questions about remote learning during BSW practicum, please feel free to contact your student’s Field Liaison or the BSW Field Education Coordinator, Erin Beckwell, at erin.beckwell@uregina.ca