

COVID-19 Risk Management Protocols for U.S. Based World Learning Youth Programs

World Learning has implemented the following health and safety protocols with the goal of reducing COVID-19 infection and the spread of the virus from one location to another. To achieve this goal, World Learning adheres to both home country entry regulations and Centers for Disease Control (CDC) recommendations for mitigating the spread of COVID-19.

Vaccinations

Based on evolving conditions including higher vaccination rates, increased protection with many individuals from previous infections, lower rates of serious illness associated with positive cases, and the removal of vaccine mandates in most program locations, World Learning will no longer require vaccination to participate on programs.

While vaccination will no longer be required, World Learning continues to encourage all participants to be up to date with their vaccinations against COVID-19 prior to their program per <u>CDC recommendations</u>.

Masks

The CDC recommends wearing a well-fitted mask to help prevent severe illness and reduce the potential for strain on healthcare systems. World Learning requires all participants, regardless of vaccination status, to wear a mask anywhere required by host-country laws or in locations where World Learning staff and partners on the ground determine it is necessary to mask based on conditions at the time.

Tests

The following testing guidelines are based on CDC recommendations.

Before Travel to the United States

World Learning encourages all participants to <u>obtain a viral test</u> as close to the time of departure as possible, and no more than three days prior to travel. Participants who test positive should follow <u>CDC</u> <u>guidelines</u>.

Upon Arrival to the United States

COVID testing of participants after arrival to the United States is no longer required.

Positive Test or Symptomatic

If a person tests positive and/or is experiencing symptoms consistent with COVID-19, World Learning will follow <u>CDC guidelines.</u>