

Extension

Making 4-H.Meetings





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Indiana 4-H Youth Development

Mission

• The Indiana 4-H Youth Development mission is to provide real-life educational opportunities that develop young people who positively impact their community and world.

Vision

• Indiana 4-H Youth Development strives to be the premier, community-based program empowering young people to reach their full potential.





Purpose of 4-H Meetings

- Keep the Extension Office happy
- Help members with manual activities
- Teach members technical skills related to the project
- Use 4-H projects to teach life skills
- Provide opportunities to develop leadership and citizenship skills
- Education is our primary mission







Essential Elements of Youth Development

- Independence
- Belonging
- Generosity
- Mastery





Preparing For Meetings

- Schedule through Extension Office
- Advertise
- Review resources
- Involve officers or youth in the planning process
- Prepare a mixer

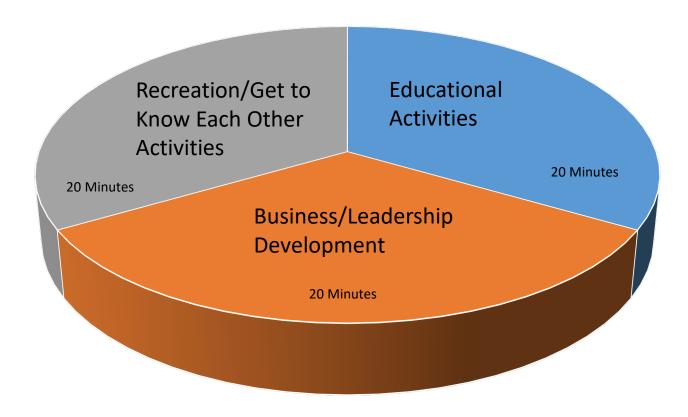
- Select 4-H manual activities, guest speaker, own activities
- Use a variety of activities, everyone learns differently
- Obtain supplies
- Practice, practice, practice







Typical 4-H Meeting









Grade Appropriate Activities

- Which will be most effective?
 - Activities for everyone
 - Activities for grades 3-5, 6-8, 9-12
- Ages & Stages of Youth Development





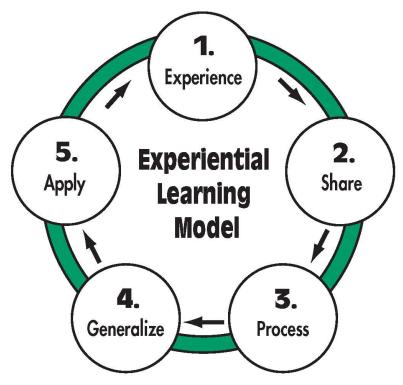
Grade Appropriate Activities Meet Youth Needs

- Social
- Physical
- Emotional
- Intellectual
- Why is it important to understand the developmental stages of youth?





Experiential Learning Model



Pfeiffer, J.W., & Jones, J.E., "Reference Guide to Handbooks and Annuals" © 1983 John Wiley & Sons, Inc.
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EXPERIENCE the activity; do it

- Begin with a concrete experience that:
 - Can be individual or group experience, but involves doing.
 - Most likely will be unfamiliar to learner or first-time activity
 - Pushes learning beyond previous performance levels
 - May be uncomfortable to learner
 - Includes the risk of failure





SHARE reactions and observations publicly

- Get participants to talk about experience
- Share reactions and observations
- Discuss feelings generated by the experience
- Let the group (or individual) talk freely and acknowledge ideas generated





PROCESS by analyzing and reflecting upon what happened

- Discuss how the experience was carried out
- Discuss how themes, problems, and issues are brought out by the experience
- Discuss how specific problems or issues were addressed
- Discuss personal experiences of members
- Encourage the group to look for recurring themes





GENERALIZE note what was learned and connect to real life

- Find general trends or common truths in the experience
- Identify "real life" principles that surfaced
- Identify key items that were learned
- List key terms that capture the learning





APPLY what was learned to similar or different situations

- Discuss how new learning can be applied to other situations
- Discuss how issues raised can be useful in the future
- Discuss how more effective behaviors can develop from new learning
- Help each individual feel a sense of ownership for what is learned







Experiential Learning Model Short Version

- Do the activity
- Reflect on what happened or didn't happen
- Apply what was learned





Paper Airplane

- Make a paper airplane
- There will be a contest to see who's airplane flies the farthest
- Do
- Reflect
- Apply





Apple Judging

- Place the apples from best to worst and record your answer on the judging card.
- Explain your rationale using the outline provided.
- Do
- Reflect
- Apply



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Nickers, Snorts & Whinnies

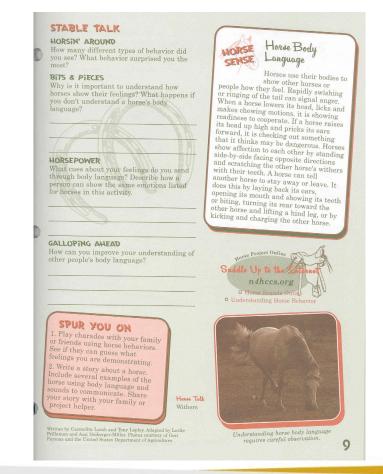




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Reflecting and Applying

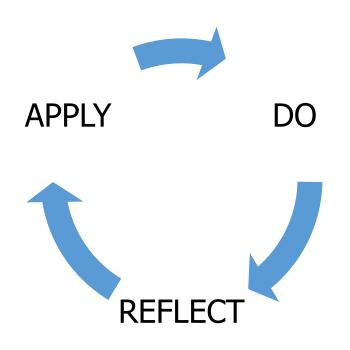






Putting This Knowledge to Work

- Life skills development using 4-H as the tool
- Utilize the Experiential Learning model for most activities
- Use grade appropriate activities
- Incorporate in 4-H meetings
- Be creative and have fun!









Summary

- Plan ahead
- How will your meetings and experiences meet the needs of youth
- Use a variety of activities
- Use grade appropriate activities
- Doing the activity is easy, processing and applying take extra effort but are critical
- Review & evaluate





Learning Can Be Fun!