**“Unit 2 Quiz KEY: Learning in 4-H”**

Indiana 4-H Volunteer Orientation series

Outline of Unit 2, along with quiz questions for each objective:

**Introduction: Slide 1**

No questions

**Objective 1: Essential Elements of Positive Youth Development (Slide 2)**

1. The Essential Elements of Positive Youth Development include which of the following?
2. Belonging
3. Mastery
4. Independence
5. Generosity
6. All of the above

The correct answer is All of the above (E). The Essential Elements provide opportunities for youth to feel like they belong, master skills, think independently, and practice generosity.

1. Independence is defined as:
2. Connecting youth to peers and adults
3. Learning skills in a non-threatening atmosphere
4. Enabling youth to make decisions that affect their lives
5. Encouraging youth to give back to their communities

The correct answer is (C): Independence enables youth to make decisions that affect their lives.

1. When youth give back to their communities, they are practicing the Essential Element of Generosity.
2. True
3. False

The correct answer is True (A). 4-H members are encouraged to help others in their local communities.

**Objective 2: Learning in 4-H (Slides 3-5)**

1. Each youth learns in basically the same way.
2. True
3. False

The correct answer is False (B). Each young person learns in slightly different ways, using different methods. Some prefer to read the information; some like to observe others doing a task; some need to experience the activity hands-on before they fully understand.

1. 4-H Youth Development Programs would best be classified as which type of education.
2. Formal
3. Informal
4. Non-formal

The correct answer is Non-formal (C). 4-H programs provide intentional learning opportunities for youth outside of the formal school setting.

1. A goal of 4-H programming is to enable youth to…
2. Develop new skills and positive attitudes
3. Develop and use creative talents
4. Practice skills they will use throughout their lifetime
5. All of the above

The correct answer is All of the above (D). 4-H Youth Development programming strives to enable 4-H members to achieve each of these goals through their 4-H experiences.

**Objective 3: Experiential Learning (Slides 6-7)**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the first step of the Experiential Learning Model.
2. Experience
3. Share
4. Generalize
5. Apply

The correct answer is Experience (A). When 4-H members “experience” an activity, they are provided with a hands-on opportunity.

1. When 4-H members are asked to Generalize their learning, they…
2. Experience the activity.
3. Share what happened in the activity.
4. Analyze and reflect on what happened.
5. Connect new knowledge to real life.

The correct answer is (D), connect new knowledge to real life. In the “Generalize” stage of the Experiential Learning Model, members are asked to think about what they learned and how it relates to other aspects of their lives.

1. A benefit of incorporating the Experiential Learning Model is...
2. Members can self-direct their learning.
3. Volunteers can more easily share their knowledge and experiences with the members.
4. It takes less time to complete the learning experience.
5. No advance preparation is required of the volunteers.

The correct answer is (A), members can self-direct their learning. This self-directed learning provides the members a chance to be independent learners as they master the content shared. The adult volunteer is able to support the member’s learning, but does not direct it. This type of learning will likely take more time and does require advance preparation on the part of the volunteers, but in the end it will be more effective for the members.