PURDUE UNIVERSITY

PURDUE EXTENSION

Independence through Projects
Fact Sheet

Project Activity Lesson Plans

Designed to help members develop real-life skills in independence.

4-H Science, Engineering, and Technology (SET)

- Builds on 4-H Youth Development Program's connection to land grant research and resources to strengthen youth's educational abilities and career interests in science, engineering, and technology.
- Goal is to prepare one million new young people to excel in science, engineering, and technology by 2013.

Age-Appropriate Activities

- Grades K-4: ask questions about environment; plan and conduct simple investigations; use data to construct reasonable explanations.
- Grades 5-8: identify questions answered through scientific investigation; design and conduct scientific investigations; think critically and logically to make relationships between evidence and explanations.
- Grades 9-12: answer questions through scientific investigation; design and conduct scientific investigations; formulate and revise scientific explanations and models using logic and evidence.

Related Efforts

- STEM – Science, Technology, Engineering, and Mathematics
- STEAM – Science, Technology, Engineering, Agriculture, and Mathematics

Experiential Learning Model

- Method to encourage hands-on learning and application of learning to real-life experiences
- Steps include:
    1. Experience the activity.
    2. Share reactions and observations.
    3. Process by analyzing and reflecting upon experience.
    4. Generalize what was learned and connect to real life.
    5. Apply what was learned to other situations.

VOLUNTEERIN
4-H Toolkit for Success