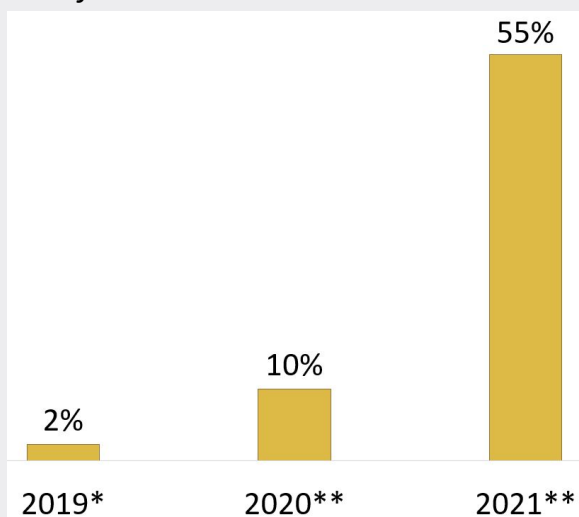


2021 Quarterly Report

January - March (Q1)



Percent of Q1 Sessions Delivered Via Technology



*Live technology only via single delivery

**Live or recorded technology with multiple delivery combinations

Learning Event Sessions

2,607

55.4% via technology

Learning Event Hours

3,070

Participants

106,789

Programs Associated With PK-12 Schools

937

Grants Awarded

\$342,031

Social Media Engagements

5,379

Facebook and Twitter accounts

External Partners

Non-Profit
Education
Government



2021 Quarterly Report

January - March (Q1)

Indiana 4-H Youth Development

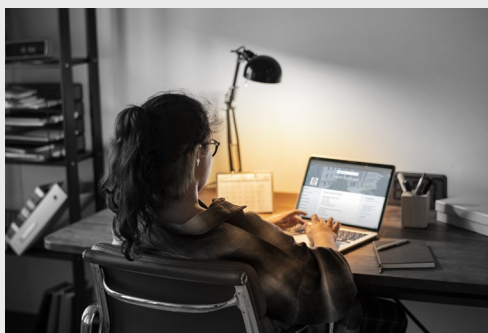


Photo: Purdue Extension

Youth in **World Changers 4-H Online Hackathon** designed technology programs to address real-world issues creating videos and screencasts, and designing apps. Prize winners produced a county mental health resource app for youth, and an app defining food deserts and showing users how to find places to volunteer.

Agriculture & Natural Resources

In **Weathering the Storm in Agriculture** and **Communicating with Farmers Under Stress**

over 1,550 participants increased knowledge of agricultural financial situations and confidence identifying stress signs. They learned to communicate with someone experiencing stress, recognize suicide warning signs, and where to send someone for help.



Community Development

Local governments had to quickly respond to COVID-19. The **On Local Government** team hosted virtual roundtables for sharing information, questions, and ideas. Focused on **Indiana's Back on Track** plan, participants shared challenges, lessons learned, current county needs, and the next big steps, to keep constituents healthy, safe and well informed.



Photo: Tamara Ogle

Health & Human Sciences



Get WalkIN' helped 700 Indiana adults increase exercise via weekly e-mails on overcoming barriers, self-efficacy, social support, and relapse prevention. At first, just 28% met physical activity guidelines, but this increased to 92% at the end. Participants reported being highly likely to continue using the information learned.