

Ohio State University Extension

MAUMEE VALLEY EERA

4-H VOLUNTEER IN-SERVICE

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4-H

Educational

Activities and Ideas

Presented by:

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4-H is a community of young people learning leadership citizenship and life skills. Conducting educational activities offer opportunities for **Mastery** includes building knowledge, skills, wisdom and attitudes, and then demonstrating their use. 4-H embraces the ideas of experiential learning. This is what we commonly call "Learning by Doing." It is hands on learning in areas that the kids choose. But to choose the kids must first have an idea of what they might like. At the beginning of the 4-H season, take a large sheet of paper and tape it to a wall. Then give sticky notes to your members and have **all members** write ideas and then place it on the large wall paper. This will give you a starting point. You can group the ideas into interest areas. What you have now is an "Interest Inventory." By having kids "do" and experience they get an insight into "careers" without it being a "Career Day."

The level of mastery depends on the ability or interests of the individual youth. It is a process that evolves, sometimes over a period of years, and is not a one-time experience. This element supports the 4-H concept of hands-on learning.

Look for:

- Members growing in projects that capture their interest.
- Eventually, they may assist or mentor other members in this area.
- An exhibit or presentation to demonstrate what they have learned.

Learning activities are your opportunity to explore the topics that interest your members in a club setting. Sometimes you can take an idea and tail it from one animal to another. Any idea for a dog can usually be explored with a cat or even a bird.

ACTIVITY: Supplies- EETs multiple instructor, Cover sheet x2, envelope, Large Post-It Tablet, small sticky notes, pencils, water color marker

On a large Post-It tablet "Parking Lot." Divide the paper into four quarters and label each quarter, Head, Heart, Hands, Health."

We are going to have each of you think of five things you would like to explore in 4-H. (Give 5 sticky notes and a pencil to each participant. Explain that we are going to simulate an Interest Inventory they might want to do within their clubs.) There is no right or wrong answer. You have five sticky notes. Write one idea on each note. When you are finished, bring them up to the chart paper and stick then on it. Put the notes into the boxes as they see appropriate. You have five minutes, "start now." Four minutes left. Three minutes left. Two minutes left, begin to stick them on the chart. One minute left. Time is up. Please be seated.

Go through each chart section and see what is reasonable or affordable.

Describe SMART Goals. The descriptions are readily available under any web search. Explain that the club should have goals to reach for or for kids to look forward to.

SMART: Specific, Measurable, Attainable, Realistic, Timely

If a sticky note is SMART then draw a happy face on it. If not, pull and put it on a pile and keep for future ideas. Do not throw away in front of kids.

Pick one idea have the kids agree on one idea from each "H." These will be your educational ideas for your club year.

Let's try a simple club activity.

Supplies you will need

A bag of 15 variety soup bean mix

Seed Sort Key from Acres of Adventure

Utilizing the lesson in Acres of Adventure the club members of all ages can work together in small groups to accomplish the following tasks.

1. Pour out the $\frac{1}{2}$ cup of beans on the map at the "Start Here" point.
2. Begin to sort all the beans according to the steps in the bean sorting map.
3. Count up the numbers of beans of each kind: green split pea, yellow split pea, garbanzo, lentil, black bean, pink bean, small red bean, cranberry bean, pinto bean, black-eyed pea, kidney bean.

As a group discuss

Which beans do you eat

What were some of the beans left out of the sort?

What other sorting rules could be created?

What other things could be sorted on a map?

How could you sort a basket of fruit, the members of your club, etc.

Launching into the Next Millennium: 4-H Achieves Liftoff!

Citizenship: Ohio County Names, State Slogans, Ohio Facts, Labels and Stereotypes

International: Major Food Exporters, Counties and Capitals, Cross-Cultural Understanding

Careers: Goal Setting and Values, Personal Values, Job Searching, Assertive vs. Aggressive Behavior

Communications: Ways of Communication, Non-Verbal Communication, Body Language, Public Speaking, Groups Discussions, Performing Skits, Show and Tell, Illustrated Talk, Photography Basics, About Myself, Evaluating News Stories, Conducting Interviews

Food and Nutrition: Are You a Couch Potato? Fitness Fun, Eating Healthy, Is a Tomato a Fruit or a Vegetable?, What should You Eat?

Field and Garden: Soil Shakes, Tree-erific Movement, Careers in Horticulture Parts of a Worm, Crops, Wheat, Trees, Leaves, Lawn Pests, Compost, Soil pH, Flowers, Plant Nutrients,

Engineering: Computers, ATV, Bicycles, First Aid, Rope, Lawn Care, Woodworking, Electricity, Tractors

Entomology and the Environment: Insects, Litter Walk, Diversity of Nature, Web of Life, Touch and Feel Hike, Outdoor Fun, Leaf Scavenger Hunt.

And many, many more.

This link has hundreds of ideas for educational animal related activities. Copy and paste link into your web browser and pick and choose from activities for beginner, intermediate and advanced educational activities in Beef, Cavy (Guinea Pigs), Dogs, Goats, Llamas and Alpacas, and Pocket Pets. The next page is a sample of what you will find.

<http://www.ohio4h.org/project-books-and-resources/learning-activity-ideas>

For all pocket pets

- Describe four characteristics of a rodent.
- Describe the function of a rodent's molar teeth.
- Contact a small animal veterinarian and ask him to talk to your 4-H club.
- Visit your local library and check out some books on pocket pets.
- Visit a pet shop to see what kinds of pocket pets they sell.
- Contact your county Extension professional to find out what the county rules are for your pocket pet project.
- Describe five things you and your family should consider before selecting a pocket pet.
- Describe five things you should consider when buying a pet.
- Describe how you should introduce a new pocket pet into your home.
- List four precautions you should follow to prevent getting Salmonella from your rodents.
- List three advantages and three disadvantages of interconnecting plastic tubular cages.
- Describe two advantages and two disadvantages to your pet's location in your house.
- Inspect a room in your house for hazards to your pet. List the hazards.
- Give a talk at your 4-H club meeting about selecting a location in your home for your pocket pet.
- Describe two types of suitable pet bedding and two types of unsuitable bedding, and explain why they are good or bad for your pet.
- Explain why hard plastic food bowls are not good to use for your pet's feed.
- Describe what a gravity flow water bottle is and how it works.
- Describe how to clean and disinfect a water bottle.
- Discuss the type of exercise wheel that is best for your pocket pet. Explain the pros and cons of that wheel-type for your pet.
- Draw a "blueprint" or floor plan of your pet's cage, including where the food, water bottle, and cage accessories are located. Explain why you chose this cage and its accessories.
- List five acceptable treats to give your pet in small quantities.
- Explain what might happen to your pet if given too many sunflower seeds. Look up the nutritive value of sunflower seeds and discuss what is in them that may cause obesity.
- Define circadian rhythm. Explain why it is important to know about this.

- List five signs of an unhealthy pet and discuss how you should proceed if your pet has one or more of these signs.
- Study the drawings on page 21 of your Pocket Pet Resource Handbook depicting how to sex rodents. Search the Internet for pictures of pocket pets where you can see their sexes, and list the age and sexes you found.
- Discuss three considerations before breeding a pocket pet.
- Learn how your small animal/pocket pet show is conducted in your county.
- Describe how to prepare your pocket pet for county show/judging.
- Identify six external parts of your pocket pet. Use your pet to show these parts to your project helper.
- Photograph your pet. Be creative. Show your pictures at a club meeting.

Gerbils

- Tell your project helper about the history of the gerbil.
- Describe three characteristics of a gerbil. Show these characteristics to your project helper.
- Review the Mongolian Gerbil Profile on page 28 of your Pocket Pets Resource Handbook. Learn 5 profile characteristics and tell your project helper about them.
- Show the two proper methods for handling a gerbil.
- Learn the proper method of sexing a gerbil.
- Tell your project helper the six points included in the show standards by which all show gerbils are judged.

Hamsters

- Tell your project helper about the history of the hamster.
- Describe three characteristics of a hamster. Show these characteristics to your project helper.
- Learn all of the parts of the hamster.
- Review the Syrian Hamster Profile on pages 35-37 of your Pocket Pets Resource Handbook. Learn five profile characteristics and tell your project helper about them.
- Describe the behavior of a Syrian hamster to your project helper.
- Show the four proper methods for handling a hamster.
- Describe four characteristics of a Syrian hamster.
- Describe four characteristics of a Dwarf Campbell's Russian hamster.
- Describe four characteristics of a Dwarf Winter White Russian hamster.
- Describe four characteristics of a Chinese hamster.
- Describe four characteristics of a Roborovski Hamster.
- Learn how to properly sex a hamster.
- Tell your project helper the six points included in judging pet hamsters in Ohio.

Mice

- Tell your project helper about the history of fancy mice.
- Describe three characteristics of fancy mice. Show these characteristics to your project helper.
- Review the Fancy Mouse Profile on page 46 of your Pocket Pets Resource Handbook. Learn five profile characteristics and tell your project helper about them.
- Show the three proper methods for handling a mouse.
- Learn the proper method of sexing a mouse.
- Name the seven varieties of mice that are recognized by the American Fancy Rat and Mouse Association standards.
- Tell your project helper the seven points included in the AFRMA Official Mouse standards of the ideal mouse by which all show mice are judged.

Rats

- Tell your project helper about the history of rats, including *Rattus rattus* and *Rattus norvegicus*.
- Describe three characteristics of rats. Show these characteristics to your project helper.
- Review the Domestic Rat Profile on page 55 of your Pocket Pets Resource Handbook. Learn five profile characteristics and tell your project helper about them.
- Show the two proper methods for handling a rat.

- Show the two proper methods for restraining a rat.
- Learn the proper method of sexing a rat.
- Describe to someone how to bathe a rat.
- Name the six varieties of rats that are recognized by the American Fancy Rat and Mouse Association standards.
- Tell your project helper the eight points included in the AFRMA Official Rat standards of the ideal rat by which all show rats are judged.

Are You Into It?

Do you want to learn about flight or space? It's all about the moving through air and space in this project. Whether you're flying kites, hot air balloons, airplanes, or rockets, or reaching for the stars with astronomy. Learn about our universe, galaxy, and what's beyond the Milky Way.

- Develop an interest and understanding of science, engineering and technology.
- Develop problem solving and logical reasoning skills.
- Improve communication and teamwork skills by working the way scientists and engineers do - in teams.
- Develop responsible attitudes about science and how science relates to the real world and people's lives.
- Gain experience in problem solving and decision-making using science process skills.
- Develop knowledge and skills related to Aerospace.

Starting Out Basic / Level 1

- Make paper airplanes
- Identify different types of aircraft
- Learn how weather affects flying
- Learn star constellations throughout the year ... and the stories that are told about them

Learning More Intermediate / Level 2

- Make and launch model rockets
- Learn the forces that act on a rocket and experiment with roll, pitch, and yaw
- Build a balloon shuttle
- Use your investigation skills to discover the principles of flight, rocketry, and astronomy
- Design your own experiment and enter your results in science and technology fairs

Expanding Horizons Advanced / Level 3

- Use engineering principles to design your own air- and space-crafts
- Construct an altitude tracker
- Learn pilot certification requirements
- Learn about airport issues in your county or across Iowa
- Learn the science behind science fiction

Are You Into It?

Woodworking is a valuable skill for a hobby, household repairs or even a career. Learn about types of wood, uses for various kinds of wood, how to make connections and joints, safety tips, common tools and project ideas from the very simple to impressive!

- Develop an understanding for fiber products of the forest.
- Develop skills in the selection and uses of various types of wood and wood products.
- Develop skills in the selection, care, and safe use of woodworking tools and machines.
- Learn about environmental protection and the wise use of natural resources.

Here's what you can do all year!

Starting Out Basic / Level 1

- Identify tools and needs for your work area
- Learn safety rules, tool safety settings and how to use safety gear
- Identify what different woods look and feel like

- Understand how to use a variety of hand tools
- Learn how to connect wood using glue and nails
- Finish wood projects by sanding and painting

Learning More Intermediate / Level 2

- Learn how to use the right hand tools
- Determine which woods are good for a product
- Learn to measure and cut angles
- Learn the importance of proper sanding and finish application

Expanding Horizons Advanced / Level 3

- Discover joining, clamping and connecting techniques
- Using stain to emphasize the grain of wood
- Understand difference between wood, laminates and veneers
- Correct and safe use of power tools
- Explore woodworking careers and entrepreneurial opportunities

Acres of Adventure 1

- All About Agriculture
- Fast Food Agriculture
- Mystery Agriculture
- Plant Detectives

RESOURCES

Launching into the Next Millennium: 4-H Achieves Liftoff!

<http://www.ohio4h.org/project-books-and-resources/learning-activity-ideas>

<http://drupal-01.exnet.iastate.edu/4h/projects/aerospace>

<http://drupal-01.exnet.iastate.edu/4h/projects/woodworking>

<http://www.ohio4h.org/project-books-and-resources/learning-activity-ideas>

Acres of Adventure Book 1, National 4-H Cooperative Curriculum

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