

The 4-H Motto

"Learn To Do By Doing."

The 4-H Pledge

I pledge

My **HEAD** to clearer thinking,
My **HEART** to greater loyalty,
My **HANDS** to larger service,
My **HEALTH** to better living,
For my club, my community and my country.



The 4-H Grace

(Tune of Auld Lang Syne)

We thank thee, Lord, for blessings great
On this, our own fair land.
Teach us to serve thee joyfully,
With head, heart, health and hand.

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INTRODUCTION

The Exploring 4-H Leader Guide

This guide has been created for leaders wishing to offer the Exploring 4-H Project in their club. It provides an overview of the project, information on the modules and the record book, and suggestions, advice etc. for completing this Exploring 4-H Project.

Objectives

The Exploring 4-H Project has been created for first or second year members that are uncertain about which project or projects they would like to pursue. It will provide a means by which 4-Hers can explore the different project options. Members will choose six to eight modules from a list of over forty-two. The modules will be identified under the headings Alternate Livestock, Environment, Horse, Leadership, Life Skills, Livestock, Small Animals, and Technology & Trade.

Guidelines

Members, along with project leaders, will select the Exploring 4-H Modules they wish to complete, based on the ability of the member and the resources available to the club. Resources available in the community may also play a part in the feasibility of completing certain modules. Although most modules are all-inclusive, we have suggested that guidance or assistance from a leader, senior member, parent or community member would be beneficial with some modules. It also may be helpful to do some on site observing. For example, members taking the sheep module may want to visit a sheep farm. You may want to consider this when selecting modules.

By breaking the year into 6 - 8 time periods, a program plan for the Exploring 4-H Project should be simple to create. Members will devote approximately one month of the 4-H year to each module. The time frame can be adjusted as the members and leaders become more familiar with each particular module, and members may spend more or less than one month per module.

To receive credit for the Exploring 4-H Project, members will select their modules at the beginning of the year and complete the Achievement Day Requirements as listed below.

Achievement Day Requirements

1. Completed record book.
2. Completed module booklets (6-8).
3. A project display.
 - Members will put items from each module together to create a display.
 - Completed activities and module items should be labeled and identified specific to the module.

Other display suggestions:

- Use a tablecloth or cover on your display table.
- A backboard to display flat items and provide a focal point, complete with Exploring 4-H Project title.
- Display items in a variety of positions – horizontal, vertical etc.
- Consider a theme. This may be a club theme, an achievement day theme, or a theme of the member's choice such as a color theme.

THE RECORD BOOK

The Record Book accompanies this Leader Guide and the Module Booklets. It is designed to record general information and module specific information and can be referred to throughout the year. Leaders should look through this guide and the individual modules with the members before having members start to complete the record book. This way both members and leaders will get a better understanding of the Exploring 4-H Project and what it entails.

Members will fill out the following pages:

ABOUT ME – Name, age, etc. of the member will be recorded here.

ABOUT MY CLUB – Basic information about the club will be recorded here.

ABOUT MY EXPLORING 4-H PROJECT – On this page members will record a start date for their project, a completion date (or Achievement Day date), a list of the modules they have chosen to explore, and a few sentences explaining why they joined 4-H and why they chose the Exploring 4-H Project.

EXPLORING 4-H MODULE APPROVAL FORM – This page will be completed by the member and presented to the club's General Leader and/or Project Leader. It asks members to choose six to eight modules to complete during the year. The leader will sign it and provide comments and suggestions to the member if necessary.

RECORD OF CLUB ACTIVITIES – All meetings, events, activities etc. that the club has during the year will be recorded here.

MODULE RECORDING FORMS – There are certain records members need to keep for each module. What they did in the module, how long it took, expenses etc., will all be recorded here.

WHAT DO YOU THINK? - Personal Module Evaluation – This is where the member will evaluate the module and the work they did in the module.

INVENTORY – Throughout the year members may need to purchase certain items to complete modules. The inventory list is a place to record all these items.

MY CLIPPING PAGE – Members will undoubtedly collect photos, newspaper clippings and other items that relate to activities, meetings etc., that members participate in during the year. This is the place to display these items.

STORY OF MY EXPLORING 4-H PROJECT – A story will unfold while completing modules. Members will find out which modules they like best and least. They will form opinions and learn skills. These are some of the things they may want to include in the ‘Story Of My Exploring 4-H Project.’

EXPLORING 4-H PROJECT EVALUATION FORMS - There are three evaluation forms included in the Exploring 4-H Record Book.

- **Member Evaluation** - Members will fill in this page to help them determine which modules they enjoyed most and would therefore like to pursue further.
- **Leader Evaluation** – This is simply a page where leaders can provide members with feedback on their work.
- **Resource Evaluation** – This evaluation is very important to the 4-H Branch. It will help to evaluate The Exploring 4-H Project and determine changes that may be necessary in the future.

The record book is part of the requirements for completing the 4-H year. Each member is encouraged to keep accurate, neat and complete records for all of the Exploring 4-H modules. Each member is encouraged to personalize the record book, as it is an excellent record of his/her 4-H year.

THE MODULES

The Module Booklets

Over forty modules to choose from.

Modules were created to encourage members to discover the project they would like to pursue (perhaps in their next 4-H year).

Each module is approximately a two to ten page comprehensive document. Leaders need to be flexible toward group interests and skills of members and leaders.

The modules are at a basic or introductory level.

As much as possible, the module includes all the information and activities necessary to complete it. Modules can be enhanced if you have project leaders, senior members or community members that have experience in that particular topic area.

Some modules may be completed at one session/meeting.

Others may suggest some pre or post work but completion will not exceed the suggested time period for the module. (one month per module)

To enable 4-Hers the opportunity to further their knowledge on a particular module, suggestions may be provided for additional work. This extra work may exceed the time period allowed for the module and therefore would not be required for completion of the module. The work would be done on the 4-Hers own time and be used if the 4-Her was very interested in the topic or desired more experience in that area.

Some modules are brand new creations. Some are units taken out of project books already created by the 4-H Branch. Other modules are written using a combination of new creation and portions of units already written. Some modules will use information available through other organizations, boards, companies etc.

Some modules focus on topics that would be an asset for single project club members to complete i.e. leadership, communication, judging etc.

These modules may be useful for members that would like more of a challenge or are interested in learning more about specific aspects of 4-H. Because the modules are 'all inclusive' a member could simply complete the module as is, and not necessarily need the Exploring 4-H Record Book (as these members would already be completing a record book for their main project). This could be done as an 'added interest project'. It would be something they would do to help them in another area. For instance, a beef club member might want to complete the Judging Module to assist them with their judging skills. A member of a Performing Arts club may want to complete the Communication Module to assist them with their communication skills.

Module Booklet Format

One topic will be covered in each module. Members select 6-8 modules. It is suggested that members keep their modules in one large binder. They can use duo-tangs to keep modules separate, but should put all the modules together in a binder at the end of the year.

OPENING - Catchy phrase, picture, statement.

WHAT WILL WE LEARN? – Explains purpose of module/what it will teach.

WHO CAN HELP? – Explains whether you can complete the module yourself, or if you need resource people to assist you. Suggestions are also provided on whom to ask for help.

WHAT DO YOU NEED? – Lists supplies and resources required to complete the module.

LET'S GET EDUCATED! – Provides all the information necessary to complete the module.

LET'S HAVE SOME FUN! – Activities and games.

SOLUTIONS – Answers to activities/games.

MORE! MORE! MORE! – Provides suggestions and perhaps a list of other resources for further work on this topic.

RESOURCES USED TO CREATE THIS MODULE – The resources that were used to create the module will be listed here.

Individual Module Outlines

Below is a list of modules with a short explanation beside each one. Hopefully this will provide enough information for members and leaders to choose the modules they wish to complete.

Alternate Livestock

- 1. Alberta 4-H Law** – In this module members will come up with three questions that a non-agricultural person may ask them. They will choose one or more of the questions, research the issue, and present their findings to the club.
- 2. Bison** – The bison project is a truly unique livestock project. There is a lot to learn about this magnificent animal and the role it played in our history. For this module members will focus on one very important aspect of raising bison, and that item is handling.

3. Llama – Members will be introduced to the llama, a South American member of the Camelid family. They will learn some interesting facts about llamas, which will help them to understand this creature a little better.

Environment

4. Environmental Farm Plan – Members will complete exercises that will help them understand what environmental farm planning is all about. They will map their own yard or a neighbor's yard to get them thinking about EFP's (Environmental Farm Plans).

5. Field Crops – There are many different varieties of field crops. Members will learn to identify these crops according to the seed they produce and/or by the plant as it grows.

6. Nest Boxes – Bird Feeders – Bird Feeders attract a variety of species of birds. This module will provide ideas for making bird feeders and provide an opportunity for members to observe the wide variety of birds these feeders attract.

7. Outdoorsman – Outdoor Survival – Being stranded outdoors would not be fun. In this module members will learn:

- Tips on how to survive if they get lost in a forested area
- How to prevent and treat hypothermia
- How to build a fire

8. Range And Pasture Management – Most livestock operations have both range and pasture land. Members will look at both range and pasture. They will look at the difference between the two and discover why they are valuable to livestock producers.

9. Wildlife Habitat – *Building A Terrarium* - Members will learn about the interaction of plants in their environment by building a terrarium.

Horse

10. Horse Grooming – Grooming is important in maintaining the health and happiness of a horse. Members will learn how to groom a horse and learn some basic safety rules when working a horse from the ground.

Leadership

11. Brainstorming - In this module, members will learn how to brainstorm, identify creative solutions to a problem and thereby gain participation of the whole group.

12. Meetings – Members selecting this module will prepare and facilitate two activities from the 4-H Fun Pack. These activities can be completed at a regular club meeting. This module allows members to explore leadership, and at the same time bring some fun back into the club's meetings.

Life Skills

13. Business Cent\$ - *Turning Lemons Into Lemonade* - It takes planning, dedication and patience to start your own business and be successful at it. Members will learn some basics on how to plan a successful business venture.

- 14. Clothing** – Have you ever wanted to be able to make your own clothes? Members will learn some sewing machine terminology and then create a pair of pyjama shorts or pants.
- 15. Communication** – Communication is a journey of personal growth and self-confidence. In this module members will complete some Public Speaking activities that will help them begin their journey.
- 16. Crafts** – We have provided directions to create a display board/plaque that members can use to record and display their accomplishments in 4-H.
- 17. Exchange – Keystrokes and Keypals** – Members will learn about another culture and community by exchanging emails with a child of their own age. Members will also learn some basic safety procedures when exchanging emails with a keypal.
- 18. Foods** – Are you hungry when you get home from school and would you like to be able to create a nutritious, delicious snack? Members will prepare two separate afternoon/afterschool snacks. Information on nutrition, making choices, preparation, cooking and eating is included.
- 19. Gardening – Pot of Pansies** - What does a garden need to survive? Members will learn the answer to this question and be able to demonstrate their knowledge by planting and caring for a pot of pansies.
- 20. Interior Design – Memory Board** - Members that select this module will be learning basic concepts in choosing colors and patterns in fabric. They will also be creating a memory board.
- 21. Judging** – Members will go through the steps needed to compare items or animals in a judging class. Using this information they will complete a 4-H Judging Card, placing four items, and giving reasons for each placing.
- 22. Performing Arts – Drama** - This module is designed to explore basic concepts of movement and interaction between actors. Members will complete activities that will enable them to improvise in response to fellow actors.
- 23. Scrapbooking** – We will give members some basic tips that will help them create their own scrapbook page. They will use photos and memorabilia that they collect throughout the 4-H year to create a title page for their Exploring 4-H Project.
- 24. Snowmobile – Snowmobile Safety** - Snowmobiles can be safe! Members will learn some basic rules for snowmobile safety. Specifically, they will learn to prepare properly for a snowmobile outing.
- 25. Visual Arts** – In this module members will learn basic visual art methods and techniques by creating a map of their community.

Livestock

- 26. Beef** - It takes 1 - 2 years to get beef to reach your table. In this module members will look at what happens along this road.
- 27. Dairy** – Members will learn about the “Amoozing Milk Machine” - The Dairy Cow.

- 28. Goat** – All goats are not the same, and can have different purposes. Goats can be categorized according to what they are used for - dairy, fleece, meat, pack or dual purpose. In this module members will find out the differences.
- 29. Sheep** – The newborn lamb is a cute and cuddly creature. In this module, members will learn about this fun loving animal.
- 30. Swine** – The pig is a very intelligent and remarkable animal. Members will learn a little about where and how pigs live, and some interesting facts about sows, boars and piglets.

Small Animal

- 31. Apiculture** – What types of bees make up a hive? Members will gather information and material on this topic and explore different ways of presenting it.
- 32. Canine – Basic Dog Training Tips and Techniques** - How can you work as a team with your dog? Members will learn basic dog training techniques - how to teach their dog basic commands and therefore how to work as a team.
- 33. Cat – Cats and Kittens** - Have you ever been with a mother cat when she gives birth to kittens? In this module members will learn:
- How to care for a pregnant cat
 - How to care for newborn kittens
- 34. Pet – How To Choose A Pet** - What is the best pet for you? Members will explore the benefits and drawbacks of certain pets. They will also explore how to choose an appropriate pet.
- 35. Poultry** – There is a lot more to a chicken than meets the eye. In this module, members will look at egg production and getting eggs from the “Hen To Your Home”. We have included some fun games and activities to test the member’s knowledge and to help them become ‘eggsperts’ on egg production.
- 36. Rabbit** – Rabbits make ideal 4-H project animals. They are interesting to watch and easy to handle. In this module, members will learn a little about the care of rabbits and about some of the different breeds. This will help members select the right type of rabbit if they decide to pursue this project further.

Technology and Trade

- 37. Computers** - This module uses some of the information provided by the Computer 1-2-3 Member Manual. Members will learn how to use graphic applications to create a project in MS Paint - on a Windows computer, or ClarisWorks or AppleWorks drawing and painting on a Macintosh computer.
- 38. Photography – Photography/Composition**
- Members will:

- Plan a picture considering the subject and background
- Simplify the picture to focus the subject

- 39. Small Engines – How Small Engines Work** – Members will learn to identify the basic parts of a small engine.
- 40. Welding** – Welding needs to be done under the supervision of an adult. Rather than completing a welding project, this module will introduce members to a few welding concepts and allow them to look at some welding projects.
- 41. Woodworking - Tool Caddy** - With the help of an adult, members will construct a tool caddy.
- 42. Veterinary Science** – Do you like animals and do you care about the welfare of these animals? If you answered “yes” to these questions, than Veterinary Sciences may be something you want to learn more about. In this module members will learn to identify the differences between species and breeds of animals.

GENERAL 4-H INFORMATION

Philosophy of 4-H

4-H is young people and adults learning project skills and life skills, co-operating and having fun together, sharing leadership, and learning to do by doing.

Why 4-H?

Today's youth belong to a rapidly changing society. They have access to knowledge through technology. They do not want to opt out – they want to be involved, accepted, valued, and heard. 4-H is an ideal opportunity for young people to increase knowledge, express themselves, and to learn personal and life skills.

What Are The Goals Of 4-H?

Knowledge: 4-H provides members with learning experiences tailored to the needs and interests of each individual. The project exposes the members to the latest scientific and technical information. Skills develop as members work more and more with their project.

Leadership: Opportunities for learning leadership skills are found in every phase of 4-H. Each situation requires that the member analyze facts, discuss alternatives, and make decisions. One 4-H member said, "I have learned to be a friendly leader – working for and with others".

Citizenship: 4-H club work encourages democratic decision-making and learning to respect the decisions of the group. It offers members the opportunity to have input into decisions, and to experience teamwork. It promotes loyalty to friends, ideas, and a program that has stood the test of time.

Personal Development: 4-H often provides members with their first real experience using their own initiative to complete projects and to serve the club and community. As personal and group goals are set and met, confidence grows and new situations are met with increased ease. Maturity is the result.

4-H is about acquiring knowledge and learning skills. It is an education in self-reliance by Learning To Do By Doing.

Expectations

As with all organizations, the expectations of those involved differs greatly. However, most members and parents don't have unrealistically high expectations. What's most important to the members is that they have fun. Parents know the importance of learning, and want their children to gain knowledge. If leaders and members can keep these two things in mind – fun and education, while completing the Exploring 4-H Project, they will have an exciting and rewarding year.

THE 4-H YEAR

Motivation

Many of us spend a great deal of time and energy trying to get ourselves and others to do things. We try to motivate ourselves to clean out the garage or shed, get the kids to do their homework or chores, and get 4-H members to fill out their record books. Motivation - something that must come from within each individual.

It is important to realize that what motivates you may not motivate your 4-H members. In fact, what motivates some of your 4-H members will not necessarily inspire all of them. As a leader, your challenge is to provide a variety of activities in your club programming to attract and retain all members. You probably know by now that some members really enjoy the project part of 4-H and take great pride in completing record books and showing well at achievement day. For some members, the highlights of 4-H are the social activities and opportunities to attend district, regional and provincial programs. Still others are motivated by the public speaking program, and some love the club projects that involve community service. Some members love to work in small groups while others do better on their own.

Leaders have to be very perceptive and understanding to uncover what motivates the members they work with, how this changes as the members change, and what will encourage them to participate and remain in the 4-H program. Clubs can customize their 4-H program to correspond to the needs of the members and leaders. It is not necessary or even desirable to do the same things meeting after meeting, year after year.

For kids, the greatest motivator of all is fun!! When you motivate members to learn using fun and creative techniques the rewards for members, parents, and leaders are endless. Members start to see that 4-H is fun – yes, even meetings can be fun. As a leader, you observe your members gaining knowledge and developing skills – such as communication, leadership, co-operation, taking initiative, coaching, group dynamics, team building, conflict resolution etc., etc., etc. The enthusiasm of your membership grows. Parents see their children's enjoyment and want to become more involved. You feel rewarded as a leader.

As you prepare plans for meetings or events that you intend to do with your club during the year be sure to leave time for fun and games. Use energizers, warm-up activities, icebreakers, closing activities and be sure when you are doing project work that you present it in as fun a way as possible. When writing the Exploring 4-H Modules, activities were included that would be fun and motivating. Please feel free to use the information provided to complete the module in any way that you think would be the most rewarding for your members. Be creative and imaginative in your planning.

Program Planning

In 4-H, the club goals, mission statement, activities and meetings are all considered to be a part of the program. The 4-H club program plan determines what the club is doing and when. It should also include who is responsible for each part of the program. The program plan should be developed at the beginning of the 4-H year.

When several people are involved in an organization, such as in a 4-H club, the program should be planned to meet the needs of all those involved.

Program planning helps:

- Share responsibilities.

- Ensure a balanced program of business, education (project and communications), recreation and community service.

- Give each member a specific job.

- Ensure ample preparation time.

- Avoid date conflicts.

- Provide for better communication.

Although each individual member may not have been involved in developing the plan, it is an important resource for members to have and should be kept in their 4-H binder for easy reference.

The success of the Exploring 4-H Project will largely depend on how your club organizes it. Program planning will be very important so that members doing the same modules can complete them at the same time. This will make the best use of resources and time. At the beginning of the year select modules, set up a time frame for each module, make a list of resource people for each topic and come up with a plan that can be followed throughout the year.

There are some great program planning ideas available to 4-H clubs. For this specific program planning information, refer to the Leaders' Information Manual and other resources available in the 4-H Club Supplies Catalogue. The Fun Pack contains a chapter devoted to Program Planning. For suggestions on other great program planning publications talk to your local 4-H Specialist.

Club Meetings

Multi project clubs function differently than single project clubs and clubs that offer the Exploring 4-H Project will function a little differently yet. A multi club meets as a whole for business, communications, recreation and community service activities. Each project group meets separately, to discuss and work on project requirements. Project meetings

can occur after the business meeting and recreation, or on another day. If some members are taking more than one project, then the project groups should meet on different days. The Exploring 4-H Project will work best if clubs use the ideas from multi-project clubs and adapt them to suit their own needs.

It is important that leaders work with members to select the modules they will complete. Although the modules contain virtually everything necessary to complete them, members will understand and enjoy them more if they work with others in the club. Leaders may want members to select modules that their club has project leaders for. For example, if no one in your club is familiar with scrapbooking and it would be difficult to find someone outside the club to help with this topic, members might want to select a different module.

One of the first decisions your club will make is when and how often to hold meetings. As mentioned above there are two kinds of meetings: business and project. These may be held on the same day or on different days. A minimum of six meetings per year should be held, but the actual number depends on the amount of business and number of projects. In the case of the Exploring 4-H Project if members are going to complete the majority of their module work at meetings your club will need to hold at least six project meetings to complete one module at each meeting. If a club has decided that they would like to spend more time on certain modules they may need to have more project meetings. However, it is best to have a regular meeting date at least once a month with all members in attendance. This would be a business meeting, however if there was very little business to take care of, members could work on their modules. A project meeting should also be scheduled each month to be sure members can complete the necessary number of modules in the 4-H year.

Your club can work out an arrangement to suit its members. The most common meeting patterns are:

One regular meeting per month at which both business and projects are covered. Generally, this suits a club carrying only one project. Extra project meetings may occasionally be necessary.

Two meetings a month – one for business and perhaps some project teaching, and one for projects only. This is better for multi clubs or clubs carrying the Exploring 4-H Project because each project or module group can arrange a separate time and place for the second meeting.

Be flexible to accommodate member and leader needs without compromising the basic philosophy and objectives of the 4-H program.

For more information on effective club meetings and parliamentary procedure refer to The Meeting Pack, the DVD entitled 'Conquering The Scene Stealers – Running Effective Meetings' and The Fun Pack.

LEADERSHIP

Learning Characteristics and Styles

If one recognizes that each member is a unique individual, learning styles then become important to keep members motivated, interested and involved in all aspects of 4-H.

LEARNING CHARACTERISTICS OF 9 TO 11 YEAR OLDS

CHARACTERISTICS	IMPLICATIONS FOR 4-H LEARNING EXPERIENCES
Are quite active, with boundless energy	Put emphasis on "hands-on" learn-by-doing activities. Keep members busy with individual or group projects.
Like group activity.	Emphasize group-learning experiences.
Have interests that often change rapidly, jumping from one thing to another.	Encourage many brief learning experiences.
Usually do best when work is laid out in small sections.	Use detailed outlines of sequential learning experiences.
Guidance from parents and adults important if members are to attend to a task and achieve their best performance.	Use detailed outlines of sequential learning experiences.
Admire and imitate older boys and girls.	Provide opportunities for parent involvement. Outline "things to do" and make assignments. Participants will probably need individual and group guidance. Suggest how parents and other volunteers can help.
Are easily motivated, eager to try something new.	Encourage and enlist the help of senior members.
Do not like to keep records and do not see the value in them; need assistance and close supervision.	Keep written work simple. Review the project or activity forms with the group step by step. Give clear instructions and solicit the help of parents to assist their children with written work.
Like symbols and regalia.	Make recognition available to those who earn it.
Need recognition and praise for doing good work.	Present recognition in front of peers and parents. Let members know that they will receive rewards for completing activities.
Are extremely curious. 9 – 11 year olds constantly ask "why".	Do not answer all of their questions. They will learn by finding some answers on their own. Encourage a few members to find answers and report back to the group.

Teaching Techniques

Effectively motivating members is often as simple as knowing how to sequence activities.

Attention: Today's children receive more than 2 000 messages a day from a variety of sources such as media, parents and teachers. How do you capture and keep their attention for the 4-H lesson? You must first create in them a need for your information. "If you reach the heart first, you can open the door to the head." Various techniques that you can use to get attention are: story telling, a game or unusual props.

Acquisition: The next step after you have their attention is to give them some information. You have created a need to know more information. Some techniques that you can use to pass on information are: a short talk, case studies, videos, guest speakers, reading or a slide show.

Application: Information itself will not last very long. It has been suggested that within 48 hours more than 75 per cent of the information is forgotten. Therefore the members need to apply and test the information (learn to do by doing). You can best help the members to learn through techniques like hands on projects, role playing, simulation or field trips.

Action: The last step is to ensure that the member uses the information again and again. Some techniques to ensure this are: contests, members teaching others or judging.

If you can plan your 4-H lessons with these steps in mind, you will hopefully have great success in getting your message across.

Creating Motivating Lesson Plans

With many different learning styles and varying ages of the members in your club, it may seem that creating 4-H meetings that will appeal to all is a difficult task. Take heart!! The following may be of some help to you:

Include variety at your club meetings. Don't spend too much time in the business portion of your meeting. Include project training and time for fun and social interaction.

Include variety in your teaching methods. You will likely prefer to teach in the same manner that you prefer to learn. Don't forget that a good portion of your members don't learn well from that method. There are many ways to get across the same information. Techniques such as games, buzz groups, role-playing, videos, field trips and contests can all be effective teaching techniques and will motivate different members.

Make sure that the members have input into club activities and events. Ask members what they want to do. They will be much more motivated to participate if they also helped plan. You can also involve members in teaching others. The leader does not have to do it all. Many senior members are very motivated by the opportunity to work with junior members.

Make sure that the members see the need for what they are doing. Do not have them do things just because it is tradition. As was said earlier, motivation must come from the member, and they must see the relevance of the information to them. Allow for new ideas and methods of doing things. This is always motivating.

Take the opportunity at council meetings and leader events to discuss this topic with other leaders. Also listen to your 4-H members. They may be your best source for feedback and ideas.

There are many different activities that you can incorporate into your meeting to make project learning more fun for the 4-H members. Be creative to come up with more ideas to share project information.

RESOURCES

There are two sections in each module that identify resources. The section entitled More! More! More! not only provides suggestions on other activities that members can complete, but also suggests where members can find more information on the module topic. The last section in each module entitled 'Resources Used To Create This Module' identifies the resources used to create it.

Because modules are designed to create interest in projects already existing, some of the modules were written using information taken from 4-H resources available through the 4-H Branch. For example the Computer Module takes ideas and information from the Computer Project Publications. Members and leaders are welcome to contact the 4-H Branch or go on line at www.4h.ab.ca to find out what publications are available.

You will need the password and user name to log on. You can get this information from a leader or the 4-H Specialist in your area.

There are three publications out – new in 2004 - that can benefit any club, consider including these in your Supply Catalogue order at the beginning of the year. They are The Fun Pack – a great resource for adding fun to your meetings and functions, this publication contains 110 fun and enlightening games and activities – anything from ice breakers to team building exercises; The Meeting Pack – a written publication on Parliamentary Procedure, Meeting Set-Up etc.; and the DVD entitled "Conquering the Scene Stealers – Running Effective Meetings", which is a video production of Parliamentary Procedure in a 4-H setting.

Visit your local or school library and look up topics you are interested in.

Visit local farms, market gardens, meat shops, fish & wildlife offices, ranches, schools, businesses etc. to get more exposure to the topics you are interested in.

