

4-H PROGRAM DELIVERY METHODS

BRIEF DESCRIPTIONS OF WAYS YOUTH
PARTICIPATE IN 4-H PROGRAMMING

4-H CLUBS

PURPOSE: FUN LEARNING EXPERIENCES WITH PEERS
ALL CLUBS SHOULD HAVE ≥ 5 MEMBERS FROM ≥ 3 FAMILIES

ORGANIZED COMMUNITY CLUBS

- USUALLY BASED IN SPECIFIC GEOGRAPHIC AREA
- USE MEETINGS TO DEVELOP GROUP PROCESS SKILLS, LEADERSHIP ABILITY, COMMUNICATION SKILLS

ORGANIZED SUBJECT MATTER (PROJECT) CLUBS

- USUALLY BASED ON SPECIFIC PROJECT OR SUBJECT AREA
- USE MEETINGS TO DEVELOP GROUP PROCESS SKILLS, LEADERSHIP ABILITY, AND COMPLETE PROJECTS MEANINGFUL TO EACH OTHER OR THE COMMUNITY

SPARK CLUBS

- SPECIAL INTEREST GROUP TO CAPTURE ATTENTION OF YOUTH WITH A SINGLE FOCUS
- SIX OR MORE HOURS OF INSTRUCTIONAL TIME USED TO TEACH MASTERY OF A SPECIFIC SUBJECT

MINI 4-H CLUBS

- FOR GRADES K-2
- NONCOMPETITIVE
- EXPERIENTIAL LEARNING FOCUS



OTHER LEARNING OPPORTUNITIES



PROJECTS
SUBJECT MATTER BASED
INDIVIDUAL STUDY
THROUGH HANDS-ON
ACTIVITIES



WORKSHOPS
SUPPLEMENT TIME AND
KNOWLEDGE OF PROJECT



COUNTY FAIRS
DEMONSTRATE LEARNING
& GAIN FEEDBACK



CAMPS/CONFERENCES
POSITIVE YOUTH
DEVELOPMENT
EXPERIENCES; OFTEN
OUT-OF-COUNTY



COLLEGIATE 4-H
STUDENT-RUN TO SERVE
COMMUNITY, PROMOTE
LEADERSHIP, AND ASSIST
4-H PROGRAM



**MILITARY
PARTNERSHIPS**
PROVIDE SUPPORT FOR
MILITARY CONNECTED
YOUTH WITH
PREDICTABLE
PROGRAMMING AND A
SAFE & NURTURING
ENVIRONMENT



**SPECIAL INTEREST
PROGRAMS**
YOUTH AND ADULTS WITH
A COMMON INTEREST
LEARN AND TEACH
TOGETHER



**AFTER-SCHOOL AND
SCHOOL ENRICHMENT
PROGRAMS**
ENHANCE STUDENT
EXPERIENCES IN
COMMUNITY DURING AND
AFTER SCHOOL