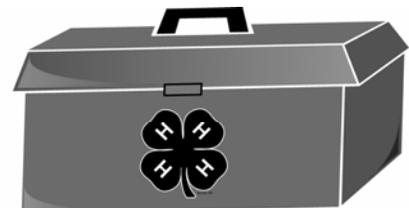


# 3

## "4-H Jeopardy" Lesson Plan





## Learning Objectives

1. List the four *Hs* and what they stand for in the 4-H Pledge. (Clover Power)
2. Identify significant historical events in the history of 4-H. (History)
3. Answer basic trivia questions about 4-H. (Trivia)
4. Name people involved in the 4-H program. (People in 4-H)
5. Recognize different ways to participate in 4-H. (Activities)
6. Identify trips associated with the 4-H program. (Trips)



## Supplies & Resources Needed

- Lesson plan with instructional objectives
- LCD projector and laptop with "4-H Jeopardy" PowerPoint presentation loaded
- Buzzers or bells (optional)
- Scorekeeper (optional)



## Reference

Strickland, B., Peterson, B., & Tibbs, L. (n.d.) 4-H Jeopardy. University of Arizona Cooperative Extension.

## Projected Length

20 minutes

## Instructor Notes

- Set up a laptop and LCD projector prior to the start of the program and test the equipment to be sure it is working properly.
- Welcome the group and thank them for their participation.
- Review the purpose and objectives for this lesson plan.
- Provide a brief introduction of the lesson, including the importance of establishing an inclusive environment within the 4-H Youth Development Program.
- To begin 4-H Jeopardy, you will need to either select individuals to be the players or divide the group into teams. If you have buzzers or bells, you may choose to have the teams "buzz" or "ring" in to share their answer. Another option is to just take turns between the individuals or groups.
- To play the Jeopardy Game you will need to run it just like a PowerPoint slide show.
  - 1) Pull up the program
  - 2) Click on Slide Show
  - 3) Click on View Show
- To move between the slides, click on the slide. The first slide is the game show slide. The next six slides are the categories. Each one will flash on the screen as you click (or they will advance automatically after a couple of seconds).
- The game board will appear after the six category slides have been viewed. The first individual or group would select a category and a money amount. As the host, you will click on that space.
- The question will appear on the screen. Read the question and take the answers.



- When you're ready to reveal the answer, click on the question and the answer will appear.
- When you're ready to return to the game board, click on the answer and it will take you back to the game board. The item that was selected is now inactive.
- Repeat this process until time has expired or all questions have been used.
- Next is the Final Jeopardy Question. To get to that question, click on the star in the lower right hand portion of the screen. Again just click for the question and click again for the answer.
- Optional: include a "Daily Double" question. If you choose to include a "Daily Double" question, follow the instructions on the notes page of slide #8 and #72.
- Optional: if you want to keep score, identify an individual who can keep track of the teams' scores.
  - Correct answers add the dollar amount associated with the question to the total score.
  - Incorrect answers subtract the dollar amount associated with the question from the total score.
- Conclude the lesson with a time for questions from the participants. (There is no quiz for this lesson.)

## Methods/Content



**Information found on Slides #1-8.**

## Introduction



*The information included in the 4-H Jeopardy game is a fun way to introduce or review basic 4-H knowledge. This lesson covers the topics of Clover Power, History, Trivia, People in 4-H, Activities and Trips. The reason that we include a lesson such as this in the VolunteerIN materials is to emphasize the importance of establishing an inclusive environment within the 4-H Youth Development Program. Playing a game such as 4-H Jeopardy is not only fun for the participants (youth and adults), but it also provides some basic knowledge about 4-H and the endless possibilities that are available. This game will hopefully spark youth to learn more about the culture of 4-H and the opportunities available.*

*Let's play 4-H Jeopardy!*

Click on the 4-H Jeopardy screen. The categories will then appear, each on a separate screen. Click on each category or wait for them to advance automatically after a couple of seconds. After all categories have been shown, the game board will appear on the next slide.

Refer to the Instructor Notes above for further directions.

NOTE: The 4-H Jeopardy game dollar categories, answers (A), and questions (Q) are listed under each objective below.

## Objective 1

List the four *Hs* and what they stand for in the 4-H Pledge.



**Information found on Slides under "Clover Power," #9-18.**

\$100

A: The 1st *H* in the 4-H Pledge.



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Q: What is Head?

\$200

A: The 2nd *H* in the 4-H Pledge.

Q: What is Heart?

\$300

A: 4-H members pledge this *H* to larger service.

Q: What are Hands?

\$400

A: 4-H members pledge this *H* to better living.

Q: What is Health?

\$500

A: In 1907 or 1908, the first emblem used nationally that was designed by O.H. Benson.

Q: What is the Three-Leaf Clover? (It stood for head, heart, and hands.)

## Objective 2

Identify significant historical events in the history of 4-H.



**Information found on Slides under "History," #19-28.**

\$100

A: In 1911, O.H. Benson suggested adding this fourth *H*.

Q: What is Hustle?

\$200

A: 1918 was the first time this term was used in a federal document.

Q: What is a 4-H Club?

\$300

A: In 1927, State 4-H Leaders adopted this at the first National 4-H Club Camp.

Q: What is the National 4-H Pledge and 4-H Motto?

\$400

A: In 1924 the following were patented.

Q: What are the 4-H Name and Emblem?

\$500

A: This wording was added to the 4-H Pledge in 1973.

Q: What is "and my world"?



### Objective 3

Answer basic trivia questions about 4-H.



**Information found on Slides under "Trivia," #29-38.**

\$100

A: This is recognized as the largest non-formal educational program in the United States.

Q: What is 4-H?

\$200

A: These are the 4-H Colors.

Q: What are Green and White?

\$300

A: The 4-H Motto

Q: What is "To Make the Best Better"?

\$400

A: This phrase sums up the educational philosophy of the 4-H Youth Development Program.

Q: What is "Learn by Doing"?

\$500

A: Indiana 4-H Members can join 4-H when they are in these grades.

Q: What are grades 3-12?

### Objective 4

Name people involved in the 4-H program.



**Information found on Slides under "People in 4-H," #39-48.**

\$100

A: Individuals who work with 4-H members at the club level.

Q: Who are Adult 4-H Volunteers? (Including 4-H Leaders, superintendents, etc.)

\$200

A: People who are asked to help members attend meetings, select and complete projects, and assist with 4-H Club activities.

Q: Who are 4-H Parents?

\$300

A: The county coordinator of the 4-H Program.

Q: Who is the 4-H Youth Development Extension Educator?



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\$400

A: In Indiana, 4-H leaders are considered volunteers of this university.

Q: What is Purdue University?

\$500

A: The Indiana State 4-H Youth Development Program Leader

Q: Who is Dr. Renee McKee?

## Objective 5

Recognize different ways to participate in 4-H.



**Information found on Slides under "Activities," #49-58.**

\$100

A: One delivery method for the 4-H Program where 4-H members meet with a volunteer.

Q: What is an Organized Club?

\$200

A: One type of 4-H delivery method that occurs in the school.

Q: What is School Enrichment?

\$300

A: A 4-H and/or FFA activity where youth learn about a subject and test their knowledge against others.

Q: What is a Career Development Event?

\$400

A: A county club/organization for 4-H members in grades 7-12.

Q: What are the 4-H Junior Leaders?

\$500

A: This event is the culmination of the year for many 4-H members. Projects are exhibited at this time.

Q: What is the County 4-H Fair?

## Objective 6

Identify trips associated with the 4-H program.



**Information found on Slides under "Trips," #59-68.**

\$100

A: A summer overnight activity for younger 4-H members. Often older 4-H members serve as counselors.

Q: What is 4-H Camp?



\$200

A: A trip for 7<sup>th</sup>-9<sup>th</sup> grade students to Purdue University

Q: What is 4-H Round-Up?

\$300

A: One of the Science Workshops held at Purdue University each year.

Q: What is Aerospace, Ambassador, Animal, Computer, Engineering, Entomology, Food & Nutrition, Mission to Mars, and Plant?

(Any one of these answers is acceptable.)

\$400

A: A conference for teen leaders held at the University of Indianapolis.

Q: What is State 4-H Junior Leader Conference?

\$500

A: The location of the National 4-H Center

Q: Where is Chevy Chase, Maryland?

## Final Category



**Information found on Slides under "Final Category," #69-71.**

The category is "4-H on the Air." Write down how much you want to wager. (Allow time for wagering.)

A: This was the name of 4-H's Public Service Awareness Campaign sponsored by the National Advertising Council in 1997.

Q: What is "Are You Into It?"

## Summary of 4-H Jeopardy



*Congratulations to all of the contestants! This 4-H Jeopardy game has provided you with insight into the 4-H Clover, 4-H History, Trivia, People in 4-H, Activities, and 4-H Trips. Now you have some additional background in the 4-H program that can help you better understand the 4-H culture.*

*Thank you for your participation!*

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