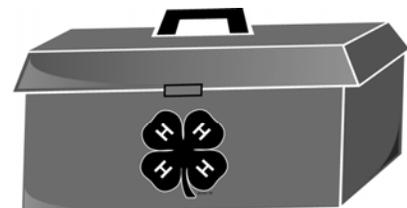


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"Skill-a-Thon"

Lesson

Plan





Learning Objectives

1. Organize a hands-on learning lab to enhance members' knowledge of a specific project area.
2. Help members build their self confidence and communications skills.
3. Provide additional opportunities to recognize members for their accomplishments.
4. Provide an objective means to measure members' knowledge of subject material.



Supplies & Resources Needed

- Lesson plan with instructional objectives
- Notes pages of PowerPoint presentation with talking points
- LCD projector and laptop with PowerPoint presentation loaded
- Copies of PowerPoint slides printed as a three-slides/page handout for each participant
- Copies of "Skill-a-Thon" quiz for each participant
- Pencils or pens for volunteers to take notes and complete the quiz
- Copies of "Skill-a-Thon" fact sheet



References

McKinley, S. (2005). *Positive Youth Development and Life Skill Development*. Retrieved December 14, 2007, from www.four-h.purdue.edu/downloads/volunteer/ppt/PYD%20Life%20Skill%20Development%20Volunteer%20Website.ppt

Projected Length

20-25 minutes

Instructor Notes

- If you will be using the PowerPoint presentation to share this lesson with the volunteers, set up the 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.
- Begin "Skill-a-Thon" PowerPoint presentation.
- Utilize the talking points found on the notes pages of the PowerPoint presentation to guide you during the presentation.
- Review the purpose and objectives for this lesson plan.
- Provide a brief introduction of the lesson, including its importance to the 4-H Youth Development Program.
- Proceed with the lecture portion of the lesson.
- Distribute "Skill-a-Thon" fact sheet to each participant.
- Conclude the lesson with a time for questions from the participants.



Methods/Content



Information found on Slides #1-2.

Introduction



Today, we are going to learn more about what a Skill-a-Thon is, how to organize one, and how to use a Skill-a-Thon as an engaging way of learning.

Included in the Mastery Concept of the Essential Elements of 4-H Youth Development are opportunities for success and to build self esteem. This particular activity is a great way to implement the "Learn by Doing" model. This session is designed to help plan a Skill-a-Thon for your club or county.

In this session we will focus on these four objectives.

1. Organize a hands-on learning lab to enhance members' knowledge of a specific project area.
2. Help members build their self confidence and communications skills.
3. Provide additional opportunities to recognize members for their accomplishments.
4. Provide an objective means to measure members' knowledge of subject material.



Information found on Slides #3-4.

Traits of a Skill-a-Thon

- 4-H members learn by doing activities.
- Members develop personal and project skills.
- Members visit a series of learning stations.
- A facilitator oversees each station.
- Participants rotate to each station to perform the given task.
- Participants test their knowledge and abilities before receiving help.
- If they falter, the members receive suggestions from facilitators.
- Leaders can use this in a variety of settings.
- Leaders can involve several project groups at one time.



A Skill-a-Thon is a method of involving 4-H members in challenging, non-competitive, learn-by-doing activities. This method helps 4-H members develop both personal and project skills and is designed as a series of learning stations with a facilitator at each station. The participants rotate from station to station attempting to perform the tasks they are given. The facilitators allow all team members to test their knowledge and ability before giving them any hints. This technique is referred to as "learn by doing." 4-H members are supported by the facilitator when they falter.

A Skill-a-Thon works well not only during a project meeting, but it also works well at the 4-H Club meeting. It is an excellent way to involve several project groups at one time in the program. By asking various project groups to set up one or two learn-by-doing stations, the entire club can be actively involved at the same time. In addition, you will be giving recognition to the project groups and their leaders.





Information found on Slide #5.

Organizing a Skill-a-Thon

Questions to answer:

- What are your objectives?
- What age are the members who will participate?
- What are the members' interests?
- What resources or study materials are available?



Today we will discuss methods involved with setting up a Skill-a-Thon event and related activities.

When organizing a Skill-a-Thon, you need to outline what you plan to do and decide what your ultimate goal will be. Here are a few questions to help you get started in the planning process:

What are your objectives?

- *What do you want the members to learn?*
- *How do you want the members to learn?*
- *Why do you want the members to learn?*

What age are the members who will participate?

- *Are you working with categories such as Jr./ Sr., Beginner, Intermediate, Advanced, or a particular grade such as 3rd Graders?*

What are the members' interests?

- *Livestock, Natural Resources, Foods and Nutrition, other?*

What resources or study materials are available?

- *What can the members do to prepare?*
- *What books, handouts, or other resources can the members use to prepare before the Skill-a-Thon?*



Information found on Slide #6.

Identify Your Audience

- What interests do your club members have? (Livestock, Natural Resources, Consumer and Family Science, Plant Science, Other)
- Would they like to participate in a Skill-a-Thon at a Club meeting, during a workshop, or in some other venue?
- Are they interested in a career in a specific industry?





You want to be flexible! Provide a multitude of learning experiences that will meet your audience's areas of interest.



Information found on Slide #7.

Select Resources

- Include study materials that focus on specific information that members should learn.
- Resources should be easily understood.
- Resources should include age-appropriate terminology and activities.



You will want to focus the study materials you provide on specific outcomes that you want the members to learn. When supplying resource materials to youth, please keep in the mind the following:

- Resources should be easily understood.
- Members who are confused about what is expected will lose interest.
- Resources should be age-appropriate.

You want to make the Skill-a-Thon activity fun and educational. If your material and activities are too advanced, the younger members will lose interest because the topics are too advanced. Similarly, if you prepare something that does not challenge the older members, they will not take it seriously and will have difficulty learning from the activities.



Information found on Slide #8.

Prepare the Station Information

- Title
- Supplies
- Directions
- Situation
- Task



Only your imagination and interest limit the station activities that can be offered.

Refer to the Skill-a-Thon Worksheet included with this lesson plan for a template that allows a planner to get started and map out topics and activities. This worksheet will help you prepare the information you need to provide a great learning experience.



Information found on Slides #9-10.

Recruit and Prepare the Station Facilitator

- Identify individuals who can fulfill the role of Station Facilitator.
- Provide resource materials to help the facilitator understand the topic.



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- Compile a list of questions to ask the members.
- Set up the station with the appropriate supplies.
- Prepare directions that will allow the members to complete the station tasks.
- Facilitate the learning situation for each team.
- Assist members only after they have had a chance to experience the activity and faltered.



The Station Facilitator is important to the success of the Skill-a-Thon. The facilitator needs to have the information and supplies available to set up the station. The facilitator needs to be reminded to allow the members to discover the activity for themselves. Only after the members have had a chance to falter should the facilitator step in to assist.

Conclusion and Quiz



Information found on Slides #11-12.



What questions do you have about the "Skill-a-Thon" lesson?

Briefly review the lesson. Then, distribute the "Skill-a-Thon" quiz questions. Allow volunteers time to answer the questions. Provide the correct answers from the key provided in the packet. You may choose to collect the quizzes or allow the volunteers to keep them as a review of the lesson.

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"Skill-a-Thon" Quiz

1. Which of the following is not a trait of a Skill-a-Thon?
 - a. Method to involve 4-H members in learn-by-doing activities
 - b. Series of learning stations
 - c. Participants are given answers before experiencing the activity
 - d. Facilitators are assigned to each station

2. Which of the following are steps to complete when organizing a Skill-a-Thon?
 - a. Identify your audience
 - b. Select resources
 - c. Prepare the station information
 - d. Recruit and prepare the station facilitator
 - e. All of the above are steps to complete

3. The station facilitator should assist the members as soon as they have a question.

TRUE or FALSE

4. Name 2 topics that could be included at a Skill-a-Thon station.



“Skill-a-Thon” Quiz**1. Which of the following is not a trait of a Skill-a-Thon?**

- c. Participants are given answers before experiencing the activity

Participants should be given the opportunity to experience the activity before they are given the correct answer.

2. Which of the following are steps to complete when organizing a Skill-a-Thon?

- e. All of the above responses are steps to complete when organizing a Skill-a-Thon.

3. The station facilitator should assist the members as soon as they have a question.

False. The facilitator should allow the members to participate in the activity and not answer their questions until they have had a chance to falter.

4. Name 2 topics that could be included at a Skill-a-Thon station.

Any 2 of the following answers would be acceptable: livestock, natural resources, consumer and family science, plant science, and virtually any other project area.

