

4-H Fast Facts



COUNTY EXTENSION AGENTS GUIDE TO PARTICIPTION AND MEMBERSHIP UNITS

4-H PROGRAM YOUTH	
MEMBER	PARTICIPANT
<ul style="list-style-type: none"> • completes 4-H enrollment (form/on-line/group enrollment process) for a recognized membership unit (community/project/school/4-H After School/Military club, special interest group, enrichment curriculum, clover kids and/or ENP-Y) • participates in a minimum of five sequential learning experiences (each at least 30 minutes) • participates for a minimum of two weeks in a learning experiences • aware of their involvement in 4-H. 	<ul style="list-style-type: none"> • participates in educational program/experience of more than one hour • program/experience is lead under the name and emblem of 4-H. • program/experience is the result of programming by Extension personnel (professional, paraprofessional or volunteer) • participation is not recorded on individual or group enrollment forms (but attendance lists are encouraged).
<p><i>4-H members are counted as contacts in the TExAS monthly reporting system, therefore should also be reported on 4-H Enrollment component in TExAS.</i></p>	<p><i>4-H participants are counted as contacts when reporting to TExAS under a specific task, and not under the 4-H Enrollment component.</i></p>

4-H PROGRAM VOLUNTEERS								
DIRECT (adult who meets the following criteria)	INDIRECT (volunteer meeting the following criteria)	CLUB MANAGER	PROJECT LEADER	ACTIVITY LEADER	TEEN LEADER	JUNIOR LEADER	MASTER VOLUNTEER	EPISODIC/ RANDOM
<ul style="list-style-type: none"> • Enrolled adult volunteer • Provides unpaid support for the program through face-to-face contact • Provides a learning experience for youth • Has a current, complete, and accepted (passed YPS screening within past three years) volunteer application on file in the county Extension office • Has a job description on file <p><i>Examples: club manager, project leader, camp counselor, teacher and coach</i></p>	<ul style="list-style-type: none"> • Enrolled adult or youth volunteer. • Provides unpaid support for the program which does not include face-to-face contact with youth • Does not provide a learning experience for youth • If applicable for the volunteer role, volunteer has a current, complete and accepted volunteer application on file in the county Extension office • Has a job description on file, if applicable <p><i>Examples: youth or adult board members, committee members, livestock show boards and donors</i></p>	<ul style="list-style-type: none"> • Enrolled adult volunteer • Provides guidance to the general leadership/management of a 4-H club unit • Involves 4-H officers, parents, supporting adults, leaders and members in promoting the goals of 4-H • Serves as the contact person between the club unit and the county Extension office 	<ul style="list-style-type: none"> • Enrolled adult volunteer • Provides structured learning experiences and personal guidance • Provides counseling in project-related opportunities for 4-H members enrolled in the project • Junior leaders assist project leaders by taking responsibility for specific tasks as requested by the leader. 	<ul style="list-style-type: none"> • Enrolled adult or youth volunteer • Works closely with the club manager(s) in a non-specific project area. • Responsible for one or more activity areas in the 4-H club. 	<ul style="list-style-type: none"> • Enrolled youth volunteer between the ages of 13 and 19 with one year of project experience • Accepts the full leadership responsibility for a 4-H project • Works under the guidance and advice of an adult volunteer 	<ul style="list-style-type: none"> • Enrolled 4-H member • Has excelled in his or her project • Exhibits leadership by assisting with project learning experiences. • No set number of junior leaders for any 4-H club or project group. 	<ul style="list-style-type: none"> • Enrolled adult volunteer. • Completes 20 or more hours of specialized training in a subject matter area • Makes significant contributions to leadership in the subject matter area • Commits to give 50 or more hours of service in the subject matter to the 4-H program (combined total of 80 hours with training) • Has a current, complete, and accepted (passed YPS screening within past three years) volunteer application on file in the county Extension office • Has a job description on file. 	<ul style="list-style-type: none"> • Enrolled adult or youth volunteer • Involved with a single or limited activity, event, or program on a short-term basis • May volunteer for more than one episode.

4-H MEMBERSHIP UNITS

MINIMUM REQUIREMENTS FOR THE UNITS BELOW

- enrollment of at least 5 members, at least one club manager and as many volunteers as needed
- enrollment of as many project and/or activity leaders as required
- elected officers of president, vice president(s), treasurer, secretary, county 4-H council delegate(s) and health/ safety officer
- holds regular monthly meetings
- conducts project meetings as needed
- conducts a service learning and/or community service project

COMMUNITY CLUB	PROJECT CLUB	SCHOOL CLUB	AFTER SCHOOL CLUB	MILITARY CLUB
<ul style="list-style-type: none"> • Organization based upon proximity of the participants 	<ul style="list-style-type: none"> • Original organization is based on a single project • Expansion after the original project organization into other project areas 	<ul style="list-style-type: none"> • Organized and conducted in school • Membership may be divided into several clubs of different ages 	<ul style="list-style-type: none"> • Organized and conducted in an after school setting • Membership may be divided into several clubs of different ages 	<ul style="list-style-type: none"> • Organized of youth who have a family member in the military service. • Generally located on military installations.

PROJECT GROUP – this is not a membership unit, but a group of young people who are studying one project through affiliation with one of the nine membership units.

BEST PRACTICES OF THE HEAD, HEART, HANDS, AND HEALTH IN THE 4-H LEARNING EXPERIENCE

Since the 1970's the Texas 4-H and Youth Development Program has had a strategic learning plan that established a standard of six completed learning experiences for a 4-H project. To better accommodate schools, youth serving groups and camps, society has shown over the years that there is an increased opportunity for learning and retention if the minimum number of learning experiences is five. Goal setting and project completion is still strongly encouraged and a main focus in any project; however, it is not a requirement for becoming a 4-H member. Therefore, using current youth development research and the four H's, these best practices of learning experiences has been developed.

WHAT IS A LEARNING EXPERIENCE

Learning Experience: An education lesson of at least 30 minutes in length which includes review of the previous lesson, introduction, experiential lesson (subject matter tour, subject matter game, judging, contests, discussion, lecture, group activity, speech), review, and question and answer time.

HANDS (number and length of learning experiences):

- Five is preferred minimum, but don't always settle for the minimum.
- *Example: JMG- where the project asks for classroom time for more than one month.*
- Minimum duration of two weeks - youth need thinking and processing time.
- *Example: Ag Fairs, where youth participate in pre-discussions, the actual event, and then post-event processing.*
- Minimum of 30 minutes - focusing on one or two core experiential experiences/components.

HEALTH (organization of the learning experience):

- Sequential order deliberately building upon one another - youth tend to learn and retain better.
- Integration of materials/applications to other experiences are enhanced using a sequential process.

HEAD (subject matter of the learning experience):

- Experiences should be deliberate, with appropriate elements on applied life skills, workforce preparation, leadership, and service learning.

HEART (involvement of others in the learning experience):

- Volunteer led (teacher, older youth, volunteer).
- Exposes youth to positive role models.

Provides enhancement of experiences.

MINIMUM REQUIREMENTS FOR THE UNITS BELOW

- Consists of 5 sequential learning experiences each at least 30 minutes in length with a total of at least two hours of educational experiences
- Uses the 4-H clover
- promotes other delivery methods in which youth can participate and encourages them to join 4-H.
- Do not have elected officers
- Organized or coordinated by Extension professionals
- Participants are reported on group enrollment form

SPECIAL INTEREST GROUP

- Directed and taught by volunteer adult or youth leaders
 - Taught in an **INFORMAL** setting
- Recording Special Interest Members*
- New 4-H member participants should be reported on 4-H enrollment component on TExAS.

ENRICHMENT CURRICULUM

- learning activity takes place in a classroom setting
 - led by a school faculty member or an Extension volunteer
- Enrichment Curriculum Unit* - an individual classroom.
- Recording Enrichment Curriculum Members*
- Youth are counted only once per year as a member (4-H enrollment component in TExAS).
 - Youth are reported in the TExAS monthly reporting system for each contact made.
- Ignoring Duplications* - agents need not be concerned about duplication of enrichment curriculum in other delivery methods in 4-H (e.g. community clubs, project clubs, special interest groups).

CLOVER KIDS

- Non-formal, educational experience for youth ages 5 to 8 years of age in kindergarten, first and second grades.
- Build Self-esteem, confidence, social and decision making skills through participation in hands-on, non-competitive activities
- Designed as an introductory 4-H experience with limited project participation.
- Are not considered 4-H club members
- Group may serve as a recruitment tool for future 4-H members.
- May be encouraged to "graduate" into the 4-H Program with cooperation, teamwork and leadership life skills.

EXPANDED NUTRITION PROGRAM – YOUTH (ENP-Y)

- educational activities are conducted for youth, ages 5 and older, up to December 31 of the year the youth turns 19
- consists of an average of 6 sequential learning experiences each at least 30 minutes in length
- the total duration of the learning experiences should span over at least two weeks
- educational experiences can be delivered as an enrichment of the curriculum, in after-school care programs, in neighborhood groups, at recreation centers, during summer day camps, and through educational displays at community health fairs.