



Georgia 4-H Base Programming

Georgia 4-H Project Achievement

Description of Learning Experience:

The first Corn Club of 1904 selected and completed projects and shared the results. This first 4-H club also held the first Project Achievement Competition. 4-H Project Achievement is a self-directed individual competition including presentations and, when age appropriate, a documented record of project work, leadership and service based on experiential learning activities. Youth beginning at age nine and continuing until nineteen have the opportunity to explore an area of interest and share their knowledge through a competitive process designed to meet youth development and age appropriate standards. Projects are offered in more than 50 different areas with nearly every topic of interest or educational area available for exploration and presentation.

Learning Outcomes:

- Acquire an understanding of a subject matter in a given project area
- Develop skills in researching, assembling, and presenting information
- Develop and enhance qualities of integrity, sportsmanship, cooperation and self-confidence
- Develop skills in leadership, service and communication
- (7th-12th) Develop skills in planning and conducting leadership and service activities
- (7th-12th grade) Prepare written information highlighting personal accomplishments in project work, leadership & service

Georgia Performance Standards:

- ELAW1 the student produces writing that establishes an appropriate organizational structure, sets a context, and engages the reader, maintains a coherent focus throughout and signals a satisfying closure.
- ELAW2 the student demonstrates competence in a variety of genres. The student produces informational writing (e.g. report, procedures, correspondence)
- ELAW3 the student uses research and technology to support writing.
- ELALSV2 the student listens to and views various forms of text and media in order to gather and share information, persuade others, and express and understand ideas. When delivering or responding to presentations, the student (a) shapes information to achieve a particular purpose and to appeal to the interests and background knowledge of audience members. (b) Uses notes, multimedia, or other memory aids to structure the presentation. (c) Engages the audience with appropriate verbal cues and eye contact (d) projects a sense of individuality and personality in selecting and organizing content and delivery. (e) Shapes content and organization according to criteria for importance in resource materials (f) uses technology or other memory aids to structure the presentation.
- BCS-BE-2 The student produces written communications that utilize proper tone, grammar, and bias-free language

Essential Elements:

Primary: Mastery

Secondary: Independence, Generosity, Belonging

Mission Mandates:

All projects reach Citizenship,

Specific Projects reach mission mandates of Science, Engineering and Technology; Healthy Lifestyles;

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4-H helps young people experience: An increased desire to make a difference in their communities - High levels of leadership, self esteem, public speaking, communication and planning skills - Improved School Performance - Motivation to help others - Overall improvement in civic identity and civic engagement.