

Woodworking Wonders

Supporting School-Age Accreditation and Quality Programming

Woodworking Wonders can be webbed into School-Age and Teen program activities. Many curriculum activities are designed as long-term projects where children/youth improve their skills as they advance. This project supports the National AfterSchool Association keys for human relationships and activities.

Opportunities for Youth Leadership and Development and Cross-age Teaching

A successful *Woodworking Wonders* project requires children/youth to assume responsibility for themselves and those around them to keep everyone safe. Once they've mastered some skills, they can help younger children learn to appreciate working with wood and learn to use tools correctly. Youth can also develop leadership skills by organizing service-learning projects.



Ideas! Ideas! Ideas!

The **Helper's Guide** provides ideas for meetings and projects. See **Helper's Guide, page 33**, for a list of possible ideas that can be discussed with the children/youth. Plan a field trip to a large hardware or home building supply store to see "behind the scenes" side of a successful business. Check with a local nursing home to see if minor repairs need to be made.



Providing Quality Middle School and Teen Programming

Woodworking Wonders should appeal to teens who are looking for a challenge and who are interested in developing a skill that could lead to a lifelong hobby or possibly a career. Teens will enjoy creating new plans and patterns and building items that would be much more expensive if they had to be purchased. They can take on the responsibility of teaching others and sharing what they have learned.

Essential Elements of 4-H Youth Development

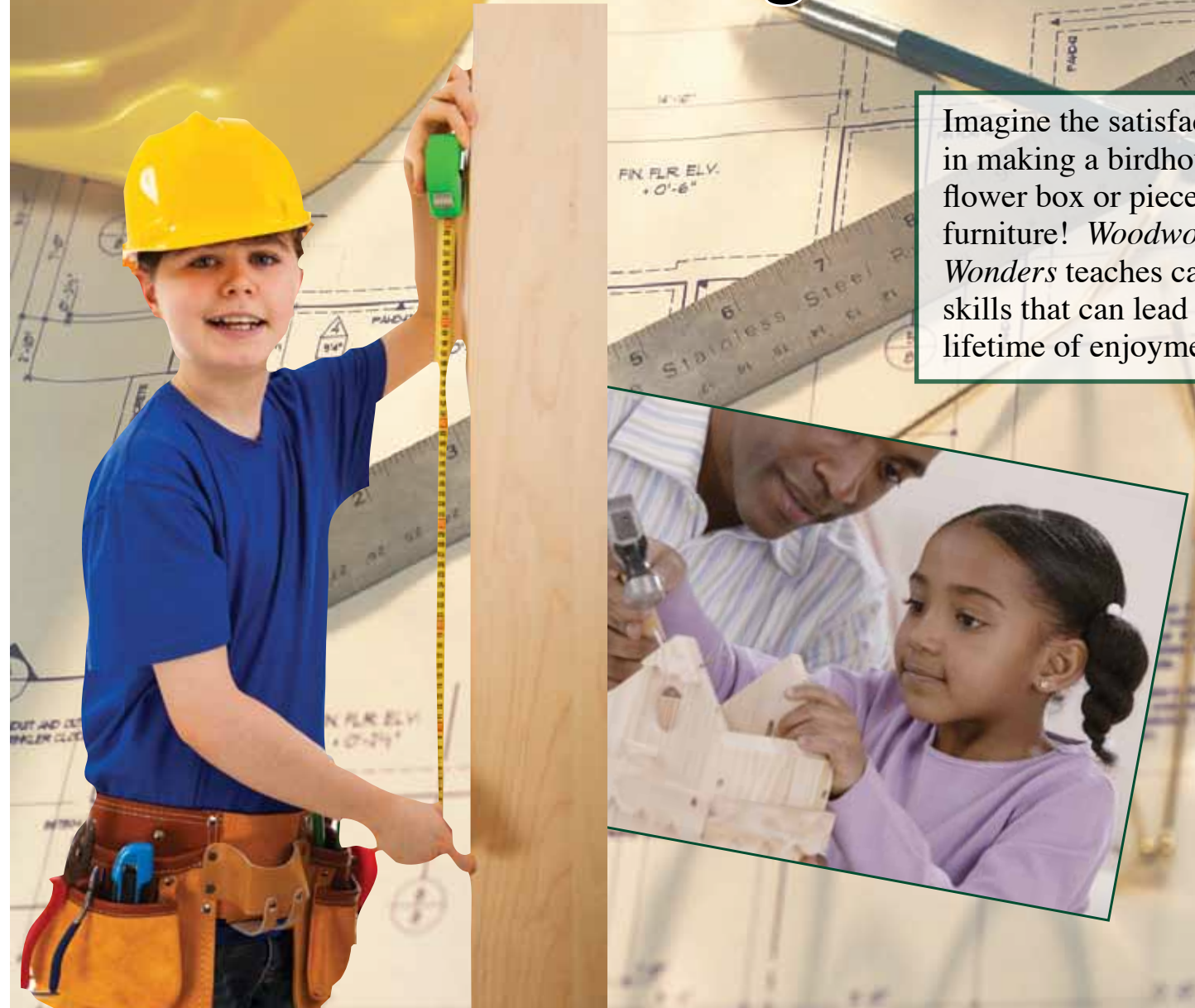
Youth involved in 4-H know they are cared about and feel a sense of **BELONGING**; they exercise **INDEPENDENCE** by using decision-making and action to influence people and events; they develop a sense of **MASTERY** by learning skills needed in making positive career and life choices; and they experience **GENEROSITY** by helping others through community service. These elements support the Army Youth Development Components of Belonging, Success, Service and Independence.

Summary

Woodworking Wonders is a great project for teaching children/youth a very useful skill while helping them to develop life skills that can overlap other areas of their lives. Regardless of the type of job a person may have, woodworking can provide a relaxing outlet at the end of a work week. The satisfaction of creating something in wood, can give a lot of self-confidence in other areas of life.

THE Army 4-H EXPRESS GUIDE TO Woodworking Wonders

Imagine the satisfaction in making a birdhouse, flower box or piece of furniture! *Woodworking Wonders* teaches carpentry skills that can lead to a lifetime of enjoyment.



Project Goals

The goal of this project is to teach woodworking following safe practices while developing skills in organization and planning, communication, problem solving and decision making. Each guide highlights specific goals for the activities and also encourages children/youth to develop personal goals.

Four Fun Activities

1 One of the first skills a carpenter must possess is the ability to identify the right tools for the right job. The activity **Tools and Equipment** teaches children/youth to identify 13 basic woodworking tools. This activity can be enhanced by using real tools for identification. Check out the activity in **Measuring Up, Level 1, page 8**.

2 Although woodworking is fun and rewarding, there can be some danger if children/youth don't follow safety rules. Have them create a woodworking safety poster as a reminder of safety considerations when using woodworking tools. The **Safety First** activity not only helps children/youth learn about safety, it also provides an opportunity for them to share their knowledge with others by using the poster to create a presentation or skit. See **Making the Cut, Level 2, pages 8-9**.

3 There's more than one way to join two pieces of wood. Sometimes a carpenter needs a door on a box, and that is where hinges



come in. The activity **Hanging Around** teaches youth about hinges and how they differ depending upon their purpose. See **Nailing it Together, Level 3, pages 9-10**, for more information about the hinges activity.

4 When there is a lot of wood to cut, it makes sense to use a power saw instead of a hand saw. However, using a power saw takes practice. The **Cutting With Power** activity teaches children/youth about safety issues with power tools and gives them practice using a power circular saw. For those children/youth with more advanced woodworking skills see **Finishing Up, Level 4, pages 15-16**.

Experiential Learning



Experiential learning engages children and youth while they learn, share, and grow through their 4-H experiences. The focus is on them as learners with an adult as the coach. First comes the "doing" or exploring. Next, youth share what they did and discuss the experience with their peers. After they've identified the skills and knowledge gained, help them determine how to apply these to other situations in their lives.

Project Activity Guides and Target Age Groups

Woodworking Wonders includes four **Youth Activity Guides** and one **Helper's Guide** covering four levels of skill development. Although the project books are designed for various grade groups, youth in any grade may use the book that best fits their level of woodworking knowledge and experience.

Measuring Up (Level 1, grades 2-4) explores the beginning knowledge level of woodworking by learning names of basic tools, different woods and safety rules.

Making the Cut (Level 2, grades 4-6) teaches youth about woodworking careers, wood finishing and helps them expand their knowledge of tools.

Nailing It Together (Level 3, grades 6-8) continues teaching about woodworking careers, as well as teaches about veneers, hinges, joints and using the right tool for the right job.

Finishing Up (Level 4, grades 9-12) teaches youth about advanced power tools and even more complicated woodworking techniques.

Helper's Guide provides project leader support for all manuals as well as suggestions for group activities.



Related 4-H Projects

Arts and Crafts and *Theatre Arts* are just two 4-H projects that compliment *Woodworking Wonders* or use what is learned in the entrepreneur project to start a woodworking business. Also the skills in planning, measuring and cutting accurately are useful in the clothing project.

Integrating Technology

Although *Woodworking Wonders* focuses on building individual skills, blending technology into the project can broaden the experience in a variety of ways. The Internet is a resource for woodworking plans and tips on using tools. Many tools incorporate technology into their use and allow ease of measuring and cutting. The use of digital photography means photos can be taken of future projects so plans can be drawn later and children/youth can share photos of finished items with a parent or family member who is living elsewhere.

Character Connection

Being a person of character is always important. Encourage children/youth to:

- Act responsibly around woodworking equipment following all safety instructions and listening to the adult leader for safety tips.
- Exhibit fairness when working on projects by making sure tools are shared among all members.

Additional character resources can be found at www.4-hmilitarypartnerships.org

Linking to the Army's Four Service Areas and Baseline Programming

Sports, Fitness and Health Options
Sawing and hammering provide a great physical workout. When children/youth put that energy into building a game table, other sports equipment or storage units they are linking to the Sports, Fitness and Health Option. Find plans for a table top hockey table in **Finishing Up, Level 4, pages 34-35**.

Arts, Recreation and Leisure Activities
Just visit a craft fair to see how easily *Woodworking Wonders* fits into the Arts, Recreation and Leisure Activities Service Area. People do woodworking not only for recreation and leisure, but also to express their artistic abilities. A simple woodworking project like a napkin holder can be designed and decorated in a way that will help the artist in children/youth come out. See the project plans in **Making the Cut, Level 2, page 32**.

Life Skills, Citizenship, and Leadership Opportunities
Creativity can flourish by designing projects for others. Designing woodworking projects or helping others with a project enhances life skills and even encourages leadership development. Consider **Nailing it Together, Level 3, page 23**.

Academic Support, Mentoring, and Intervention Services
Encourage older youth who excel in woodworking to teach younger children basic skills like measuring and hammering. Teens can be great role models and mentors for school-age children. See **Pounding Away in Measuring Up, Level 1, pages 17-19**.

Community Service Service Learning Opportunities

There are many ways to combine *Woodworking Wonders* and community service. For instance, encourage children/youth to build bird houses for a park or even for the youth center. Or, consider building flower boxes, decorating them, planting flowers, and setting them up at a school, hospital or retirement home. For a more ambitious community service project, consider having the children/youth build a large security barrier that could be filled with soil then planted with flowers or shrubs. Work with military personnel at the garrison for measurements and placement of these containers.



Life Skills

"Skills that help an individual to be successful in living a productive and satisfying life" are identified as Life Skills (Hendricks, 1996). *Woodworking Wonders* teaches skills such as planning and organizing, responsibility, communication, listening, goal setting, decision making, teamwork, cooperation, self motivation and problem solving. Generally one life skill is targeted for each activity, but more than one can easily be taught and practiced.