

GEORGIA

4-H PROJECT ACHIEVEMENT

OVER
79K RECEIVED INSTRUCTION
.....
2019-2020 PROGRAM YEAR



Students choose a project area of interest, research the topic and write and present a presentation. Youth develop leadership, creativity, public speaking and other skills. As students become older, a record-keeping component is added that promotes independent thinking and research.

CLOVERLEAF PROJECT ACHIEVEMENT

2,948 GRADES 4-6 COMPETED **62** PROJECT CATEGORIES **14** AREA CONTESTS*

JUNIOR AND SENIOR PROJECT ACHIEVEMENT

1,961 GRADES 7-12 COMPETED **104** PROJECT CATEGORIES **4** DISTRICT CONTESTS



349 GRADES 7-8 WINNERS **250** GRADES 9-12 WINNERS

STATE 4-H CONGRESS

243 GRADES 9-12 COMPETED **50** PROJECT WINNERS

WINNERS RECEIVED GEORGIA MASTER 4-H'ER STATUS

**5 Area Contests were offered virtually in response to the pandemic.*



UNIVERSITY OF GEORGIA
EXTENSION

Georgia 4-H provides experiences for youth to learn by doing. The 4-H mission is to assist youth in acquiring knowledge, developing life skills and forming attitudes that will enable them to become self-directing, productive and contributing citizens.

GEORGIA 4-H PREPARES YOUTH FOR LIFE.

During the global pandemic, Georgia 4-H creatively designed and piloted a virtual process to enable youth to engage (and still compete) in Project Achievement! This new development created and launched the framework for Georgia 4-H's virtual ability for competitions. This year, 427 youth in 4th–6th grades participated in the virtual format from 47 counties in all regions of Georgia. Youth virtually joined the competition from farms (5.14%), rural communities (46.02%), towns (23.83%), suburbs (10.28%), and cities (3.37%).

Furthermore, during the state Project Achievement competition, the premiere competition since 1942, a new virtual format enabled 243 youth participants from 98 Georgia counties to still compete in their projects and sharpen their skills. Youth submitted videos of their presentations and joined in video-conferencing to discuss their portfolio work with judges. Youth joined the competition from farms (9.05%), rural communities (40.53%), towns (27.57%), suburbs (9.05%), and cities (4.53%). They collectively submitted 62 hours of recorded presentations for judging and engaged in virtual interviews. With the help of 52 4-H youth development professionals, 26 virtual interview rooms were hosted simultaneously for the youth competition. One-hundred and forty judges from 11 states were recruited, trained, and orientated virtually for service. Scoring of presentations, interviews, and portfolios was completed entirely online and represented approximately 1,000 hours of volunteer service.



SENIOR PROJECT ACHIEVEMENT CATEGORIES

ARTS & CRAFTS
BEEF
COMMUNICATIONS
COMPANION & SPECIALTY ANIMALS
COMPUTER INFORMATION TECHNOLOGY
DAIRY
DOG CARE & TRAINING
ENGINEERING & MECHANICS
ENTOMOLOGY
ENVIRONMENTAL SCIENCES
FASHION REVUE
FINANCIAL PLANNING & CONSUMER ECONOMICS
FLOWERS, SHRUBS & LAWNS
FOOD LABS: DAIRY FOODS
FOOD LABS: FESTIVE FOODS FOR HEALTH
FOOD LABS: FOOD FARE
FOOD FOR FITNESS

FOOD FOR HEALTH & SPORT
FOOD SAFETY & PRESERVATION
FOREST RESOURCES & WOOD SCIENCE
FRUITS, VEGETABLES & NUTS
GENERAL RECREATION
HEALTH
HISTORY
HORSE
HOUSING
HUMAN DEVELOPMENT
INTERNATIONAL
OUTDOOR RECREATION
PERFORMING ARTS - DANCE
PERFORMING ART - DRAMA
PERFORMING ARTS - GENERAL
PERFORMING ARTS - OTHER INSTRUMENTAL
PERFORMING ARTS - PIANO
PERFORMING ARTS - VOCAL

PHOTOGRAPHY & VIDEOGRAPHY
PHYSICAL, BIOLOGICAL & EARTH SCIENCES
PLANT & SOIL SCIENCES
POULTRY
PUBLIC SPEAKING
ROBOTICS
SAFETY
SHEEP & MEAT GOATS
SPORTS
SWINE
TARGET SPORTS
TEXTILES, MERCHANDISING & INTERIORS
VETERINARY SCIENCE
WILDLIFE & MARINE SCIENCE
WORKFORCE PREPARATION & CAREER DEVELOPMENT

