



General Recreation

Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

Description of Project:

4-H'ers may explore areas of social recreation, hobbies, and leisure time activities.

Through this project 4-H'ers may:

- develop an appreciation for appropriate use of leisure time
- acquire skills for leading others in social recreation activities
- develop a worthwhile and enjoyable hobby
- develop an understanding of the generational implications for various hobbies and leisure pursuits
- explore career opportunities in the field of social recreation

Overview:

- ⇒ Choose project
- ⇒ Develop skills in:
 - Project
 - Leadership
 - Service
- ⇒ Prepare portfolio for work completed from January 1—December 31
- ⇒ Prepare presentation
- ⇒ Practice
- ⇒ Compete
- ⇒ Reflect

Examples of Project Development Experiences:

- Participate in a general recreation activity as often as possible
- Try different activities to determine what you like
- Take a class from a professional, attend a workshop, or attend a hobby camp
- Start a collection of rocks, stamps, cards, dolls, pencils, figurines, or other collectibles
- Tour places related to your hobby/interest such as museums, festivals, hobby stores, etc.
- Interview hobbyists or professionals related to your hobby or leisure activity
- Practice for and compete in a competition related to your hobby
- Attend a convention related to your hobby such as a craft fair or comic book event
- Acquire and read books, magazines, and pamphlets that relate to your project
- Research the benefits of recreation and record your findings in a journal
- Take photos to document your hobby or recreational activity
- Shadow someone who shares your interest and ask questions to better your project

Project Sharing and Helping Examples:

- Start a project club and lead others in your hobby/recreational activity. Contact your local Extension staff to discuss plans
- Organize a talk with local hobbyists and allow participants to learn about social recreation activities
- Share what you have learned in the General Recreation project with club members, school classes, day care centers, and civic clubs
- Enter a recreation-related mini-booth or collection as an exhibit at a fair
- Distribute educational recreation materials at a school and/or within the community
- Start a collection with friends or family and display it at your school or library
- Mentor a younger 4-H'er in the General Recreation project
- Make a tutorial how-to video for friends and family to see how to create, collect, or practice your skill/hobby
- Learn the history of your topic, present it to your class, and discuss how they can get involved

Recommended Resources:

- Georgia4h.org/projectachievement
- georgia4h.org/projectachievement/leisure.html
- pinterest.com
- hobbylobby.com
- nia.nih.gov/health/publication/participating-activities-you-enjoy

Special Considerations:

- General Recreation projects emphasize hobbies, collections, and/or social recreation.
- Georgia4h.org/projectachievement/leisure.html includes information for determining whether General Recreation is the best project for your interest.
- Youth should practice internet safety. A best practice is to include a friend or parent in all communications and interactions.
- Food should not be prepared as part of this Project Achievement competition presentation.
- Live animals and weapons are not permitted in this project.

At Competition:

General Recreation 4-H projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for these presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.

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Sources:

Edwards, Bill. 1998. Junior/Senior Project Notebook. "Leisure Education Projects."

The University of Georgia CAES. 2016. Project Achievement. <http://www.georgia4h.org/projectachievement>

