

Georgia 4-H Lesson Plan

Title of the Lesson: Introduction to 4-H Simulation

Submitted by: Laura Goss, Georgia 4-H Military Camp Coordinator

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Grade Level(s): 4th-6th Grade

Subject(s): Introduction to 4-H

Estimated Time to Prepare the Lesson: 10-15 Minutes

Estimated Time for Lesson Delivery: 45 minutes – 1:15

Standards:

- ELAGSE5SL1: Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly.
- ELAGSE5RFA: Read with sufficient accuracy and fluency to support comprehension (since they are doing so much reading and needing to understand and comprehend)
 - Read on-level text with purpose and understanding

Description/Lesson Overview:

In the Introduction to 4-H simulation, youth learn about 4-H through skits, whole-group activities, and interactive stations highlighting 4-H today. The youth take an active role in learning 4-H's roots and how they can be involved today.

This lesson can be used in afterschool clubs or 4-H promotion events when you are not as limited by classroom structure, preparation time, and educational standards. However, this lesson can be adapted and used in the classroom by selecting *certain* stations and activities to fit within your classroom parameters. Included in the lesson plan is a variety of options to accommodate for length and environment.

- Skit: 4-H History
 - Supplies: Props for Skit
 - Time Length: 3 Minutes
- 4-H History Activity: True False Game
 - Supplies: PPT Slide and/or Lesson Printed for T/F Statements
 - Time Length: 5 Minutes
- Skit: 4-H Today
 - Supplies: Props for Skit
 - Time Length: 3 Minutes
- 4-H Today Stations: 5 Activity Stations
 - Supplies: Station Supplies





- Time Length: 40 Minutes: Of the 40 minutes you will use 5 minutes to go over all the stations to provide a general framework. Also, 2 minutes is included for transition time to account for the youth moving and resetting up the stations. The stations should take 5 minutes each to complete.
- 4-H is Coming Game: Whole Group Activity
 - Supplies: Command Cards PDF or PPT Slide
 - Time Length: 10 Minutes
- Skit: Lesson Wrap Up
 - Supplies: Props for Skit
 - Time Length: 4 Minutes
- 4-H Enrollment Cards: Whole Group Activity
 - Supplies: Enrollment Cards, Pens/Pencils, and 4-H Giveaway Items
 - Time Length: 10 Minutes

Objectives:

The learner will:

- Identify key people and dates in Georgia 4-H History
- Identify potential 4-H experiences
- Interact verbally with the group

Materials:

- Enrollment Cards
- 4-H Today Option One Supplies:
 - Station Signs (Introduction to 4-H Simulation Publisher Files PDF)
 - Poultry Station
 - Eggs (plastic or real) mark with varying dirtiness
 - Egg carton to hold eggs
 - Live birds (Introduction to 4-H Simulation Publisher Files PDF) print and color yellow pigment for scoring activity
 - Poultry scorecard (Poultry Judging Station Scorecard)
 - Shooting Sports Station
 - Cups
 - Pack of ping pongs
 - Box/bowl to hold ping pongs
 - DPA Station
 - 2 bags labeled
 - Performing Arts: Improv props
 - Public Speaking: Speech topics (Talking Point Cards PDF)
 - Props for skit bag
 - Public speaking topic PDF printed, cut, and laminated



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- Camp Station
 - Camp Matching Game (Introduction to 4-H Simulation Publisher Files PDF) print, cut, and laminate
 - Color Bandanas (based on tribe, Color Crew, or Family Group)
- Robotics
 - Basket to hold supplies
 - Tape
 - Paperclips
 - Cd's
 - Washers
 - Other assortments of supplies
- 4-H Today Option two supplies
 - 4-H is Coming Command Cards (Introduction to 4-H Simulation Publisher Files PDF)
- Lesson Plan PPT and PPT Equipment (optional)
- 4-H Stickers or Other 4-H Giveaway Items
- Skit Props
 - Man's hat
 - Suspenders
 - Corn
 - Tomato

Preparation: Instructor will need time to set up the room/area into stations. The instructor also will need to print, cut, and sort resources per station to allow for quick setup time. Additionally, instructor should consider an ideal location for the skits and plan to use props during the skits.

Vocabulary:

4-H: The world's largest youth organization for youth ages 9-19 who are learning leadership, citizenship, and life skills.

Emblem: A pattern or picture that is used to represent an idea, organization, or individual.

Motto: This is a phrase meant to formally describe the general motivation or intention of a social group or organization.

Slogan: Is a memorable motto or phrase used in a political, commercial, religious and other context as a repetitive expression of an idea or purpose.

Cloverleaf: 5th & 6th grade 4-H member.

Junior: 7th & 8th grade 4-H member.

Senior: 9th grade – 12th grade 4-H members.

Camp: a weeklong educational and fun camping experience at one of the five state 4-H camping facilities: Rock Eagle, Fortson, Wahsega, Jekyll Island, and Tybee Island. Demonstration – a "Show and Tell" presentation



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using posters and other visual aids. 4-Her's must prepare a short speech on their topic and be prepared to answer questions.

DPA (District Project Achievement): A district level demonstration competition. This competition is held at Rock Eagle. 4-Her's compete against 5th and 6th graders in other counties in their chosen project areas. All participating in DPA will be eligible for a reward trip, early camp sign-up, future officer appointment for the following year.

Procedure:

Development of Concepts/Core: (Experience-Share)

Say...

Skit: 4-H History

Let's go back in time...

G.C. Adams: (Hand a youth member a remote control) Young person do you know how this works? (pause) Good, good. Please, push the rewind button. By pushing that button, it will take us all back in time, so we can experience the start of 4-H here in Georgia. (youth pushes a button, and G.C. Adams act out going back in time)

Note: If possible, have youth act out going back in time, too.

G.C. Adams: Perfect, (look around) it appears you (point to the kid) took us back right to when 4-H was getting its start. That means it is 1904! Look around students (gesture around the room) what do you see? I bet you see (obvious wink) tractors, lots of farmland, and maybe you even smell some good food cooking too (rub belly).

G.C. Adams: I tell you what just in case some of you are having a hard time seeing what life is like in 1904 how about we play a game to learn about how 4-H got its start. Does that sound fun to you? (pause). Alright, youngsters, this is how it will work... (explain how to play the True False Historical Game to youth)

True False Historical 4-H Game:

Set-Up: Youth will participate in a True False game to learn about 4-H history. Have youth form a line in the middle of the room. Explain to the youth that the wall on the right is for whenever they believe the statement is true. The wall on the left when they think the statement is false. For example, Chocolate ice-cream is better than vanilla ice-cream. Youth who believe the statement to be true should move to the right and those who prefer or feel the statement is false will move to the left. Lastly, tell the youth they must choose a side and cannot stand in the middle as undecided.

Note: If limited on space or working in a classroom change the True/False response to hand gestures or have youth stand for True and sit for False.



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Activity: True False statements for activity (add more to fit your time length or local program history)

- Coke is better than Pepsi
- PlayStation is a better game console than Xbox
- Reading books is more enjoyable than watching movies
- The colors of 4-H are green and white
- 4-H started in 1940
 - Correct answer 1904
- 4-H started as a Boy's Corn Club
- 4-H started in Cherokee County, Georgia
 - Correct answer Newton County, Georgia
- Hancock County started a Girls Baking Club
 - Correct Answer Girls Tomato Club
- Ice-cream is better than brownies
- The 4-H Motto is "To Make the Best Better"
- 4-H has 4 H's that stand for: Head, Heart, Help, and Hustle
 - Correct Answer: Head, Heart, Hands, and Health
- Ant-Man is a better superhero than Spiderman
- 4-H is a part of Georgia Tech in Atlanta, Georgia
 - Correct Answer: University of Georgia, Athens, Georgia
- The Georgia mascot is Uga, which is a bulldog
- There are three traditional levels to 4-H membership: Cloverleaf, Junior, and Senior
- A 5th grader is a part of the Junior Club
 - Correct Answer: Cloverleaf

Skit: 4-H Today

G.C. Adams: You all are bright young people! Let it be known youngsters that in 1904 I started the Boy Corn Club and latter southeast of my county a Girl's Tomato Canning Club started in Hancock County. These clubs provided education to young people as well as benefited the whole family. Later in 1914, the Cooperative Extension Service was created in the USA to further educate youth and adults from all over the nation. The Cooperative Extension brings research and support from Universities to local communities just like how I am here with you today. The University of Georgia, The University of Tennessee, The University of Florida, and other large universities all have Cooperative Extension, so we people like you and your family can receive resources no matter what state you live in the USA. My small club in Newton County, Georgia made a huge impact, didn't it!

G.C. Adams: (Hand a student in the class a remote controller) Can you hit fast forward?

Student: (Hits fast forward)

G.C. Adams: (Act our going through time) Perfect, that should put us back to today's time, thank you!



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G.C. Adams: Now, students can you help me think about activities you all like to do today?

Students: (allow youth to respond)

G.C. Adams: Wow, that sounds like some great fun. I wonder if we could do some of those things in 4-H too? (pause and looked puzzled) You know; I think we do offer those activities plus some in 4-H today! Say, how about we experience what 4-H is like today. Are you ready to experience 4-H? (Explain to the class the stations and divide the class into groups)

4-H Today Activities: Option One

Set-Up: The activity can be set up so that youth participate in all stations or divide youth up into groups to complete certain stations. If you choose the later ensure you have enough time at the end of the lesson for the youth to report about their station experiences, so all youth learn about the opportunities in 4-H. If you plan to have youth rotate through stations take a few moments to go over each station with the whole group and highlight the station signs to the class, which will assist the youth in understanding each station.

4-H Today Stations: Five minutes per station with two minutes for transition

- Shooting Sports Station:
 - Set up: Youth will participate in an activity that involves aiming and precision, which is needed in shooting sports. The objective is for the youth to knock down a pyramid of cups down by hitting a pyramid made from cups with a ping pong ball. Youth should take turns (every other toss) to knock down the entire tower. Play continues until it is time to rotate.
 - Supplies: Ping pongs, cups, and station sign
- District Project Achievement:
 - Youth can select from two bag options to learn about two major areas of Project Achievement: Performing Arts and Public Speaking
 - Create two bags:
 - Improv Skit Bag
 - Include a variety of objects in the bag for the youth to use as props
 - Youth without looking will select one object from the bag then on the spot create a thirty second to one-minute skit using the prop.
 - Public Speaking Bag
 - Include speech topics for youth to share about with a partner (print and cut talking point documents from Introduction to 4-H Simulation Publisher Files PDF). The youth will select the topic at random by drawing a topic card out of the bag without looking. Youth should present a thirty second to one-minute speech.
 - Supplies: Station sign, two bags labeled: performing arts and public speaking, improv objects (assortment), and talking point cards document cut out.
- Judging Team Station: Lesson is designed for Poultry Judging
 - Part One: Judge Exterior Egg Quality (real or plastic)



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- Option One Set-Up: If available bring real eggs with different exterior qualities. Provide youth with a mini poultry scoring card (Poultry Station Scorecard document) and place the Exterior Egg Quality Guide at the station to assist youth with the process.
- Option Two Set Up: Use plastic eggs and mark with a sharpie to showcase different amounts of exterior quality. Provide youth with a mini poultry scoring card (Poultry Judging Station Scorecard document) and place the Exterior Egg Quality Guide (Introduction to 4-H Simulation Publisher Files PDF) at the station to assist youth with the process.
- Part Two: “Live Birds”
 - Set-Up: Place four pictures of bleaching birds (cartoon or real bird pictures) for the youth to judge. Provide youth with a mini poultry scoring card (Poultry Judging Station Scorecard document) to assist them with the process. Also, set the Live Bird Quick Guide out by the live bird pictures (Introduction to 4-H Simulation Publisher Files PDF).
- Camp Station:
 - Camp Matching Game
 - Set-Up: Youth will participate in a matching game that allows them to learn about the variety of camp programming available through 4-H (Introduction to 4-H Simulation Publisher Files PDF). Layout cards so that the 4-H camp graphic is facing up. Youth will find the camp matches through trial and error like a traditional matching game. After teens finish matching game direct teens to write a camp cheer. Youth can choose a color crew, family group, or tribe (dependent on where county will be attending). Youth can use bandanas or other props to show their pride. If time allows at the end of the lesson invite the groups to do their cheer. Also, if groups finish other stations early encourage them to continue working on their cheer.
- 4-H Robotics Station:
 - Set-Up: Youth learn about 4-H's strong ties to science by participating in a junk car robotic activity. You can have youth work as a group or as a team to create a car out of a variety of items. Provide youth with a basket of supplies and have them create a car from the supplies. This is their time to be creative and create.
 - Suggested supplies: Station sign, CD's, pens, tape, paperclips, washers, and cardstock paper.

4-H Today Activity: Option Two or Extension Activity

4-H is Coming!

- Group Size: The minimum requirement is eight members to complete all portions of the game; however, if there is less youth plan to use fewer commands.
- Supplies: None required, but 4-H gear would be a fun addition to “dressing” this activity up. Other optional supplies include pictures to support younger students in remembering the commands (Introduction to 4-H Simulation Publisher Files PDF or use PPT).
- Activity Prep: None
- Directions: Teach a few commands at a time and add additional commands throughout the game to keep the game moving and interesting. As you introduce the new commands highlight how it relates to





4-H and how they can get involved. The game follows game rules from Captains Coming a common camp game. For indoor or limited space have participants walk instead of running.

- Example: Our next command is canoeing. A fun activity everyone can participate in at 4-H Camp! Each summer we go to Rock Eagle 4-H Center where you can go swimming, canoe, make crafts, play basketball, and stay in a cabin a whole week. So, when I say canoe you will stand in a line of three and pretend to canoe (demonstrate) just like this. If you don't have a group of 3 or you don't follow the correct group size, you will be temporarily eliminated from the game.
- Commands for Play:
 - Green: Youth run or walk to the right
 - White: Youth run or walk to the left
 - Uga is Coming: Salute and cannot release from salute until the leader says at ease
 - At ease: Saluting youth can now move freely after they say "Go Dawgs!"
 - Public Speaking: Youth get in pairs. One youth acts out presenting a speech and the other writes notes as if he is a judge.
 - Canoe: Group of three act out canoeing a boat.
 - Shooting Sports: Four youth stand in a line and act out shooting a bow and arrow.
 - Poultry Judging: Five people group together and flap wings acting like chickens.
 - Performing Arts: Six people stand in a line and do a hula dance or something easy to do quickly: Kick Line, Macarena, Hooky Poky.
 - Leadership: Seven people hook elbows and form a circle. After forming the circle group should start spinning in place.
 - Community Service: Eight people form a line and pretend to pick up trash as they move around the game area.
 - Heart: The entire group creates the shape of a heart. This should be the final command. All youth who were out or still playing join in. 4-H leader should share with the group that everyone belongs in 4-H.

Note: This game can be adapted to teach about your specific local activities by changing commands.

G.C. Adams Skit

G.C. Adams: Wow, I hope you youngsters had fun learning about 4-H Today! Our 4-H motto is "to make the best better." I know that with you all involved in 4-H this year we will continue "to make the best better." This year as a 4-H member you are going to have the opportunity to go to 4-H Camp, participate in public speaking, conduct science experiments, create healthy snacks, and have the opportunity to participate in team activities. I sure am proud that the tradition of 4-H in Georgia and around the globe is still going strong after all these years! You all have some outstanding leaders to help ensure you have a great time learning new things across Georgia, and who knows where 4-H might take you! Now, I must turn it over to your outstanding 4-H Leader. Good luck y'all!



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(take off the hat to signify that you are no longer G.C. Adams or if you co-teach turn the meeting over to your partner)

4-H Leader: Wow, I hope you all enjoyed our special visit from G.C. Adams today (wink to show you know it was a bit silly). In 4-H we try to make sure we have fun while learning. Thank you for allowing me to be a little silly today and playing along with the lesson. (if youth need to fill out enrollment card skip to the following activity labeled Enrollment Card Activity. If you are not including that activity wrap up the lesson)

We covered a lot of ground today when we went back in time with G.C. Adams to learn about 4-H. The most important thing to remember is that as a member of 4-H you have a place to belong and the opportunity to explore your interests as you learn from friends, staff, and a wide variety of experiences. We look forward to seeing you real soon!

Enrollment Card Activity (optional)

4-H Leader: (pass out enrollment cards if not completed in advance/online)

We have a tradition in 4-H. Do you know what that is? (pause) We feel it is important to become official 4-H Members and it is something that people have been doing for over a hundred years! To participate in all the 4-H fun you need to officially enroll in the club. When you enroll as a 4-H member it truly opens doors that not only benefit you this year but for years to come. You can be involved in 4-H until the time you graduate high school and later in college too! 4-H members can participate in activities like going to Washington D.C., competing in national competitions, performing in our very own Clovers and Company, and going to camp. Some 4-H members even enjoy helping people in their community, experiencing animals up close, challenging themselves on high ropes courses at one of five 4-H centers in Georgia, and others even become leaders. Do you like conducting experiments, competing on teams, or trying new things? (pause) I bet you all do and lucky for you 4-H can be your ticket to endless opportunities!

Now, in front of you is your official enrollment card. We are going to work together to fill it out. (walk youth through the enrollment card)

Thank you, for filling out the enrollment card. Give yourself a round of applause! Y'all are now official 4-H members! As you exit today each of you will receive a 4-H sticker to showcase your 4-H membership.

I look forward to seeing you at our next 4-H Meeting. To show your club spirit try to remember to wear green!

Have a great day! *(go to the door to pass out 4-H giveaway items)*

Evaluation Resources (if available): N/A



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Useful Resources for More Information:

- 4-H History Facts: <https://4-h.org/about/history/>
- What is 4-H: <https://4-h.org/about/what-is-4-h/>
- Georgia 4-H History and More: <https://georgia4h.org/about-us/what-is-4-h/>
- Friends Magazine; Introduction to 4-H: <https://georgia4h.org/programs/club-meetings/friends-magazines/>

Suggestions to Condense the Lesson:

- Select two stations for the 4-H Today Activity instead of conducting all 5 stations. Stations quantity it up to the leader and time-allotted along with the structure of the classroom.
 - Time: Nineteen minutes
- Only do the 4-H is Coming Activity included in the 4-H Today Activity section.
 - Time: Ten minutes
- Have the youth participate in a station activity as a whole group followed by the 4-H is Coming Activity.
 - Time: Twenty minutes
- Have the teachers send the enrollment cards home, use the online enrollment system, or have the teachers fill out the enrollment cards before the lesson.
 - Time Saved: Ten minutes.

Suggestions for Expanding the Lesson:

- Add a reflection activity, so the youth can write or draw about the activities they are most excited about. This will also help capture what the youth are most interested in. Worksheet for reflection is included in the Virtual Addendum.
 - Time: Ten minutes
- Include all stations and the 4-H is Coming Activity
 - Time: 50 minutes

References/Credit (APA Style):

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GA Counts Keywords:

- Afterschool Program
- Communication
- General 4-H in School Program
- Recruitment

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Virtual Delivery Addendum

Introduction to 4-H Simulation:
Virtual or face to face

Introduction to 4-H Simulation: Virtual created September 2020

Introduction to 4-H Video

This four-minute video narrated by our youth (the 2019-2020 State 4-H Board of Directors) offers a quick overview of the various aspects of our program. The video begins by connecting the youth to our College and the University and then connects them to their local county program. Other highlights include demonstrating the 4-H pledge, highlighting project achievement and summer camp opportunities, promoting civic engagement at the local level, and introducing the concept of leadership. The video also features the opportunity for friendships and the intent to create a welcoming environment for all youth.

Duration: Four minutes

Link (s):

Kaltura: https://kaltura.uga.edu/media/t/1_a2tn1ggi

YouTube: <https://youtu.be/ELdu5x0phQY>

History 4-H Game:

The Kahoot game can be conducted individually at the student's own pace (recommended, assign) or as a whole-group (teach) virtual activity. The provided link will take staff to the Kahoot homepage to login (create an account if needed). Staff can edit the resource to tweak the questions as needed. When staff members are ready to share click play a pop-up window will open. It will provide the option to teach or assign the Kahoot.

Duration: About 5 minutes

Link(s):

Activity: <https://tinyurl.com/y2oe34cd>

How to Video: <https://tinyurl.com/yxovtosx>



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Virtual Delivery Addendum

Introduction to 4-H Simulation:
Virtual or face to face

4-H Stations

4-H is all about providing a variety of opportunities for youth to participate in. For these next activities youth will be asked to complete 1 or all the activities. This portion of the lesson can be completed on their own time or during the session if time is allotted.

For the stations that use Flip grid staff are encouraged to create their own Flipgrid discussions to make it more personal to the local program. The included links are an example. For the 4-H Camp manipulative, there is no incorrect way to complete the manipulative. The activity aims to introduce youth to the diversity in 4-H camping options. The manipulative can be done as a whole group by having youth tell the teacher where to put the items or individually (share link). Also, staff can use the lesson plan to see other station ideas that can be adapted for the virtual lesson.

Poultry Interior Egg Quality Station

Duration: 5 to 10 minutes

Link: <https://flipgrid.com/113b41b3>

Camp Station Manipulative Station:

Duration: 5 minutes

Link(s):

Flippity Link: <https://tinyurl.com/y5ldp66s>

Link to Example Screenshot: <https://tinyurl.com/yxs4snps>

4-H Robotics Station

Duration: 5 to 10 minutes

Link: <https://flipgrid.com/354c4049>



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Virtual Delivery Addendum

Introduction to 4-H Simulation: Virtual or face to face

Introduction to 4-H Power Point Presentation

Led a virtual live session by using the PPT template for the Introduction to 4-H Lesson. Adapt the slideshow to include the elements provided in the virtual addendum as desired. For example, for a live session both versions of the True or False Game can be used, so choose what best suits your delivery style. Also, in the note section of the PPT is included the optional skits to go along with the presentation.

Duration: 30 -45 Minutes

Link: <https://tinyurl.com/yxovtosx>

Self-Reflection Activity

Staff can use this activity to help youth reflect on what they learned through the session and to gauge youth interest for the various 4-H activities. Staff can consider having youth share their responses with the whole group verbally, sending staff their completed drawing (youth their copy link into the chat), or have youth complete only for personal use. Activity is completed in Google Drawing. To participate in google drawing it is recommended to use the Chrome Browser.

Duration: 5 to 10 Minutes

Link(s):

Activity: <https://docs.google.com/drawings/u/1/d/1nNnZ4QQ6tv16iu5Zuy-hx2zHh2SPTBUo7JhmGf1MmSs/copy>

How to Video: <https://tinyurl.com/yxovtosx>

4-H Pledge

This video of the 4-H pledge is edited from the Intro to 4-H video and can be used as a stand-alone video.

Duration: .13 seconds

Link: <https://vimeo.com/ugacaes/review/450253216/8900014e2a>



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Virtual Delivery Addendum

Introduction to 4-H Simulation:
Virtual or face to face

Questions about these resources can be directed to:

4-H Videos, Mandy Marable

706-542-4444

mmarable@uga.edu

Lesson, Laura Goss

404-783-8514

laurwalt@uga.edu



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INTRODUCTION TO 4-H SIMULATION

Lesson Expectations

- No recording or photos allowed during the session
- Mute mic when not speaking
- No 1:1 chat
- Contact us via chat or at **INCLUDE COUNTY EMAIL** with concerns
- Do not share zoom link with others per UGA Policy
- First name only
- Technology devices should stay stationary
- Turn video on



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INTRODUCTION TO 4-H SIMULATION

Resources

- National 4-H, <https://4-h.org/>
- Georgia 4-H, <https://georgia4h.org/>
- 4-H Friends Introduction to 4-H, Departmental Publication 4-H FM-05
- YouTube, Introduction to 4-H Video:
<https://youtu.be/ELdu5x0phQY>



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4-H HISTORY



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TRUE OR FALSE GAME

- Coke is better than Pepsi
- Kevin Costner "The Man in the Hat" is the Best Better
- PlayStation is a better game console than Xbox
- 4-H has 4 H's that stand for: Head, Heart, Help, and Hustle
- Reading books is more enjoyable than watching movies
- Ant-Man is a better superhero than Spiderman
- The colors of 4-H are green and white
- 4-H is a part of Georgia Tech in Atlanta, Georgia
- The Georgia mascot is Uga, which is a bulldog
- 4-H started in 1940
- 4-H started as a Boy's Corn Club
- There are three traditional levels to 4-H club membership: Cloverleaf, Junior, and Senior
- Hancock County started a Girl's Baking
- A 5th grader is a part of the Junior Club
- Ice-cream is better than brownies



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4-H TODAY

Head, Heart, Hands, and Health in Action



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4-H TODAY: STATIONS

Head, Heart, Hands, and Health in Action



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4-H IS COMING: ACTIVITY

“learn by doing”

- Public Speaking: 2, Present to a judge
- Canoe: 3, Act out canoeing
- Shooting Sports: 4, Shoot arrow to a target
- Poultry Judging: 5, Flap wings in a circle like a chicken
- Performing Arts: 6, Form a line and do a dance
- Leadership: 7, Create a linked circle and spin around
- Community Service: 8, Form a line and pick up trash
- Heart: All, The entire group creates the shape of a heart



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JOIN 4-H

“To Make the Best Better”



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STAY CONNECTED



Connect With Us



Georgia 4-H

Georgia 4-H Foundation



@Georgia4H

@Ga4HFoundation



@Georgia4H

@Ga4HFoundation



Georgia 4-H

We look forward to
connecting with you this
school year!



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INTRODUCTION TO 4-H

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GEORGIA 4-H INTRODUCTION SIMULATION

September 15, 2020

45 minute / 1:15 lesson

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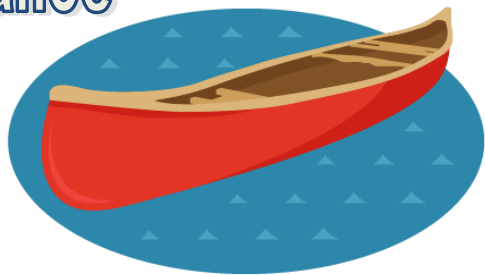
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georgia4h.org | 1-800-ASK-UGA1

The University of Georgia 4-H program is the largest youth leadership organization in the state.
An Equal Opportunity, Affirmative Action, Veteran, Disability Institution

Canoe

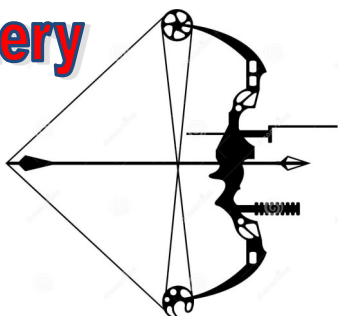


Canoe



Archery

Archery



Pool



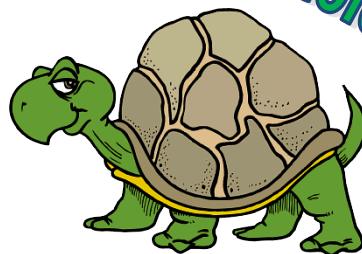
Pool



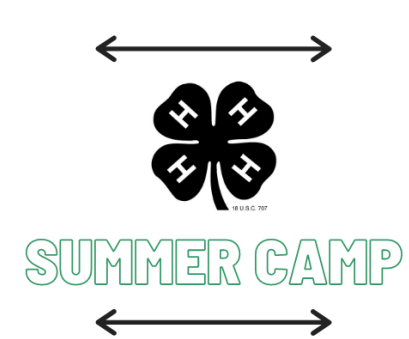
Herpetology



Herpetology



Snacks



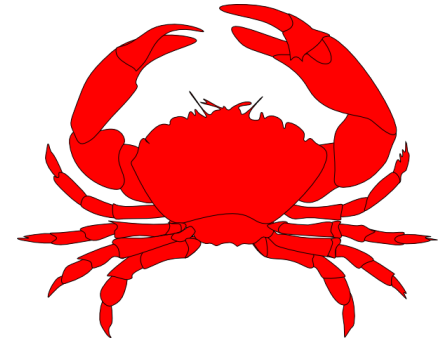
Snacks



Marine Life



Marine Life



Beach
Camp



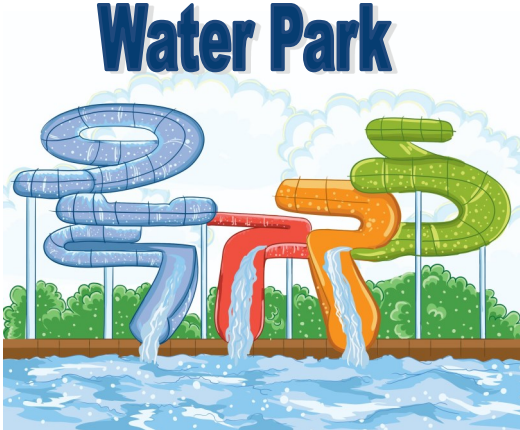
Beach
Camp



Water
Park



Water Park

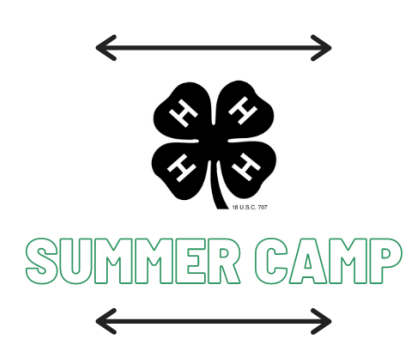


Native
American
Theme



Native
American
Theme







**High
Ropes**



**High
Ropes**

Basketball



**Free
Time**



**Free
Time**



Tubing

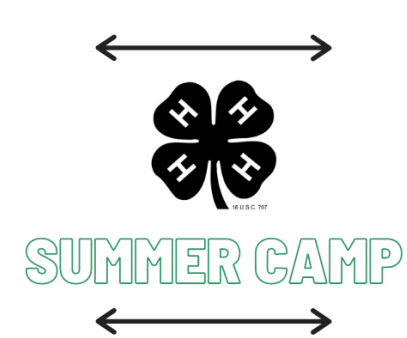


Tubing



Hiking





Hiking



Dance



Dance



Mountain Camp

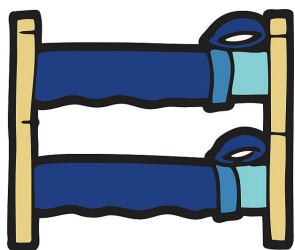


Mountain Camp



Bunkbeds

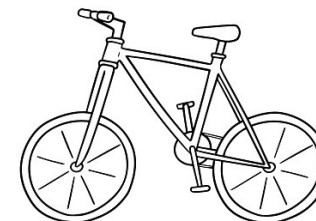
Bunkbeds

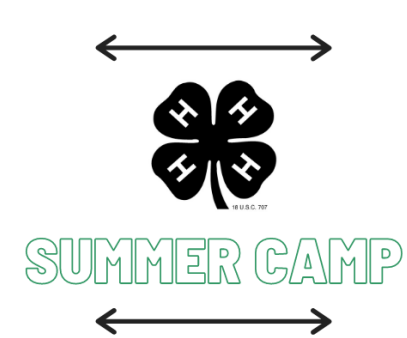


Island Bike Ride



Island Bike Ride





Poultry Judging Station

4-H offers a variety of fun educational judging teams. Some topics you can learn about are forestry, livestock, and consumer products. One judging team you can participate in is Poultry Judging, which is the study of birds. For this station, your objective is to complete two “tests” found in the Poultry Judging Competition. Use the scorecard to complete the live bird and exterior egg quality stations.

District Project Achievement

A great way to learn and showcase your interests is through participating in District Project Achievement (DPA). DPA allows you to perform, present a speech, or create a food item. Today, you can choose to draw at

random from 1 of 2 bags. You can decide to perform an improv skit (skit without prep time) by selecting an object from the Performing Arts Bag or drawing a topic card from the Public Speaking Bag to present a short speech. You can work with a partner or as a whole group for this activity. Continue to draw and take turns until it is time to change

4-H Robotics Station

4-H offers a variety of fun science clubs and activities. Learn about the environment, the galaxy, animals, plant life, and so much through 4-H. One science activity is 4-H Robotics where you design, build, and in some cases even compete in robot competitions! For this station, your objective is to design a car out of the supplies provided. Ready, Set, Go!

4-H Camp Station

Did you know there are five 4-H Centers across the state of Georgia? 4-H has two beach camps one on Tybee Island and one on Jekyll Island. 4-H also has a mountain camp called Wahsega 4-H Center, an Atlanta Camp at Fortson 4-H Center, and our largest 4-H Center is at Rock Eagle 4-H Center. To learn more about camp as a group plan to take turns trying to find the camp matches. For Example, There are two canoe cards and your job is to find the pair. If time allows after finding all the matches talk about what activity you are most excited about or what camp you would like to go to.

Shooting Sports Station

Georgia 4-H offers BB, Archery, .22 Rifle, Air Rifle, and shotgun teams for youth to participate in. Learn how to be precise when shooting, be a part of a team, and compete at local, state, and national championships. For this station, the objective of the game is to knock down the pyramid of cups by using a ping pong ball. Be sure to bounce the ball on the table once before hitting any cups. Bonus Points for knocking down the pyramid one cup at a time! Form a line to take turns (every other toss) like a relay race to play. Play continues until it is time to rotate.

2

Public Speaking

3

Canoe at Camp

4

Shooting Sports

5

Poultry Judging

6

Dances

7

Leadership

8

Community Service

All

Heart



Live Bird: Quick Guide



- Facts:

- The more the hen lays the less yellow pigment you will see on the bird.
 - Why? Pigment leaves the chicken to “color” the yolk
- Pigment loss indicates the best layer, so when there is no yellow that means the hen has laid a lot of eggs!

- Activity:

- Score the 4 birds that you see on the table based on pigment loss (least amount of yellow seen on the bird).
 - Use the provided scorecard
- Rank the hens best to worst Ex: 3, 2, 4, 1

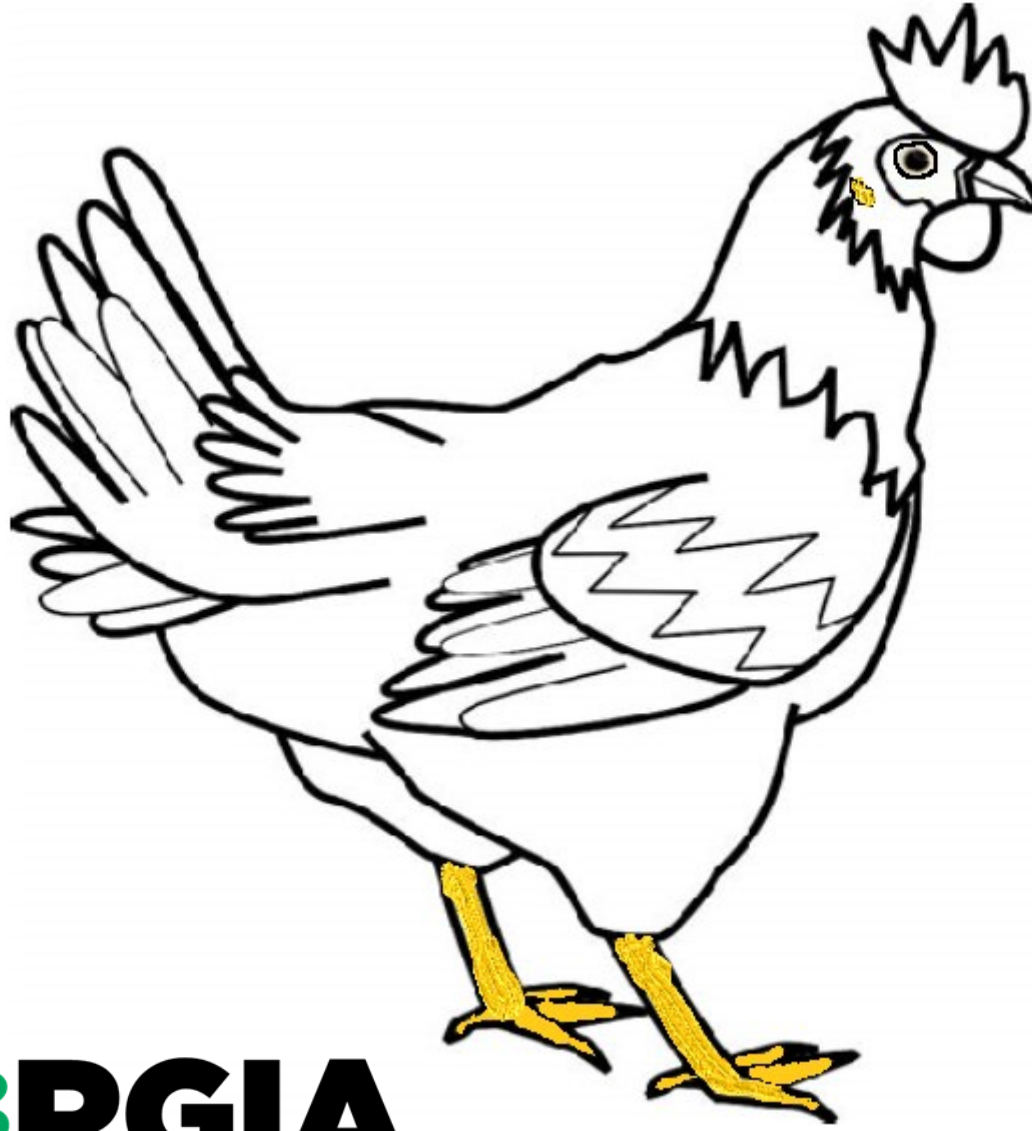
- Interested in Knowing More?

- Georgia 4-H offers a FUN competition to learn more skills related to chick-

Bird #1



Bird #2

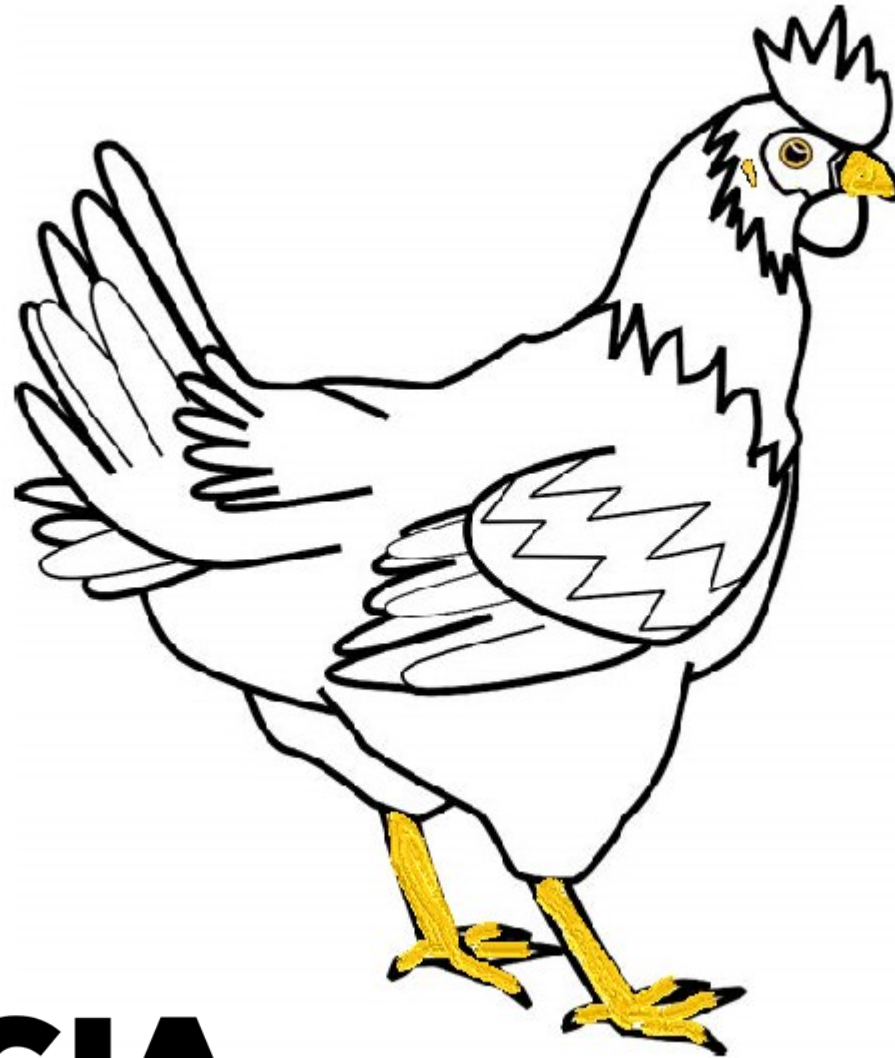


GEORGIA
4-H

Bird #3



Bird #4












Talking Point Cards

<p>Tell your partner how to brush their teeth.</p>	<p>Tell your partner how to make a peanut butter sandwich.</p>	<p>Share why Coke is better than Pepsi.</p>
<p>Share about your favorite dessert.</p>	<p>Share about a family vacation you went on.</p>	<p>Share about your favorite afterschool snack.</p>
<p>Tell your partner how to best eat a slice of hot pizza.</p>	<p>If you had your own YouTube Channel what would be the theme and why?</p>	<p>Tell your partner how to make the best ice-cream sundae.</p>

Share your favorite sport or activity.	Share a holiday tradition your family does for Christmas, July 4 th , Easter...	Tell your partner why it is important to read.
Share about your favorite season: Fall, Summer, or Winter.	Share about your Pet or what type of pet you would like to have.	Share about a chore you do at home.
What is the worst vegetable and why?	Tell your partner how to build a snowman.	Share about your favorite game to play in the pool.

If you were an animal which one would you be and why?	My favorite subject in school is _____, because....	My favorite movie is_____, because...
My favorite thing to do at recess is...	My favorite color is_____, because....	My favorite meal is_____, because...

<p><u>Poultry Judging Scorecard</u></p> <p>Live Bird Rank: __, __, __, __</p> <p>Exterior Egg Quality: (circle answer)</p> <p>1. A, B, Dirty</p> <p>2. A, B, Dirty</p> <p>3. A, B, Dirty</p> 	<p><u>Poultry Judging Scorecard</u></p> <p>Live Bird Rank: __, __, __, __</p> <p>Exterior Egg Quality: (circle answer)</p> <p>1. A, B, Dirty</p> <p>2. A, B, Dirty</p> <p>3. A, B, Dirty</p> 
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