



Outdoor 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 leisure activities which primarily take place outdoors. Through this project 4-H'ers may:

- develop an appreciation for appropriate use of leisure time
- acquire skills for leading others in outdoor recreation activities
- consider the historical, cultural, social, and economic value of an outdoor pursuit
- develop an understanding of specific practices to protect against personal injury when participating in outdoor recreational activities
- develop a worthwhile and enjoyable outdoor leisure pursuit
- explore career opportunities in the field of outdoor 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 outdoor recreation activities as often as possible
- Try different activities to determine what you like
- Tour places such as sporting goods stores, army surplus centers, boating or camping shows, campgrounds, state parks, marinas, etc.
- Take lessons from a trainer/instructor, attend a workshop, or go to Senior 4-H EXTREME Camp
- Interview park rangers, sporting goods store owners, camp managers, parks and recreation personnel, outdoor sports media professionals, fishermen, hunters, etc.
- Acquire and read books, magazines, and pamphlets that relate to outdoor recreation
- Enroll in a class offered by a recreation or park department
- Research applicable rules, regulations, and laws concerning outdoor activities

Project Sharing and Helping Examples:

- Volunteer at a local nature center or park to assist with hiking, trail, and backpacking activities
- Set up a class for younger 4-H'ers and teach the basic skills and knowledge necessary to participate in your chosen outdoor recreation activity
- Organize an Outdoor Recreation Club that includes youth with varied interests and explore the outdoors
- Schedule community meetings to view outdoor recreation films, hear presentations by local individuals noted for their outdoor skills, discuss outdoor recreation options, etc.
- Host a special outdoor recreation day at the mall or shopping center including various vendors, displays, and exhibits
- Sponsor a special event such as a fishing rodeo, bicycle rodeo, bike hike, orienteering activity, etc.
- Demonstrate your work through presentations and exhibits at the 4-H office, school, recreation department, civic clubs, etc.
- Write news articles, blogs, or social media posts about your project and your accomplishments
- Mentor a younger 4-H'er in the Outdoor Recreation project

Recommended Resources:

- Georgia4h.org/ProjectAchievement
- Georgia4h.org/ee
- georgiawildlife.com
- skinet.com/skiing
- alltrails.com/us/georgia
- gastateparks.org
- gadnr.org
- outdoorindustry.org
- usa.gov/outdoor-activities

Special Considerations:

- Carry a water bottle and drink water often to stay hydrated.
- Closed-toe shoes can help protect your feet outdoors.
- Live animals and weapons are not permitted in this presentation.
- Remember to reference official guides, rules, and regulations when creating presentations and exhibits.
- Youth should practice internet safety. A best practice is to include a friend or parent in all communications and interactions.
- Be sure to gain land owner permission prior to entering someone else's property.
- Please use best safety practices when handling tools and equipment.

At Competition:

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

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Sources:

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

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

