PROGRAMMING SNAPSHOT

VIRTUAL PROJECT ACHIEVEMENT

2020 COVID-19 PANDEMIC RESPONSE
Georgia 4-H is preparing the next generation of leaders through 4-H Project Achievement. 4-H Project Achievement participants develop research, writing, and presentation skills that help youth perform better in school related tasks and tests, become self-directed learners and contributing members of society and produces work ready young adults. Through the 4-H Project Achievement process, youth explore an area of interest, gain knowledge and skills in the area and prepare presentations and evidence of learning. 4-H’ers develop leadership, creativity, public speaking, independent thinking, and recordkeeping skills.

Extension programming during the COVID-19 pandemic provides the opportunity for innovative and non-traditional delivery methods. As a response, a team of seven faculty and staff quickly developed a framework, hosted a faculty and staff training, and launched an online virtual Project Achievement contest for 4th – 6th grade students who had previously been registered to attend the face-to-face contest. As the pandemic continued over the summer, Georgia 4-H’s premiere event, State 4-H Congress, was transitioned to a virtual format by utilizing a similar structure but tailoring the approach to the contest. In addition to the previous framework created, UGA Extension faculty and staff developed a process for youth to join in interviews with judges by utilizing video-conferencing technology where they discussed their portfolio work from the year. Portfolios were emailed to judges, as well as filmed videos of youth presentations. One-hundred and forty judges from 11 states were recruited, trained, and orientated virtually for service.

Scoring of presentations, interviews, and portfolios were completed completely online and represent approximately 1,000 hours of volunteer service to provide a virtual offering for five Project Achievement area contest, and the statewide.

To date, 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%). Youth were instructed by local county staff and self-reported (on a 4-point Likert scale) that they gained confidence in speaking in front of people, improved ability to prepare presentations, acquired knowledge about topic, and improved presentation skills.

During the state Project Achievement competition, the virtual format enabled 243 youth participants from 98 Georgia counties to still compete in their projects and sharpen their skills. Youth virtually 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.

"670 YOUTH PARTICIPATED FROM ACROSS THE STATE"
The Georgia 4-H Project Achievement process creates an opportunity for youth to explore an area of interest, gain knowledge and skills in the area and prepare presentations and evidence of learning. 4-H’ers develop leadership, creativity, public speaking, independent thinking, and recordkeeping skills.

OBJECTIVES

Through the 4-H Project Achievement Process, youth:

- Gain confidence speaking in front of people
- Improve their ability to prepare presentations
- Acquire knowledge about a new topic
- improve presentation skills

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THE SCOPE

INTERNATIONAL REACH  
Engaging families from two countries during live programming.

CONNECTION WITH EXPERTS  
Identifying 140 experts from 11 states to serve as event judges.

BREADTH OF TOPICS  
Highlighting more than 10 science-based content areas.

EXPANSIVE AUDIENCE  
Giving 670 youth an opportunity for education and competition through the event.