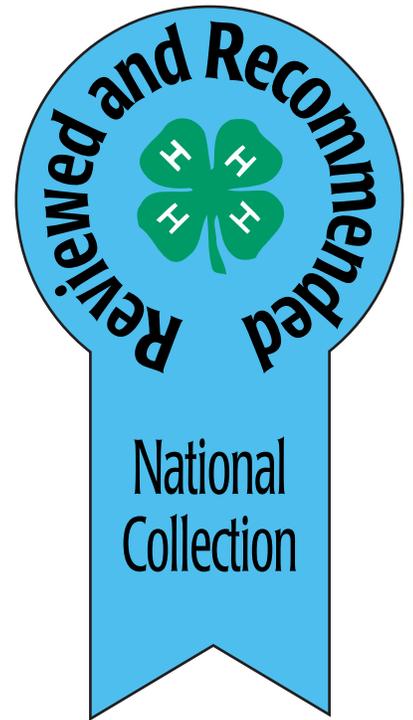


· NATIONAL 4-H ·
HEADQUARTERS



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Nationally Juried Experiential Learning Youth Development Curricula

-Recommended for use
in all States, Counties, and Territories

-October, 2004

Two-page Citations of each curriculum, including reviewer comments,
are available for downloading from
http://www.national4-hheadquarters.gov/library/4h_curric.htm

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National Collection of Juried 4-H Youth Development Curricula - 2004  Citizenship and Civic Education	Audience						Delivery Modes					Components				Source	
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
CITIZENSHIP																	
PROJECT GROW (A) - Project GROW is hands-on citizenship education for early elementary students, that can be used in the classroom and other settings. It teaches children about their role in society, and aims to improve self-image and develop important skills while teaching basic social studies. Children learn by doing, reflecting, and applying content that is relevant and useful.	*	*				*	*	*	*	*	*	*	*				Purdue Univ.
LEARNING AND LEADING: A Toolkit for Youth Development and Civic Activism (A) Includes three sections: Personal Leadership, which is tied to identity formation; Organizational Leadership, which expands on the role of young people as decision makers; and Community Leadership, which focuses on youth organizing as a catalyst for change. Each section includes key concepts, promising practices, practical lessons, and workshop activities.		*	*	*	*	*	*	*				*					Innovation Center 4HSS
PUBLIC ADVENTURES (AB) -This is a new citizenship curriculum designed to help youth contribute to the world around them and develop a life-long commitment to active citizenship. It is designed for youth in grades six through eight, but can be modified for use by both younger and older youth. The heart of Public Adventures is the project that the youth plan that creates, changes, or improves something that is valuable to many people. Then they do it! This is what being an active citizen in a democracy is all about.			*			*	*		*			*					4HCCS 4HSS
CULTURAL EDUCATION (including heritage, diversity, exchanges)																	
DIFFERENT AND THE SAME (AC) - This is a supplementary curriculum to help children understand, talk about, and prevent prejudice. Nine videos provide springboards for discussion, activities, & reading about such subjects as stereotyping. Developed for early elementary children, the project includes a teacher's guide with suggestions for both pre- and post-viewing activities, discussion points & children's books for each video.	*						*	*	*		*	*	*				Family Comm. Inc. 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004  Citizenship and Civic Education	Audience					Delivery Modes					Components					Source	
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MAGIC (AC) -(Making a Group and Individual Commitment) is a collaborative prevention program designed to help juvenile offenders leave the criminal justice system and become productive members of society. Entry-level juvenile offenders and their parent/guardian(s) are court-ordered to participate, and given the opportunity to learn skills that will help them break the cycle of further involvement with the juvenile justice system. These youth are less serious offenders who have the ability to function in group settings. Sexual or violent offenders are not admitted to the program. It is an after-school program and is conducted three times per week over an eight-week period.				*								*	*				Univ. of Nevada
STRENGTHENING PROGRAMS TO REACH DIVERSE AUDIENCES (AC) - is a curriculum designed to teach Extension educators key knowledge and skills needed to develop, market and teach culturally relevant programs, and better work with diverse audiences. The curriculum consists of six units that contain a total of 14 lessons. Within each lesson, there are interactions and reflection. The curriculum also includes a Facilitators Guide that provides step-by-step instructions on teaching the curriculum.					*							*					Univ. of Florida
INTERGENERATIONAL PROGRAMMING																	
GENERATION CELEBRATION (AE) - is designed to help younger persons and older adults enjoy and learn from each other. Each lesson of six involves several activities. Some are done as a group and some done with a special friend who is two (or more) generations older than the young person. The six lessons are as follows: Discovering your attitudes on aging, learning how the media affects your attitudes, spending time with an older person, experiencing how aging affects the senses, becoming sensitive to the needs of others, and widening your circle of friends.						*				*	*	*	*			*	Penn State Univ.
WALK IN MY SHOES (AE) - This Aging Awareness project can be a valuable educational tool that will teach participants to be more sensitive to the needs of older adults. This experience will increase one's understanding of normal age-related sensory changes, will dispel the myths of aging and will present a more positive focus on the realities of aging and the aged. The training program is a tool that fosters not only a positive image of aging, but is also a means of providing the participants with useful information that will teach them to be more senior-friendly. The six session project helps prepare young people to visit nursing homes, interact with seniors in the family and community, and just develop sensitivity for the aging.	*	*	*	*		*	*	*		*		*	*				Univ. of Illinois 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004  Citizenship and Civic Education	Audience		Delivery Modes					Components				Source					
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YOUTH-ADULT PARTNERSHIPS: A TRAINING MANUAL (AE) Building on the experience developed in the original youth-adult partnership curriculum, this hands-on, user friendly curriculum provides practical tools as users move from beginners to experts in the dynamics and rewards of youth-adult partnerships, the manual explores the foundations of effective partnerships and provides the "nuts and bolts" of skill development, covering topics such as roles in groups, establishing boundaries, effective facilitation, addressing schedule conflicts, and negotiation, as well as offering practical advice and tools on resource development and the use of research to strengthen and support youth-adult partnerships as a tool in community and group development.				*		*						*					Innovation Center 4HSS
VOLUNTEERISM																	
TAXI-TAKING ANYBODY INTO EXPANDED INVOLVEMENT (AG) - The purpose of TAXI is to assist in the creating of local volunteer program management systems & to involve both salaried & volunteer staff in the design of those local systems. There are five workbooks or four trainee guides for educating salaried staff, designed task forces, county program advisory committees and volunteer managers--who work with and through other volunteers to conduct education programs, events & training.				*	*						*	*	*				N4HC 4HSS
SERVICE LEARNING																	
YOUTH IN GOVERNANCE (AH) - This curriculum centers around the administrative functions and day-to-day working of a board of directors. Its purpose is to encourage the participation of youth on boards and/or committees and to provide the knowledge needed to be an effective board/committee member.		*	*	*		*	*	*			*	*					CPYI 4HSS
YOUTH AS TRUSTEES (AH) - This curriculum focused on helping youth understand trusteeship, the action involved, and the commitment needed. Its purpose is to empower youth to serve as Trustees & to demonstrate this belief through community service. Sections in the curriculum are History: Instilling a life-long commitment to service by understanding its history & how youth have contributed to that history. Future: Envisioning an ideal community & acquiring the skills needed to bring vision to reality.		*	*	*		*	*	*	*		*	*					CPYI 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004



Communications and Expressive Arts

	Audience				Delivery Modes						Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	
<p>COMMUNICATIONS TOOLKIT: FUN SKILL-BUILDING ACTIVITIES TO DO WITH KIDS (B) - The Communications Toolkit is a series of activities that help young people increase their formal communication skills. The curriculum is for volunteers who work with early adolescents and teens and is divided into five sections: 1. About This Toolkit, 2. Video, Media, and Technology; 3. Visual Communication and Graphic Design; 4. Vocal Expression and Public Speaking; and 5. Written Communications.</p>	*	*	*			*	*	*	*	*	*	*	*				See Address Table in Back of List
<p>REACHING OUT FOR TEEN AWARENESS (B) - By placing teens in the role of peer educators, this innovative program uses the technique of interactive theater as a teaching tool. It combines the impact and believability of peer education with a dramatic presentation that engages the mind and emotions. It is a program that enhances the role of young people as resources to their community.</p>					*	*		*				*	*				MI State Univ.
<p>KNOWING ME, KNOWING YOU (BA) The I-Sight Way to Understand Yourself and Others" is based on Inscape Publishing's Personal Profile System using a simple tool called I-Sight. Kids learn their preferred dimensions of behavior and explore ways to interact more effectively with people in their lives. It contains helpful background, activities and practical strategies for improving strengths, overcoming limitations, communicating, resolving conflicts. Leader's Guide includes 6 lesson plans & 26 masters.</p>		*	*			*	*	*	*	*	*	*	*				Univ. of Maine
<p>BUILDING BRIDGES: REACHING PEOPLE THROUGH COMMUNICATION (BA) - Just about any 4-H activity, event, project or program can become a vehicle for helping youth and adults acquire values, attitudes, abilities and behaviors in order to communicate more effectively with others. Includes project materials and teaching resources designed to be used in a variety of teaching contexts with adults as well as youth.</p>		*	*	*	*	*	*	*	*	*	*	*	*				Free Spirit Pub. Co
DRAMA																	
<p>THEATRE ARTS ADVENTURES (BB)-The Theatre Arts Adventures curriculum feature one 40-page Group Activity Guide for Helpers & four 40-page Youth Activity guides in the areas of acting, puppetry & stagecraft (costumes, make-up, lighting & scene design).</p>	*	*	*	*		*	*	*	*	*	*	*	*				Univ. Wisc. 4HSS
																	4HCCS 4HSS

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Communications and Expressive Arts

	Audience				Delivery Modes						Components			Source			
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
VISUAL ARTS																	
ART IN A BOX (BC) - This is a creative arts resource with numerous activities that encourage exploration, open-ended problem solving, multi-sensory activities, and self-expression. The resource includes an activity book, and a box of sample materials. The helper's guide includes general information on youth development, creativity, and planning; as well as a section for each unit with background information, life skills and application of activities into general knowledge/skill base.		*	*	*		*	*	*	*	*	*	*	*				Univ. of WI
PHOTOGRAPHY/VIDEO																	
A PALETTE OF FUN WITH ARTS AND CRAFTS (BC) - A Palette of Fun with Arts and Crafts is a 130-page helper's guide designed for groups of children in grades Kindergarten to Six. The seven units of the curriculum including Cutting and Pasting, Drawing, Painting, Sculpting, Printing, Fiber and 3-D Construction. Through arts and crafts experiences, children learn to apply the elements and principles of design to the mentioned media, plus gain skills for living (e.g., problem solving). Each unit's introduction includes Palette Connections that prompts the helper to extend the art experiences to Communicating, Technology, Community, Careers, Science, Sensing and Showcasing.	*	*	*		*	*	*	*	*	*		*					4-HCCS 4-HSS
NATIONAL 4-H PHOTOGRAPHY CURRICULUM (BCD) - The <i>National 4-H Photography Curriculum</i> is a project of National 4-H Council, in partnership with the Eastman Kodak Company, Inc. The curriculum focuses on building sequential skills in photography for youth. It is intended to be used as self-exploratory manuals. The manuals includes a section for leaders that support their partnership with the youth on completing the activities. Workforce preparation information is included for the youth and leader, life skills are explained, and the experiential learning cycle is reflected in the <i>Adventure</i> activities. Self-assessment components are also part of each <i>Adventure</i> . Evaluation of the 20 pilot sites consisted of telephone focus groups and mail-out surveys.		*	*			*	*	*	*	*	*	*	*				N4HC 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004



Consumer and Family Science

	Audience		Delivery Modes							Components				Source			
	K-3 Grades	4-6 Grades	7-9 Grades	10-12 Grades	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
IN TOUCH SCIENCE: FOODS AND FABRICS (C) - Ten experiential activities demonstrate the common science concepts between the two fields of study & help children understand the science in their daily lives. The program encourages each child to manipulate materials, to test ideas, and to explore their interests. Evaluation is by a pre- and post test of children and observation by the adult facilitator.	*	*				*	*	*	*	*	*	*	*				Cornell Univ. 4HSS
CLOTHING AND TEXTILES																	
A STYLE OF YOUR OWN (CB) - A Style of Your Own is a learning package for youth that teaches decision-making skills through clothing and accessory management. Young people of diverse backgrounds will learn the six steps of decision making and increase their understanding of fiber science, apparel design, and resource management. They will use that knowledge to develop lifeskills, consumer confidence, and personal satisfaction.			*	*		*	*	*	*	*	*	*	*				4HCCS
ATTENTION SHOPPERS! (CB) - Attention Shoppers! a clothing consumer curriculum for 9 to 11 year olds, helps young people explore three issues: Where I am Right Now, Getting What I Need and Caring for What I Have. Where I am Right Now! helps kids understand the role of specialized clothing specific jobs with special attention to models and movie stars, whose looks get a boost from camera lenses, make-up artists and borrowed clothes. Getting What I Need helps kids recognize clothing fads, practice mixing and matching separates, assess garment quality and analyze ads. Caring for What I have teaches simple clothing "first aid," and discusses laundry and clothing storage.		*				*	*	*	*	*	*	*	*				Univ. of NE
4-H TEXTILE SCIENCE (CB) - The Penn State 4-H Textile Science (clothing and textiles) series consists of 17 project manuals (in three levels; beginning, intermediate and advanced and creative and textile arts projects), a leader's guide, and supportive materials that include a videotape and electronic program related materials. The project materials are not age graded. Each level provides at least two choices from which to select. Because of this, the project materials will not become outdated as fashion changes and member interest in the program will be greater.	*	*	*	*	*	*	*			*				*			Penn State Univ.
EXPLORING THE WORLD OF TEXTILES AND SEWING (CB) - Exploring the World of Textiles and Sewing, a curriculum adventure in learning about sewing and textiles, it features three 40-page Youth Activity Guides and one 40-page Group Activity Guide for Helpers in the areas of sewing skills, buymanship, fibers and textiles, creative expressions and careers.		*	*	*	*	*	*	*	*	*	*	*	*				4HCCS 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004



Consumer and Family Science

	Audience				Delivery Modes						Components				Source		
	K-3 Grades	4-6 Grades	7-9 Grades	10-12 Grades	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
FUN WITH CLOTHES (CB) - There are eight lesson topics that provide children an opportunity to practice a variety of life skills through the subject matter area. The eight topics are Creativity, Communication of Self, Cutting Edge, Choices, Consumerism, Care, Culture, & Careers. Advanced levels are sequenced to support this project for younger youth. A Spanish translation is available.	*					*	*	*	*			*	*				Univ. of Florida 4HSS
SEW, READ!, THE BOY AND THE QUILT (CB) - It is about how a young boy learns about all the steps involved in making a quilt. The youth participants have the opportunity to enjoy the story and learn and do the same kinds of sewing skills, by making their own quilt. The material stresses the development of literacy skills and a variety of age-appropriate life skills includes small motor skills, teamwork and cooperation, listening skills, and problem-solving.	*					*	*	*		*		*					MI State
SIMPLE GIFTS (CB) - Simple Gifts provides instructions for making 16 age-appropriate recreational items for persons with Alzheimer's disease. These specially designed items are donated to individuals or residential nursing facilities. The Program encourages youth and adults to work together, to learn about Alzheimer's, and to become more involved in intergenerational and community service opportunities.	*	*	*	*	*	*	*	*	*			*					Cornell Univ.
FASHION REVIEW (CB) - The Fashion Review Guide is a manual designed to support textile and clothing projects, programs and fashion revue events. It is a "how-to" member guide and also a leader guide for adult volunteers who help young people prepare for participation in the revues at county, regional and state levels. The guide may be used as a project (the booklet includes a record sheet) or as a reference piece.			*	*		*	*	*	*	*							Penn State Univ.
CHILD DEVELOPMENT AND CHILD CARE																	
KIDS ON THE GROW (CA) - This Curriculum features 44 child development activities related to how youth grow and develop, how they care for themselves, their family and community. This revision contains four new activities, as well as nine enhanced activities. Group activities are ready to use for Afterschool programs, day care centers, summer day camps, and more.	*	*	*	*	*		*	*	*	*	*	*	*				4-HCCS 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004



Consumer and Family Science

	Audience				Delivery Modes						Components				Source			
	K-3 Grades	4-6 Grades	7-9 Grades	10-12 Grades	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List	
<p>BABYSITTING BEGINNINGS (CB) - Over 50 hands-on activities are included in the Babysitting Beginnings 4-H member and leader guides, developed to assist the beginner babysitter, 12-18 years of age. Designed around the experiential learning model, the materials are divided into six sessions: responsibilities of the babysitter, business aspects of babysitting, understanding children, sitting safely and the development of a babysitter tool kit and portfolio. Ages and stages of both the children (and the babysitter-found in the leader guide) are included as well as a babysitter time planner, information sheet and family rules forms.</p>			*	*		*												Penn State Univ.
CONSUMER EDUCATION																		
<p>IT ALL ADDS UP (CC) - It All Adds Up is an eight unit consumer education program for teens on consumer rights and responsibilities, values, financial decision making, and basic money management. Each unit consists of a leader's guide and a number of camera ready teen sheets. The leaders guide includes an introduction to each unit, expected outcomes, suggestions, and directions for conducting each activity and recommended supplemental resources to expand and enrich the activities.</p>			*			*	*	*					*					Cornell Univ. 4HSS
<p>FINANCIAL CHAMPIONS (FC) This series of two youth activity guides for youth in 7th - 9th grades also includes a helpers guide. Book 1 helps youth make sound decisions and manage themselves in everyday situations. Youth examine their own thoughts about money; discover money motivators; learn to set goals; the difference between needs and wants; communication skills and how to budget. Book 2 teaches about financial institutions, credit, and how to select financial services, advertising, comparison shopping, and judging financial situations.</p>			*			*	*	*					*					4-HCCS
<p>CONSUMER SAAVY (CC) This series is designed to teach basic consumer education skills and concentrate on the life skills of decision making, managing resources, and acquiring, analyzing, and using information. This curriculum teaches informed and responsible consumption. It includes goods and services, needs and wants, using goals in decision making, barter, time value of money, gathering information, influences on decisions, evaluating internet information, and understanding the global economy.</p>																		4-HCCS
<p>RENT EVENT (CC) -The purpose of this project is to help older teens make wise decisions about renting an apartment. The member and leader guides are outlined to teach concepts about leases, maintenance, services, etc. that will put them in good stead for future important economic decisions they will need to make. In addition, concepts related to communication and relationships are included so that young people can make good choices in these areas as well.</p>			*	*		*	*	*			*	*	*	*				Penn State Univ.

National Collection of Juried 4-H Youth Development
Curricula - 2004



Environmental Education and Earth Sciences

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
<p>GOING PLACES, MAKING CHOICES: TRANSPORTATION & THE ENVIRONMENT (D) - This curriculum addresses the relationship between transportation and environmental issues. The curriculum is experiential, and focuses on raising the awareness of high school age youth about transportation and personal mobility choices now and in the future. Youth also learn about the technology of the current forms of transportation options. <i>Going Places, Making Choices</i> has gone through two rounds of pilot testing in over 50 4-H clubs and schools across the country.</p>				*	*	*	*	*	*	*	*	*	*				N4HC 4HSS
<p>NEW JERSEY 4-H SCIENCE DISCOVERY SERIES (D) - Making science fun is the goal of the lessons and activities included in this curriculum aimed at teaching youth in grades 2-10. Whereas Volume 1 focuses on basic science exploration activities with few consumable supplies that are easy to make into self-contained kits. Volume 2 provides more in-depth coverage to six different science topics. Extension/4-H staff, youth group leaders, school teachers, youth center staff, camp counselors, 4-H club leaders, and other educators will find that the lessons contained in these guides are as fun and interesting to teach as they are for youth to experience and learn. Related resources are available online at http://discoverscience.rutgers.edu</p>	*	*	*			*	*	*	*	*	*	*	*				Rutgers Univ. 4HSS
<p>CYCLING BACK TO NATURE: FOOD PRODUCTION AND PESTICIDES (DA) - The content information centers on food production in the U.S. & globally, and the environmental and health effects of pesticide used in agriculture. Content centers on ecological basics such and biological diversity, and moves into an analysis of agriculture and pesticide used in the U.S. Global needs and demands for food, including information about population trends, is included. The experiential learning cycle is used as the teaching method in the book, with emphasis on cooperative and facilitative learning.</p>	*	*	*	*		*	*	*	*	*		*					N4HC 4HSS
<p>CYCLING BACK TO NATURE: SOILS ALIVE! (DA)- Activities are designed to stimulate a sense of stewardship for the environment through group discussion, role playing, experimentation, demonstration, and simulation. The curriculum explores the earth's limited resources. Youth are given an opportunity to examine the concepts and issues related to soils and soil organics in a learning environment that blends critical thinking with exploration of the environment.</p>		*	*	*		*	*	*	*	*		*					N4HC 4HSS
<p>MUD, MUCK, AND OTHER WONDERFUL THINGS (DA) - This curriculum helps children understand basic ecological concepts. By beginning to understand the way the world works, children can begin to develop stewardship behaviors. The experiential learning cycle is used as the teaching method in the book, with emphasis on cooperative and facilitative learning.</p>	*					*	*	*	*	*		*					N4HC 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004



Environmental Education and Earth Sciences

	Audience					Delivery Modes						Components				Source	
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
EXPLORING YOUR ENVIRONMENT (D) - Designed to address criticism and flaws of previous EE materials from factual inaccuracies, superficiality, lack of ecological concepts and presentations that persuade rather than inform learners. It attempts to meet the goals of EE set out by the North American Association for Environmental Education (NAAEE) "Guidelines for Excellence" within the 4-H context of experiential education. The curriculum targets youth ages 9-19 and basic ecological concepts while focusing on the development of scientific thinking and processing skills.		*	*	*		*	*	*	*	*	*	*	*				Univ. of MN 4HSS
WEATHER TOGETHER (D) -Engages 4th-6th graders in the exploration of weather through a variety of classroom based and self guided activities. This five week, five lesson unit ios designed to be taught in 60-minute intervals, with the potential to expand to 120 minutes when "Digging Deeper" and "Going Beyond" activities are conducted. Students discover the influence of sunlight, gravity and moisture on the atmosphere, and the interaction of these influences which create weather. Students also learn to predict the level and intensity of these interactions within a geographical area. The book includes photo ready transparencies, cut and assemble teaching posters, end of lesson review tests, readand do worksheets, a glossary of weather related terms, a shopping list of equipment and consumables, and web page support for predicting local weather conditions.			*	*			*	*	*		*						Ohio State Univ.
EARTH, WATER AND AIR																	
SOIL, WATER, AND LAND USE (DB) - Understanding pesticide interaction is a computer and activity based teaching kit. This kit uses methods of discovery, discussion, background information and computer simulation to introduce youth to the principles of soil properties, weather and pesticide properties, and how their interactions influence pesticide leaching and possible groundwater contamination. Explores the importance of nitrogen to life and its implications for water quality.		*	*			*	*				*	*				*	Univ. of Florida 4HSS
LASTING IMPRESSIONS: A GUIDE TO UNDERSTANDING FOSSILS IN THE NORTHEAST UNITED STATES (DBA) -Lasting Impressions is designed to show how we can use comparisons with the present to learn more about the history of life on Earth. As long as 500 million years ago, plants and animals--now long extinct--flourished in shallow seas that covered what is now northeast North America. We find evidence of them as the fossils they left behind. Teaching strategies include hands-on demonstrations, inquiry-based observations and comparison-making, and hypothesis testing. Evaluations centers on how youth have learned to think like scientists, suggesting processes and functions relating to creatures in the past by making observations about the world around them today.			*			*	*	*			*	*	*				Cornell Univ. 4HSS

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Environmental Education and Earth Sciences

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	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
WATER																	
EARTH CONNECTIONS (DBD) - Each set of Earth Connections (5-9 and 9-11) consist of five lessons providing a basis for understanding soil, water and air, life interdependence on these resources and the need for conservation. Lesson 1, Earth Connections, develops an understanding of the connections between soil, water, and air and the interdependence between earth's living & nonliving components. Lesson 2 deals with how we use water and the importance of water on Earth. Lesson 3, Soil and Earth, develops an understanding of how soil is formed, what is in soil and its importance for life. Lesson 4, Air, develops an understanding of what air is, and how we use it. Caring for Our Earth, after learning about water, soil, and air, this lesson develops decision-making skills as a foundation for environmental stewardship.	*	*				*		*	*	*		*	*				4HSS
4-H WETLAND WONDERS (DBD) - The sequential lessons introduce learners to the water cycle, watersheds, their own home water use, ground water, soils, plants, a wetland food web and human influences. After completing the foundation lessons learners create field trip books and visit a wetland. Lessons are designed to actively engage learners and to encourage investigation and curiosity. Reproducible masters are included for learner worksheets, overhead transparencies, and activity cards.		*				*	*		*				*				Oregon State Univ.
GIVE WATER A HAND (DBD) - A national youth water education program which was developed in 1994 to engage young people in community-based, natural resource service projects. The Give Water A Hand materials are guides for planning community involvement and action. Give Water A Hand seeks to provide young people with the investigative, planning and implementation skills needed for effective action. By gaining these skills, young people are able to be new environmental stewards in the face of new and ever-changing environmental concerns. The Give Water A Hand guides show youth and their leaders how to access local resources experts for ideas, information and resources. Working with local experts also exposes young people to possible careers in environmental management.		*	*			*	*	*	*	*	*	*	*				Univ. of WI 4HSS
WATER WISE GUYS (DBD) - 4-H Wise Guys is a portion of the 4-H Earth Connections (earth, air, water) curriculum that is designed to help 9-11 year old youths to understand the environmental and economic issues associated with water conservation and quality. Additional curriculum packages are being designed for youth in other age ranges & for sequential advancement in water education. An investment in young people's knowledge, in young people's knowledge, understanding, and attitudes about our own water use, conservation and water quality issues and their affect on the natural environment cannot be ignored now or in the future.	*					*	*	*	*	*		*	*				Univ. of FL 4HSS

National Collection of Juried 4-H Youth Development
Curricula - 2004



Environmental Education and Earth Sciences

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
ENERGY (GENERAL, HOME, FARM, TRANSPORTATION)																	
ENERGY LINKS (DC) - Energy Links is designed specifically to meet the objectives of 5th grade science. The curriculum contains 9 units and 22 experiments. The curriculum uses the Experiential Model and also contains short vignettes for each unit which help the child to see energy across the ages. This aspect captivates the young person and gives youth perspective as well as an appreciation for what energy accomplishes in our lives.		*					*	*	*			*					NC State Univ. 4HSS
ENERGIZING YOUR FUTURE WITH ENERGY, ECONOMICS & THE ENVIRONMENT (DC) - This curriculum will teach youth about the interactions among energy, economics, and the environment. How today's youth balance energy trade-off as adults will dramatically affect the environment and economy of their communities, regions, and world. It's important that youth learn how to take a balanced approach to solving the complex energy and environmental problems they'll encounter in the years ahead. This guide contains five chapters, each focusing on a different topic related to the interaction among energy, economics, and the environment.	*	*	*	*		*	*	*	*	*	*	*					N4HC 4HSS
FORESTS, RANGELAND, AND WILDLIFE																	
LEAFING OUT (DD) - Leafing Out is designed to educate young people about the importance of and care for the community forest in their own area. While global forestry issues receive extensive coverage in the press, most people are far less aware of the life cycle, care and importance of the trees in their own backyards. The curriculum includes five teaching units: Trees in My World, Working Trees, Growing Up Green, The Concrete Forest, and Forest Green.		*	*			*	*	*	*	*	*	*					NE Univ.
FORESTS OF FUN (DDA) - enables youth to gain a life-long appreciation of forests as sources of multiple benefits for society. The three activity guides, titled "Follow the Path" - Level 1; "Reach for the Canopy" - Level 2; and "Explore the Deep Woods" - Level 3 and the Helper's Guide feature activities that focus on individual trees, forests, forestry careers and forest resources. Youth can select the activities they wish to do and track their own progress toward completion of the certificate contained in the guides.		*	*	*		*	*	*	*	*	*	*					4-HCCS 4HSS
INDIANA WILDLIFE MANUALS (DD) - was written for youth that enjoy wildlife and for those who want to learn more about Indiana wildlife. The first manual introduces some important general wildlife concepts and features 12 common species. Manuals B, C, and D go into more detail, including species interaction and wildlife management. The Leader's Guide includes the answers to all the questions in the Learners Manual.		*	*	*		*	*	*	*	*	*	*	*				Purdue Univ.
FISHING FOR ADVENTURE (DD) - Let's go fishing! This phrase will light up the eyes of youth and adults alike. The 4-H Sportfishing materials will take you on a journey that includes the old time favorites of developing angling skills and creating fishing tackle, to aquatic education and the dynamics of people and fish (angling, fisheries management and folkways). This comprehensive curriculum is designed to develop life skills while providing information and motivation to youth and adult audiences interested in sportfishing and aquatic resource stewardship.		*	*	*		*	*	*	*	*	*	*	*				4HCCS 4HSS

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Environmental Education and Earth Sciences

	Audience						Delivery Modes					Components				Source	
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
<p>4-H RECYCLING ADVENTURES (DF) - 4-H Recycling Adventures is an educational waste management project kit designed to help youth understand the environmental and economic issues associated with waste. The foundation for this project is a puppet show where the problems and solutions to waste management are viewed through the eyes of a little boy named Billy, a friendly pelican, R.E. Cyler and a family of recycling-conscious animals.</p>		*				*	*	*	*	*			*		*		Univ. of Florida 4HSS
<p>IN TOUCH SCIENCE CHEMISTRY & ENVIRONMENT (D) - In Touch Science is designed for children in grades 3 to 5. The program helps youth: Communicate what they observe and learn, understand the science connection between two fields of study, and recognize science concepts in daily experiences. The hands-on projects and activities are useful to science centers, 4-H clubs, school-age child-care programs, summer camps, homeschool, scouts, and other community programs. The information can be adapted for use in school science programs.</p>	*	*				*	*	*	*	*			*				Cornell Univ. 4HSS

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Healthy Lifestyle Education

	Audience		Delivery Modes							Components				Source			
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
HEALTH...IT'S YOUR CHOICE - (E) This curriculum series is designed to assist youth in making informed lifestyle choices. It is designed around the six wellness factors: physical, social, intellectual, emotional, spiritual, and occupational. The theme "Health" emphasizes the wellness concept. Wellness deals with the total person--mind, body and spirit. It is a movement and growth towards our optimal potential.	*	*	*	*		*	*	*	*	*	*	*	*				4HCCS 4HSS
RAISING RESPONSIBLE TEENS (E) - This curriculum can be used to develop or supplement programs intended to provide parents of teenagers with information about adolescent developmental issues: teenage sexuality, alcohol, & drug abuse. Furthermore it provides strategies for developing positive communication, problem solving, and family management skills. Also included are a variety of promotional resources including press releases newspaper features and camera ready brochures.					*	*		*			*	*	*	*			N4HC 4HSS
CHEMICAL HEALTH																	
HEALTH ROCKS! (EA) - Health Rocks! is a multi-year effort to develop, implement, and evaluate a nationwide approach to help youth ages 8-12 develop life skills with a special emphasis on youth smoking prevention. The program is designed to engage youth and adults as partners in developing and implementing community strategies to prepare young people to make healthy lifestyle choices.			*	*	*		*	*	*	*		*					N4HC 4HSS
CHOICES IN A PACK (EA) - This offers middle school students decision-making opportunities regarding smoke & smokeless tobacco. Topics are present with teen issues in mind: popularity, looks, athletics, and peer groups. The five curriculum components include two computer-based exploration games and four core classroom units for language arts, math, science, and social studies classes.			*				*	*				*				*	New Mexico State 4HSS
DOING WHAT COUNTS FOR TEENS: A Character Counts! Tobacco Free Curriculum (E) - Helps youth realize the dangers of tobacco use, and to empower them to fight against the harmful effects of tobacco in their communities. <i>Doing What Counts</i> uses the pillars of Character (trustworthiness, respect, responsibility, fairness, caring and citizenship) from the Josephson Institute to help youth learn about scientific aspects of tobacco use, health issues, strategies tobacco companies use for attracting teens, and the public policy process.			*	*	*	*	*	*	*	*		*	*				Univ. of NE
MENTAL AND EMOTIONAL HEALTH																	
TALK WITH TEENS ABOUT SELF AND STRESS (EB) -All young people need a safe place to "just talk" - to share their feelings and concerns with supportive peers & an attentive adult. These guided discussions help teens gain self-awareness, make better choices solve problems, cope with stress, and discover that they have much in common. For use with all teenagers including those at-risk, underachievers, and gifted students. Includes twenty reproducible handout masters.			*	*		*	*	*				*	*				Free Spirit Pub. Inc. 4HSS

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Healthy Lifestyle Education

	Audience		Delivery Modes							Components				Source			
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
FOODS AND NUTRITION																	
FANTASTIC FOODS (EC) - Food, fun, and flavor are what this curriculum is all about. Youth will have fun in the kitchen as they prepare lots of different foods, do fun experiments and go on fact-finding missions. The four grade level manuals are designed around six major categories: healthy food selection, smart food purchasing, food safety and science, food preparation, food preservation, and careers and food around the world. In addition to the printed manuals, youth can go to the fun new web site where they can download lots of recipes and helpful information for action and formal demonstrations.		*	*	*	*	*	*	*	*	*	*	*	*				Purdue Univ. 4-HCCS
EATFIT (EC) - Research suggests that Social Cognitive Theory can promote health-behavior change among adolescents. Using this theory, the EatFit educational intervention uses computer technology to assist adolescents with diet assessment and 'guide' goal setting for making healthy life-style choices. The nine-lesson format provides skill building experiences and social support to promote dietary self-efficacy and goal attainment.			*	*	*	*	*	*	*	*	*					*	Univ. of CA
FOOD, FUN, & READING (EC) - Food, Fun and Reading is a nutrition and literacy education program or pre-kindergarten through grade two. Children learn about food and nutrition by having children's storybooks with food-related themes read to them and then participating in hands- on nutrition activities. Each lesson includes nutritional objectives, background information for the instructor, guidelines for discussion before and after reading the story, nutrition lesson on the Food Guide Pyramid, list of supplies needed, supplemental activities, other books children might enjoy, Internet sites of interest, take home activity, recipes and letters to parents.	*					*	*	*	*	*	*		*				Univ.VT
FOODS LEADER'S GUIDE (EC) - This includes a video-flash card section on kitchen equipment identification. A preliminary evaluation of the materials were sequenced, and 5-10 new techniques. Peer evaluations were from 95-100%. The video is primarily in the home so that leaders can turn it on an off depending on their time schedule.					*	*	*	*					*	*			Penn State Univ.
FOOD SCIENCE (EC) - This project teaches a working knowledge of science and the use of scientific concepts and methods. "Real" experiments are done with common foods using the experimental method. They learn composition and properties of certain foods, changes in foods caused by oxygen, bacteria or molds, heat, applying acid or base. (No recipes)			*			*	*	*				*	*				Univ. of IL 4HSS
GIFTS OF GOLD (EC) - The purpose of this curriculum is to use corn as a theme to help children develop awareness of agriculture, healthful nutrition practices, urging literacy skills and a respect for themselves & others. Thirty-four activities & take-home pages & six family CORN-er letters are contained in three leader/parent booklets. A children's song cassette, an activity video, & the children's popular book Corn is Maize accompany the booklets.	*					*	*	*	*	*	*	*	*	*	*	*	New Mexico State 4HSS
GETTING INTO A FOOD MOOD (EC) - This curriculum will assist leaders to teach children and young adults about where our food comes from, how we view it, & how we are assuring future populations will be fed. This guide integrates workplace competencies and foundation skills with food industry issues. It is intended to be used with participants ages 8-15 (grades 3 to 10).	*	*	*	*		*	*	*	*	*			*				N4HC 4HSS

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Healthy Lifestyle Education

	Audience						Delivery Modes					Components				Source	
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
<p>IN THE BAG! FAMILIES SHARING SCIENCE TOGETHER (EC)- This curriculum has a manual that describes how to assemble a series of six take-home activity bags for families of children ages 5-8. After assembly each bag will contain a children's story book with a food-related theme; a family letter that gives guidance for talking about the book, doing two science activities that relate to the book, preparing food, & exercising or playing a game; as well as simple supplies needed for the science activities.</p>	*					*	*	*	*	*	*	*					Cornell Univ. 4HSS
<p>OUR HERITAGE IN FOODS (EC) - This project traces common foods of the U.S. through the native Americans and groups of immigrants. It helps youth develop self identity and appreciation for diversity. Group and individual activities are provided along with nutrition information and ethnic recipes. Members are led to further study of their own family heritage.</p>	*	*				*	*				*	*					Univ. of IL 4HSS
<p>RIISING TO THE OCCASION (EC) - This leader's guide is designed to help teach children and youth how to make bread and prepare for careers in the food industry. This guide integrates workplace competencies with the art and science of bread making.</p>	*	*	*	*		*	*	*	*	*		*					N4HC 4HSS
<p>SPORTS NUTRITION (EC) - Youth explore fitness myths & understand physical development, structure and functions of the human body. They learn principles of nutrition & exercise. Some parts of the project may be done independently, but many require a leader for group experiments and processing of information. "Power snack" recipes are given, but healthy food choices are the objective, not food preparation.</p>		*				*	*	*	*	*	*	*					Univ. of IL 4HSS
<p>YOUTH CURRICULUM SOURCEBOOK (EC) - This is designed for people who plan and implement youth nutrition programs. The book is comprised of over 175 activities which are based on the Food Guide Pyramid and focus on food, physical activity, food safety, and consumer issues. The Sourcebook also contains information on: developmental stages of youth; tips for helping youth learn about food & nutrition; ways of involving teens as youth leaders; & food practices of specific cultural groups.</p>	*	*				*	*	*	*	*	*	*					WI Univ. 4HSS
<p>TRICKS FOR TREATS & MORE TRICKS FOR TREATS (EC)- This curriculum is a very simple introduction to food selection, nutrition, kitchen safety, reading recipes, measuring, following directions, using appliances correctly, microwave cooking, and making healthy snacks. Recipes & experiments teach the basic principles. Each section includes one easy recipe, discussion questions for processing what happened, & suggestions for further activities.</p>		*				*	*	*	*	*	*	*					Univ. of IL 4HSS
<p>GROWING CONNECTIONS: A Garden-Enhanced Nutrition Education Curriculum (EC) - The primary theme of this curriculum is making healthy food choices. Designed with the "outdoor classroom" in mind, lesson plans include fun, hands-on, learn-by-doing activities. Includes making snacks, preparing recipes, group-building activities, and learning about how vegetables grow.</p>		*	*	*	*	*	*	*	*	*	*	*					Univ. VT
<p>S'MORES AND MORE: OUTDOOR COOKING, basic level (EC) Designed to engage youth in the basics of cooking in the outdoors, safely, and while having fun. Curriculum consists of a combined member/helpers manual containing 25 lessons that include planning for cooking outdoors, purchasing food, preparing to cook, and food safety. This curriculum can be used in a variety of settings and is a natural compliment to foods and nutrition curricula or as a stand alone project.</p>			*	*	*	*	*	*	*	*	*	*					OR Univ.

National Collection of Juried 4-H Youth Development Curricula - 2001



Healthy Lifestyle Education

	Audience		Delivery Modes							Components				Source			
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
PHYSICAL HEALTH																	
OUTDOOR ADVENTURES (ED) - This curriculum is for learning about hiking, camping and backpacking. It also produces activities that develop personal, interpersonal and technical skills for three age levels of youth and their leaders. The three Youth oriented Guides are focused on land based adventure activities - day hiking, base camping and overnight backpacking.		*	*	*	*	*	*	*	*	*	*	*	*				4HCCS
BABYOPOLY (ED) - This is a family life & resource management game that helps young people consider the real life responsibilities that come from sexual involvement. It imagines three scenarios for a prospective parent: early to mid-teen years; after high school; & after college. Students are asked to share their insights as to what they learned & how what they learned will affect their future behavior.		*	*	*		*	*	*				GAME					Love It Ed. Systm's 4HSS
PROJECT 4 TEENS (ED) - This program was developed to promote healthy sexuality & prevent adolescent pregnancy through cross-age teaching. The workshop combines learning factual information about sexuality & healthy relationships with skill development including: communication, decisionmaking, and refusal skills. Adult mentors also participate in the training to support & assist teens in planning & implementing their education programs.			*	*		*	*	*				*	*				Univ. of MN & Hazel. Svcs.
SAFETY																	
TEACHING AGRICULTURAL SAFETY TO KIDS (EE) - TASK is a unique farm safety curriculum developed to fill the void left by the existing, more generalized safety curricula currently available for children. The family farm provides some distinctive safety challenges that call for innovative approaches.			*	*		*	*	*	*	*	*	*	*				IL Easter Seal Society
TUG-OF-WAR WITH GRAIN (EE) - Entrapment is a serious danger for people who work or are around grain. Within the past three decades, more than 200 people died in grain, and more than a third of all entrapments involve children. The real tragedy is that many people have been caught in a grain wagon, bin, or storage area and did not understand the risks they were taking by being in such a situation. This curriculum examines grain hazards by using hands-on laboratory experiments for middle school and high school youth. The experiments strengthen critical thinking skills and use a scientific approach that allows youth to apply math and science concepts in situations they might encounter in their daily lives.			*	*		*		*	*	*	*	*	*				Iowa State Univ. 4HSS
BICYCLE ADVENTURES - (EEC) Each of the pieces is designed for use with a particular age level of youth. While it is understood that children progress at different rates, care should be taken to not push the child to the next level until they are ready. The content for each level is specific t the age/grade level ofthe child/youth. The first level focuses on personal safety and road rules. Level 2 emphasizes maintenance and on-the-road skills. The last guide concentrates on repair, advance road skills and community. The Bicycle Adventures video Don't Get Stuck: Fix It! Is a companion piece which lets participants view children/youth performing many ofthe repairs mentioned in the guides as well as some others.	*	*	*			*		*	*	*	*	*	*				4HCCS 4HSS

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Personal Development and Leadership

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
CAREER EXPLORATION AND EMPLOYABILITY																	
CHARACTER AT WORK (FA) - Character at Work is an ethical decision making workshop for youth 16 - 18 who are entering the workplace. During 5.5 hours of interaction -- similar to a typical school day --facilitators present principles of character and an ethical decision model and process making using various methodologies (including case studies, small group discussion, lectures, group energizing activities, etc.) Participants use journals to relate their learning to their lives, especially at work, and at the end of the day have the opportunity to express various learnings verbally as well as on a written instrument.				*		*	*	*	*				*				CO State Univ.
RESPECT AND INTEGRITY THROUGH SKILLS AND EDUCATION (R.I.S.E.) (FA) - R.I.S.E., a Youth-at-Risk USDA funded grant site, is a workforce readiness program involving the community as the classroom. It was developed on SCANS competencies and skills. The major components of R.I.S.E. are community based career exploration, life skills development, and employability skills development. In R.I.S.E., youth gain new skills and positive attitudes, which motivates them to aspire to visions and horizons not yet perceived.			*			*	*	*	*			*					Univ. of Conn. 4HSS
WONDERWISE (FA) - The Wonderwise curriculum is a series of nine science education modules that focus on bringing engaging science activities to 8 through 12 year olds. Each of the nine modules is based on the research of a woman scientist and includes a video profile of the scientist, interactive CD-ROM, and manual which provides background information and five inquiry-based activities. The activities are designed to provide experiences similar to those of the scientist featured in the module.		*				*	*	*	*	*	*	*	*	*			Univ. of NE
ECONOMICS, BUSINESS AND MARKETING																	
"Be the E" ENTREPRENEURSHIP - (FC) - Designed to teach basic entrepreneurial skills and the life skills of decision making, problem solving, planning and organizing, resource management, plus responsible citizenship. The youth manuals begin at Level 1 with experiencing the passion of developing your own idea and of self assessment. Level 2 activities involve refining your ideas, testing marketability, and assessing the risks of starting your own business. Level 3 is continuous through designing a business and marketing plan. Youth learn how to successfully use their interest, skills, and talents in taking their product or service into the marketplace. They are also encouraged to give themselves and their resources back to the community for additional personal and business growth. Learning strategies include hands-on practice of entrepreneurial and life skills, field trips, interviews with business owners, shadowing, and many others.			*	*	*	*	*	*	*	*	*	*	*	*			4-HCCS

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Personal Development and Leadership

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
BIZWORLD (FC) - BizWorld is a free program in which wstudents discover what it takes to succesfully start and run a company in thei friendship bracelet industry. Students apply for jobs, form companies, and secure financing. Then they design, manufacture, market, and sell their products. The simulation takes a total 8 hours to commplete, typically divided into four 2-hour sessions. Beyond teaching economics fundamentals, BizWorld demonstrates to students how their schoolwork will be utilized later in life.	*	*	*			*	*	*		*			*				Biz World Foundat-ion
GOING SOLO (FC) - Going Solo is a comprehensive program that introduces teens to the concept of entrepreneurship, that is, starting their own business. Through a variety of hands-on learning experiences and computer business-simulated game, participants learn the basics of becoming business owners.				*	*		*	*	*			*	*				Univ of IL
BIZTECH (FC) -BizTech is an Internet-based learning program that combines entrepreneurship education with information technology while reinforcing reading, math and critical thinking skills. Students learn how to start and operate a business and write a complete business plan online.			*	*	*	*	*	*	*	*	*	*	*	*	*	*	NFTE 4HSS
INTRODUCTORY 4-H PROJECTS																	
ADVENTURES IN LEARNING (FD) - This offers the site directors of after-school programs a curriculum which is user friendly. It offers 20 theme weeks of tested curriculum. The curriculum also contains a family page which is sent home prior to the experience. This allows the parents to know what their child will be exposed to and empowers them to become a part of their learning.	*							*	*	*			*				NC State Univ. 4HSS
CLOVERBUD SERIES II (FD) - This curriculum was designed to meet the needs of both low and high-risk youth in kindergarten through second grade. It emphasizes overall well being by empowering young children with life skills of successful learning, positive social interaction, physical mastery, making decisions, and self understanding. The Cloverbud materials will enable adult volunteers to help youth relate to subject areas of science and technology, community expressive arts, healthy lifestyle, plants and animals, environmental/earth science and citizenship. Each of these eight subject areas has three curriculum pieces and about nine activities in each curriculum piece. The curriculum follows the experiential learning cycle with short-term, fun, cooperative, and non-competitive activities. Evaluation strategies are encouraged utilizing observation and interview methods for the children participants along with surveys for parents and leaders.	*					*	*	*	*	*			*				Ohio State Univ. 4HSS
LEADERSHIP SKILLS DEVELOPMENT																	
HEADS-ON, HANDS-ON: THE POWER OF EXPERIENTIAL LEARNING (FF) - A comprehensive training curriculum designed to show how to use the Experiential Learning Model effectively when working with youth. The curriculum contains a video and accompanying facilitator's guide, aswell as a resources website. The video contains 8 vignettes that demonstrate the model in action in different settings, using different curricula, and different teaching scenarios.	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	4HCCS

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Personal Development and Leadership

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
STEP UP TO LEADERSHIP (FF) - This unique series includes a Mentor Guide for Grades K-5, paired with a Leadership Workbook for Youth grades 3-5. It also includes a Mentor Guide for grades 6-12, a Leadership Journal for grades 6-8, and a Leadership Portfolio for grades 9-12. Each level stresses relationship building, communication, planning and organizing, and group process. The series is supported by a very helpful website.	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	4HCCS
LEADERSHIP DEVELOPMENT THROUGH COMMUNITY ACTION (FF) - Focuses on social and emotional competence, which are now being integrated systematically into middle-school programs throughout the country. The curriculum is designed to promote the capacities for learning, responsibility, and cooperation for children aged 12 to 14. These skills and capacities are needed not only in the workplace but also for community service.		*	*				*						*				Univ. of IL
YOUTH LEADERSHIP INSTITUTE (FF) - The purpose of The Youth Leadership Institute is to establish a forum to teach youth contemporary principles of leadership. The Institute targets young people in eighth and ninth grades who have not had opportunities to assume traditional leadership roles, but have the potential for leadership. It is designed as a 20 hour inter-active hands-on training program with an independent study-community service component.			*			*	*	*				*	*				Univ. of AZ
TLC: TEEN LEADERSHIP Connection: 4-H Leadership and Community Bike Program (FF27) - Through a variety of activities, participants can gain skills designed to improve leadership and life skills and teach teamwork and social skills. The curriculum contains a variety of learning techniques for promoting positive behaviors and cooperative learning while minimizing lifestyle risks and maximizing life opportunities among middle and high school students. Over 60 contemporary interactive lessons in eight modules focus on several critical, educational and public impact issues, to include: cultural diversity; conflict resolution; social skills; community service; leadership development; and life skills. With a combination of 4-H principles of experiential and cooperative learning, TLC lessons contain hands on activities and visuals developed specifically for this project.			*	*		*	*	*	*		*	*					Prairie View A&M Univ.
PERSONAL DEVELOPMENT (general)																	
BOOMERANG! CHARACTER EDUCATION PROGRAM - (FH) Boomerang! is a 17-week session character education. Through the program, character traits are emphasized in order to maintain positive, safe and orderly learning environments and to prepare youth to become positive, productive members of society. The ties between the Native American Circle of Courage model, the 4-H Life Skills model, the Experiential Learning model, and a cross-age teacher model are clear. They are pulled together into an activity-based, thought-provoking series for 4th - 8th grades youth.		*	*			*	*	*		*			*				Iowa State Univ. 4HSS

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Personal Development and Leadership

	Audience		Delivery Modes							Components				Source			
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
4-H FOCUS ON CHARACTER (FK) - It is a set of eight camera ready meeting plans for use with 4-H Clubs. These meeting plans include an Introduction to Character, the Six Pillars of Character (Trustworthiness, Respect, Responsibility, Fairness, Caring, and Citizenship) and decision making. The goals of the curriculum are for 4-H members to list, explain, and make decisions based on the Six Pillars of Character. The meeting plans include background information, hands-on activities, roll calls, recreation, community service, family take-home pieces, posters, and more. Pre/post evaluation pieces are completed by leaders.	*	*				*	*	*	*								Univ. of IL
BUILDING SELF-ESTEEM (FH) - The child's book contains realistic encouraging how-to-advice for young people on being assertive, building relationships, becoming responsible, growing a "feelings vocabulary," making good choices, solving problems, setting, goals, and more. Each session feature learner outcomes, detailed activities, and a step-by-step agenda and session closing.		*				*	*	*	*			*	*				Free Spirit Pub. Inc. 4HSS
CAREERS UNLIMITED (FH) -The program is designed to provide indepth, comprehensive & fun training for teens to develop lifelong career planning skills. The booklet covers several areas: group-building, career exploration, tips for parenting, starship self, economics of living, self-esteem, employability skills, stress management, skills for careers, Michigan Employment Security Commission & Rehabilitation Services, mentorships, county programs & additional information.			*	*		*	*	*	*		*	*	*				MI State Univ.
GET REAL! GET ACTIVE! (FH) - The Get Real! Get Active! activity guide is a collection of twenty fun, challenging, learn-by-doing activities about Theatre Arts, Aerospace, Diversity and Dogs. The activities are linked to 20 video segments from Get Real!, the award winning TV show produced by Wisconsin Public Television just for kids.		*				*	*	*	*	*	*	*	*	*	*	*	4-HCCS 4HSS
JUST DO IT, JR. (FH) - Low self-esteem, negative peer pressure, & apathy toward education are formidable foes for elementary school children. If these enemies prevail, kids can drop out, go to jail, or become teen parents. The purpose of this curriculum is to teach youth & their parents about assets to prevent these things from happening. The curriculum outlines strategies for Cooperative Extension to work with elementary schools to achieve these goals.		*				*	*	*				*					Univ. of NV 4HSS
K-3RD GRADE PROGRAM GUIDES: BIRDS, BUG OUT, CLOTHING, & COMMUNITY UNIT (FH) - This curriculum uses a multi-state, interdisciplinary curriculum to promote developmentally appropriate, cooperative, and experiential learning for children 5 - 8. The K-3rd Grade Youth Program Guides and Curricula are designed to assist county staffs in implementing effective learning experiences for children ages 5 - 8. Youth will develop skills in self-understanding, social interaction, decision-making, and helath/physical fitness: gain knowledge and experiences using the experiential learning model; and increase positive parent/child interactions through planned activities. Parent/Parnters will develop skills in managing learning experiences for children ages 5-8; and increase interactions with their children.	*					*	*	*	*	*	*	*	*				North Carolina A&T 4HSS

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Personal Development and Leadership

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
LEARNING ABOUT ADOLESCENT DEVELOPMENT (LEAD): TRAINING FOR ADULTS AND TEENS WHO WORK WITH 9- TO 14-YEAR OLDS (FH) - Lead is a collection of fourteen workshop outlines which are designed to help adults & teens who work with 9- to 14- year olds gain skills in early adolescent development, program development, leadership development, & peace and equity development. It has been designed to train youth staff, volunteers camp staff, & others who works directly with youths.					*				*				*				Cornell Univ. 4HSS
VALUE FOR LIFE--SELF ESTEEM BUILDING ACTIVITY BOOKS (FH) - This curriculum consists of five activity books. They are: The Value of Cooperation, The Value of Self Respect, The Value of Respecting Others, The Value of Making Good Choices, and The Value of Responsibility.	*	*				*	*	*				*					Family Comm. 4HSS
MOVING AHEAD TOGETHER: WHAT WORKS FOR YOUTH...WHAT WORKS FOR YOU? - (FH) Moving Ahead consists of a participants' handbook and lesson plans to deliver a 40 hour course designed to prepare theyouth development professional to understand the philosophy and principles of theprofession; to increase knowledge of basic developmental skills and tasks of children and adolescents in the context of the environments in which they live; and to provide the skills necessary to design and deliver programs that are effective in the promotion of positive youth development and the prevention of high risk behaviors. Included in the course are opportunities to practice communication skills and relationship skills and to dertermine application of the learning to current work settings.					*						*	*	*				4HCCS 4HSS
GROWING GOOD KIDS (FH) contains fun and meaningful enrichment activities to build skills in problem solving, decision making, cooperative learning, divergent thinking, and communication while promoting self-awareness, tolerance, character development, and service. Many of the activities include extensions and variations for use at school, at home, and in the community. This title includes thirty three reproducible handouts and transparency masters with a lay-flat binding.	*	*				*	*	*	*			*					Free Spirit Pub. Co

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Plants and Animals

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
ANIMALS																	
BEEF																	
BEEF---SKILLS FOR LIFE (GBB) - The first three books are designed to encourage the development of life skills while youth learn about beef animals. Each book includes a level of achievement program for extensive the beef project. Sixteen activities with follow-up questions that help youth explore both the beef animal and targeted life skills; glossary; & a list of resources. The activities promote active learning & interaction with other youth, adult helpers, family, and the community.		*	*	*		*	*	*			*	*	*				4HCCS 4HSS
BEEF LEADERS NOTEBOOK (GGB) - This is designed to teach youth development & subject matter skills. The lesson plans incorporate the experiential learning process & facilitates learning through small group cooperative experiences that teach life skills through interaction between the leader & participants. Each lesson is sequenced so that new skills & information build toward more complex learning situations to provide an overview of the beef cattle industry.		*	*	*		*	*	*	*	*	*	*	*				KS State Univ. 4HSS
BIRDS AND POULTRY																	
POULTRY--ANIMAL SCIENCE SKILLS FOR LIFE (GBC) - The first 3 books are designed to encourage the development of life skills while learning about the Poultry Project. Each book includes a level of achievement program for the pet project and targeted life skills; an extensive glossary, and a list of resources. The activities promote active learning and interaction with other youth, adult helpers, family members and the community.		*	*	*		*	*	*			*	*	*				4HCCS 4HSS
CAT																	
CAT PROJECTS 1,2,3 (GBD) - A series of 3 progressive sequential activity guides designed to encourage the development of life skills while youth learn about Cats. Each of the activities is designed to involve the youth in practicing the targeted life skill while they have fun learning about Cats.		*	*			*	*	*	*		*	*	*				4HCCS 4HSS
DOG																	
DOG PROJECTS 1,2,3, (GBE) - A series of 3 progressive sequential activity guides designed to encourage the development of life skills while youth learn about Dogs. The activities promote active learning & interaction with other youth, adult helpers, family members, and the community. Each of the 13 activities is designed to involve the youth in practicing the targeted life skill while they have fun learning about Dogs.						*	*	*			*	*	*				4HCCS 4HSS

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Plants and Animals

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
DAIRY CATTLE																	
DAIRY 1, 2,3, & 4 (GBF) - An activity guide series designed to encourage the development of life skills while youth learn about dairy cattle. Includes the achievement program for the dairy, 16 individual activities with follow-up questions that help youth explore both the species & targeted life skills; an extensive glossary; and a list of resources.		*	*	*		*	*	*	*		*	*					4HCCS 4HSS
GOAT																	
GOAT PROJECTS 1,2,3 (GBG) - A series of 3 progressive sequential activity guides designed to encourage the development of life skills while youth learn about Goats. The activities promote active learning and interaction with other youth, adult helpers, family members, and the community. Each of the 13 activities is designed to involve the youth in practicing the targeted life skill while they have fun learning about Goats.	*							*	*		*	*					4HCCS 4HSS
MEAT GOATS (GB) - Consists of three 40 page youth activity guides and one 40-page group activity helper's guide. Youth in grades 3 through 12 learn essential life skills and project skills as they complete a series of experiential learning activities focused on meat goats. Book 1, "Just Browsing" is an introduction to the project; it helps youth learn how to select, feed, and care for project animals. Book 2, "Growing with Meat Goats", encourages youth to learn about meat goats in more depth; there is a focus on health and prevention of disease. Book 3, "Meating the Future" features many activities that encourage youth to assume leadership roles.	*	*	*	*	*	*	*	*	*		*	*					4HCCS
HORSE & PONY																	
HORSE--SKILLS FOR LIFE (GBH) - The 4HCCS Horse curriculum is designed to help youth explore horse science and horsemanship. The newly revised guides include significantly expanded content information and improved graphics, with the series moving from three youth project guides to five guides. An evaluation chart at the front of each guide helps youth assess their project skill acquisition before beginning the book, and enables them to evaluate progress at the end of a session. Questions for each activity are designed for youth to process and apply information learned to every day situation, and these questions help youth review reminders of accomplishment and reinforce learning objective. Workforce preparation was integrated within re-written "Cinching" additional activities throughout the curriculum, helping youth explore careers throughout the materials.	*	*	*	*	*	*	*	*	*		*	*					4HCCS 4HSS
YOUTH HORSE LEADER'S MANUAL (GBH) - This curriculum is intended as aid for any horse group leader or other teacher wishing to share equine information and engage in youth development. It is to be used in conjunction with the American Youth Horse Council <i>Horse Industry Handbook</i> . This manual contains three sections Beginner, Intermediate, and Advanced.		*	*	*		*	*	*	*	*	*	*					AYHC 4HSS

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Plants and Animals

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
RABBIT/CAVIES																	
RABBIT PROJECTS 1,2,3 (GBI) - A series of 3 progressive sequential activity guides designed to encourage the development of life skills while youth learn about Rabbits. The activities promote active learning and interaction with other youth, adult helpers, family members, and the community. Each of the 13 activities is designed to involve the youth in practicing the targeted life skill while they have fun learning about Rabbits.		*	*	*		*	*	*			*	*	*				4HCCS 4HSS
SHEEP																	
SHEEP-- PROJECTS (GBJ) - The first three books are designed to encourage the development of life skills while youth learn about sheep. Each book includes a level of achievement program for the sheep project. Sixteen activities follow-up questions that help youth explore both sheep and targeted life skills; an extensive glossary; & a list of resources. The activities promote active learning and interaction with other youth, adult helpers, family members & the community.		*	*	*		*		*			*	*					4HCCS 4HSS
SMALL ANIMALS/POCKET PETS/LAB ANIMALS																	
EXPLORE THE WORLD OF SMALL ANIMALS (GBK) - The actual material is a leader guide & parent letters. The guide has 3 units: health environment (space, temperature); nutrition--what animals eat & drink, & care - how to meet the health & nutritional needs of an animal. Each unit incorporates personal development, animal well-being, and science.		*	*	*		*	*	*	*			*					WA State Univ. 4HSS
EXPLORING FARM ANIMALS- (GBK) - This is a single two color group activity guide designed to be used to involve K-3 youth in activities that resulted in not only learning what farm animals are all about, but also to help them practice developing important life skills such as making decisions, relating positively to others & learning to learn. Youth will play Farm Animal, Bingo, Create a Critter & participate in an animal project of helping youth explore farm animals.	*					*	*	*	*		*	*	*				4HCCS 4HSS
PETS- (GBK) - The first 3 books are designed to encourage the development of life skills while learning about the Pet Project. Each book includes a level of achievement program for the pet project. Sixteen activities with follow-up questions that help youth explore both pet project and targeted life skills; an extensive glossary; and a list of resources.		*	*	*		*	*	*			*	*	*				4HCCS 4HSS
SWINE																	
SWINE--PROJECTS (GBL) - A series of 3 activity guides & Leaders Manual designed to encourage the development of life skills while youth learn about a specific species. Includes the first level of the achievement program for the specific project; 16 individual activities with follow-up questions that help youth explore both the species and targeted life skills; an extensive glossary; & list of resources. The activities promote active learning & interaction with youths, helpers, family & community.		*				*	*	*			*		*				4HCCS 4HSS

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Plants and Animals

	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
PLANTS																	
HORTICULTURE 1,2,3 (GCC) -- This project has been revised to integrate all areas of horticulture into each level. The experiences are designed to be sequential & build a general knowledge of horticulture in levels 1 & 2 and level 3 expands into more self-determined learning activities & careers. All are fully experiential & designed to address life skills. Each level includes things which may be done by youth who do not have access to a garden as well as the traditional outdoor planting.		*	*			*	*	*	*	*		*	*				Univ. of IL 4HCCS 4HSS
VEGETABLE GARDEN CURRICULUM (GCC) - This is designed to assist youth in making informed life skill building decisions. It has 5 steps in gardening plus careers - Planning, Planting, Growing, Caring, & Harvesting & Storage. These are the basic steps in gardening regardless of age. The maturity of each individual, however, can be considered in the material usage.		*	*			*	*	*	*	*		*	*				Purdue Univ. 4HCCS 4HSS
DOWN TO EARTH (GC) - The Down-to-Earth (DTE) curriculum promotes gardening as a knowledge building tool. It invites youth, guided by an adult, to use the scientific method (experimentation, fact-finding and problem solving) when trying to solve problems related to food and fiber production. A total of ten subject matter topics are found in the curriculum. The purpose of DTE is to encourage youth to use a hands-on approach to learn the scientific methods (a distinct decision-making process) while planning, planting, cultivating, and harvesting an experimental garden. Down-to-Earth advocates responsible, wise actions and decisions that stem from research.	*	*	*	*		*	*			*	*	*	*				NCA&T 4HCCS 4HSS
USING PLANTS TO BRIDGE THE GENERATIONS: HORTICULTURE & INTERGENERATIONAL LEARNING AS THERAPY (HILT) (GC) - This is a program designed to use horticulture service learning to bring young and old people together. This program is based on the tradition of using horticulture as therapy for the physically and mentally ill. It benefits the elderly by providing opportunities for them to increase their physical activity and mental stimulation, increase their expectations, and renew their decision-making capabilities. It benefits the youth by introducing them to the concepts of horticulture, as well as by cultivating relationships with the elderly.	*	*	*	*		*	*			*	*	*	*				Cornell Univ. 4HSS
GO PLANTS (GC) - Go Plants! activities are designed with the busy teacher in mind. This five-week, five lesson unit focuses on a specific part of the plant each week; seeds, roots, stems, leaves, flowers. Lessons are designed to be taught in 60 minute intervals with the potential to expand to 120 minutes if optional. Digging Deeper and Going Beyond activities are conducted. The book includes student-ready worksheets and fact sheets to enrich the classroom experience. These materials were developed with a range of reading abilities in mind. However, the content and activities contained within are appropriate for the 3rd & 4th grade levels.	*	*	*	*		*	*			*	*	*	*				Ohio St Univ. 4HSS

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Plants and Animals

	Audience					Delivery Modes						Components			Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	
<p>BIOLOGICAL CONTROL OF PURPLE LOOSESTRIFE This program joins students, youth leaders, educators, citizens, and scientists in biological control of purple loosestrife using its natural insect enemies. This ecologically sound approach allows infested wetland habitat to return to a more natural state. Includes twelve activities, with a strong scientific component.</p>				*	*	*	*	*			*	*					Purdue Univ.
<p>IN TOUCH SCIENCE: FIBERS & ANIMALS (G) - In Touch Science is designed for children in grades 3 to 5. The program helps youth: Communicate what they observe and learn, understand the science connection between two fields of study, and recognize science concepts in daily experiences. The hands-on projects and activities are useful to science centers, 4-H clubs, school-age child-care programs, summer camps, homeschool, scouts, and other community programs. The information can be adapted for use in school science programs.</p>	*	*	*	*	*	*			*	*	*	*					Cornell Univ. 4HSS

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Science and Technology

	Audience						Delivery Modes					Components				Source	
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	
<p>4-H YOUTH EXPERIENCES IN SCIENCE (YES) (H) - The California 4-H YES project offers planned, thematically linked science education experiences geared especially to the needs of children and child care providers. The California 4-H YES curriculum is based on the highly successful 4-H SERIES model that incorporates cross-age teaching, inquiry-based activities combined with cooperative learning; focuses on learning scientific thinking processes; and features the learning cycle of instruction.</p>	*					*	*	*	*		*	*					Univ. of CA 4HSS
<p>WEATHER TOGETHER (H) engages 4th - 6th grade learners in the exploration of weather through a variety of classroom based and self guided activities. This five week, five lesson unit is designed to be taught in 60 minute intervals, with the potential to expand to 120 minutes when Digging Deeper and Going Beyond activities are conducted. Students discover the influence of sunlight, gravity and moisture on the atmosphere, and the interaction of these influences which create weather. Students also learn to predict the level and intensity of these interactions within a geographical area. The book includes photo ready transparencies, cut and assemble teaching posters, end of lesson review tests, read and do worksheets, a glossary of weather related terms, a shopping list of equipment and consumables, and web page support for predicting local weather conditions.</p>		*					*	*				*					Ohio State Univ. 4HSS
BIOLOGICAL SCIENCES																	
<p>VETERINARY SCIENCE (HBI) - Developed to encourage youth to master essential project and life skills. Highlighted life skills include communication, disease prevention, acquiring and evaluating information, learning to learn, and character development; leadership, keeping records decision making responsibility and community service volunteering are featured as well. In increasing depth and complexity as they progress through all four books, youth explore normal animal systems, management and behavior; investigate disease and problems; and explore careers, education, and animal-related societal issues. By completing the activities in these books, youth will learn how to select, house, feed, and care for animals; recognize and prevent diseased; produce safe and wholesome food products for consumers; investigate veterinary careers; and many other important project skills. Teaching/learning strategies are experientially based and include educational tours, field trips, experiments, and presentations.</p>	*	*	*	*		*		*	*		*	*	*				4HCCS

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	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
FIELD OF GENES (HB) - This provides challenging activities to help youth develop critical thinking skills while gaining knowledge about biotechnology & agriculture. This leader's guide introduces & extends the concepts of life, from the smallest one-celled protozoa to the multi-billion-celled human. It also helps youth & leaders understand topic areas of cells, ecological systems, & past & future genetics.	*	*	*	*		*	*	*	*		*	*					N4HC 4HSS
KITCHEN SCIENCE FOR KIDS (HB) - This curriculum is a manual that assists child care providers & other educators in providing science experiences for groups of children ages 5 - 12. Five science experiments support selected food & nutrition concepts: make science accessible and fun; and encourage discovery-based learning among children and adults. Guidance for linking science with cooking, reading, and nutrition is provided.	*	*				*	*	*	*	*		*					Cornell Univ. 4HSS
EMBRYOLOGY IN THE CLASSROOM (HBH) Egg-splore the science of embryology from egg to chicken. This school-based curriculum is designed in two levels. The first level is designed for students in grades 2-5 and the second level is for students in grades 6-8. Both levels are correlated to the National Science Standards. The first level egg-splores embryology from incubation to hatching. The second level incorporates several experiments that focus on reinforcing the scientific method. In both levels there are student sheets, color posters and interactive web based curriculum experiences. Students and teachers alike will find this curriculum to be both egg-citing and experiential.	*	*	*			*	*					*					4HCCS 4HSS
AQUATIC SCIENCE																	
FISHY SCIENCE (HBB) - The purpose of this unit is to introduce some basic concepts about fish through the use of an aquarium & selected activities & experiments. This includes having group members explore how fish swim, breathe, the differences between like species of fish, the sensory features & abilities of fish & the special adaptations of fish to water. The lessons can be used on a stand alone basis or in sequence as a comprehensive unit of study.	*	*				*	*	*				*					Ohio State Univ. 4HSS
ENTOMOLOGY AND BEES																	
INSECTAGANZA OF EXCITEMENT (HBC) - This curriculum explores the amazing world of insects and their arthropod relatives. Youth use hands-on, age-graded activities to learn about insects found in the soil, on plants, in homes, on pets, and other curious places. Youth are encouraged to set their own goals, identify resources, practice presentations, and evaluate their own progress.		*	*	*		*	*	*	*		*	*	*				4HCCS 4HSS

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	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
FOOD SCIENCE																	
BREADS OF THE HARVEST (HBD) - What sustained the Pilgrims during their long ocean voyage to the New World? What did they eat to celebrate their first harvest in the American wilderness? What European delicacies did they learn to adapt to their new homeland? Breads. This three- unit curriculum integrates science, language arts, and math concepts in a study of the role of breads in shaping the history of this nation. Among the activities: demonstrating the difficulty of grinding grains into flour, comparing the properties of different leavening agents. Analyzing dietary needs and testing and tasting various bread recipes. The teacher manual includes lesson plans, camera-ready student handouts, and information on additional resources.	*	*					*						*				Ohio State 4HSS
TECHNOLOGY AND ENGINEERING																	
DESIGN IT! ENGINEERING IN AFTER SCHOOL PROGRAMMING (HC) This design engineering curriculum consists of a series of projects that challenge elementary children to build working models of small functional machines and toys. In each design project, children are presented with problems to solve within groups using simple, everyday materials. The leaders act as facilitators, asking strategic questions that support the children's ability to systematically problem-solve.	*	*						*	*				*				Ed. Devp. Center
START YOUR ENGINES (HC) - The Start Your Engines is a youth development curriculum designed to develop youth life skills using the technical and other project activities associated with small engines and small engine powered equipment. This curriculum features a helper's guide and three youth activity guides. They are designed using all five steps of the experiential learning model with at least one life skill for each activity, multiple delivery modes and a variety of educational experiences.		*	*	*		*	*	*	*	*	*	*	*				4HCCS 4HSS
COMPUTER MYSTERIES SERIES (HCD) - An exciting multimedia curriculum using a combination of a series of three workbooks, interactive CD and Web-based activities. Youth learn how to interact with computers, use a variety of software, add hardware, and take advantage of information on the internet. The activities help youth develop the skills to confidently use their computer to design professional-looking printed materials, animated presentations, and interactive Web sites. Each of the three levels is skills based, rather than grade based. Youth should start at the level that is appropriate to his or her skills and experience. The Leaders Guide includes teaching tips, suggested exhibits, group activities, and targeted skills and technology standards.		*				*	*	*	*	*	*	*	*			*	4HCCS 4HSS

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	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
ELECTRIC																	
<p>ELECTRIC EXCITEMENT (HCE) series is designed to teach youth life skills as well as content skills related to electricity and electronics. Electric and electronic gadgets are ubiquitous in the modern world. Youth need exposure to this phenomenon to appreciate and interact with electronic appliances and also to establish a healthy respect for the dangers inherent in electricity. The teaching strategies include following the experiential learning model, providing a variety of activities to satisfy all learning modalities and competencies, and cooperative learning opportunities. The evaluation strategies include setting goals and objectives and keeping records of when the objectives are accomplished, journaling, and evaluation by an adult helper</p>	*	*	*	*		*	*	*	*	*	*	*	*				4HCCS 4HSS
AEROSPACE																	
<p>ACHIEVING HIGH GOALS (HCA) - An interdisciplinary, hands-on research program that uses space exploration to instruct elementary school children in science, math, history, language skills, art, and physical education. A minimum four week program that includes two videotapes, a teacher instruction guide & a student guide for each student by grade level: K/one, two/three, and four/six.</p>	*	*				*	*	*	*	*	*	*	*	*			Five Points South 4HSS
<p>THE FABRIC FLIGHT CONNECTION (HCA) - This program teaches fiber science concepts, problem solving, and career awareness through the exciting world of aviation. This program leads youth to: discover how objects move through the air; identify the essential characteristics of materials used in these objects; understand the importance of design in aircraft and aviator clothing; connect aviation achievement with material development; and explore careers in aviation and textile fields.</p>	*	*	*	*		*	*	*	*	*	*	*	*				Cornell Univ. 4HSS
<p>ROCKETS AWAY--GROUP PROJECT MANUAL (HCA) - This three lesson teacher directed unit is designed to stimulate interest in math, engineering, aerospace, and physics through the exploration of rocketry science. It serves as a ready source of information dealing with the subject of rocketry, as well as providing directions for completing a variety of hands-on rocketry science experiments. This includes the design, construction and launching of 2-liter bottle rockets. An experiential approach allows members to logically focus on the comprehension and application of rocketry concepts utilizing a variety of life skills and science process skills.</p>		*	*			*	*				*	*	*				Ohio State Univ. 4HSS

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	Audience					Delivery Modes					Components				Source		
	K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
<p>SPACE STATION INDIANA (HCA) - This is a resource notebook for educators who want to provide children with hands-on, exciting, and challenging science and math activities. The wonders of weather, space, and flight can be explored by doing any of the more than 140 field-tested activities in the notebook; most activities use inexpensive supplies found around the home. The activities stimulate students to observe, predict, investigate, generalize interpret data, build models, and think critically.</p>	*	*				*	*	*	*	*		*					Purdue Univ. 4HSS
<p>SOARING ABOVE AND BEYOND: AEROSPACE ADVENTURES (HCA) - The fascination of flying an airplane, launching a rocket, conquering space and becoming an astronaut or pilot will come alive to youth as they explore the four youth activity guides and one group Beyond Aerospace Adventure Series. Through fun and challenging learn-by-doing activities youth will not only learn about flying kites, hot air balloons, remote control airplanes, gliders and space shuttles, but they will also develop important life skills that will help prepare them for the work place.</p>	*	*	*	*		*	*	*	*	*	*	*					4HCCS 4HSS
PHYSICAL SCIENCES																	
<p>FUNTIVITIES: HANDS-ON SCIENCE AND MATH (HD) - The overall objective of Funtivities: Hands-on Science and Math is to provide youth with successful experiences with science and mathematics while developing science and life skills. Youth interest in science and math is stimulated through experiential activities related to electricity, magnets, air pressure, chemistry, physics, and mathematics. Teaching strategies are based on youth as partners and helpers who act as a facilitator to help youth learn for themselves by engaging them in learn-by-doing activities that promote acquisition of skills and knowledge.</p>		*				*	*	*	*	*	*	*	*				Iowa State Univ.
ASTRONOMY																	
<p>ASTRONOMY "ITS OUT OF THIS WORLD" (HDA) - This project is designed to provide young people with the opportunity to explore and learn about the basics of astronomy. It is written at an introductory level for students 8 to 12 of age. The leader need not be an expert in the field of astronomy and by participating together both leaders and members can learn about astronomy.</p>		*	*			*	*	*	*	*	*	*	*				Cornell Univ. 4HSS

National Collection of Juried 4-H Youth Development Curricula - 2004



Science and Technology

		Audience					Delivery Modes					Components				Source		
		K-3	4-6	7-9	10-12	Leader	Club	School	Special Interest	Camp	Child Care	Individual	Member Manual	Leader Manual	Videotape	Audiotape	Software	See Address Table in Back of List
WOODSCIENCE AND INDUSTRIAL ARTS																		
WOODWORKING SKILLS (HCH) - Woodworking materials provide youth & adults the opportunity to rediscover the natural curiosity & creativity of their preschool years by building & constructing items using wood & a wide variety of woodworking tools. The curriculum is designed to improve youth's scientific & technical literacy through hands-on learning while also helping them develop life skills such as decision making, communications, problem solving, planning and organizing, and learning to learn.		*	*	*	*		*	*	*				*	*	*			4HCCS 4HSS
IN TOUCH SCIENCE: PLANTS & ENGINEERING (H) - In Touch Science is designed for children in grades 3 to 5. The program helps youth: Communicate what they observe and learn, understand the science connection between two fields of study, and recognize science concepts in daily experiences. The hands-on projects and activities are useful to science centers, 4-H clubs, school-age child-care programs, summer camps, homeschool, scouts, and other community programs. The information can be adapted for use in school science programs.		*	*				*	*	*				*	*				Cornell 4HSS

Curriculum Sources

Contact	Abbreviation	Address	Telephone Number
American Youth Horse Council	AYHC	AYHC 2371 North Cleveland Road Lexington, KY 40509	606-299-9849
University of Arizona	Univ. of AZ	Univ. of AZ, Coop. Ext. - Yavapai County P.O. Box 388 Prescott, AZ 86301	520-445-6590 X 13
University of California	Univ. of CA	Office of Affirmative Action 300 Lakeside Drive, 6th Fl. Oakland, CA 94612	510-987-0098
Colorado State University	CO State Univ.	129 Aylesworth Hall, NW Fort Collins CO 80523	970-491-6102
Community Partnerships with Youth, Inc.	CPYI	2000 North Wells Street Fort Wayne, IN 46808	219-422-6493
University of Connecticut	Univ. of Conn.	67 Stony Hill Road Bethel, CT 06801	203-207-8440
National 4-H Cooperative Curriculum System	4HCCS	www.n4hccs.org	269-789-3080
Cornell University	Cornell Univ.	7 Cornell Business & Technology Park Ithaca, NY 14850	607-255-2080
Educational Development Center	Ed. Devp. Center	280 Adams Blvd. Farmingdale, NY 11735	800-535-8469
Family Communications, Inc.	Family Comm. Inc.		800-228-4630
University of Florida	Univ. of FL	IFAS Publications P.O. Box 11011 Gainesville, FL 32611	352-392-1764
4-H Cooperative Curriculum System	4HCCS	Univ. of Minnesota 340 Coffey Hall St. Paul, MN 55108	612-625-4228

Curriculum Sources

Contact	Abbreviation	Address	Telephone Number
4-H Supply Service	4HSS	Supply Service National 4-H Council 7100 Connecticut Avenue Chevy Chase, MD 20815	301-961-2934
Free Spirit Publishing, Inc.	Free Spirit Pub. Inc.	400 First Avenue, North Suite 616 Minneapolis, MN 55401	800-735-7323
Innovation Center for Youth and Community Development	Innov. Center	6930 Carrol Avenue Suite 502 Takoma Park, MD 20912	301-270-1700 www.theinnovationcenter. org
University of Idaho	Univ. of ID	Idaho Water Resources Research Institute 106 Morrill Hall Moscow, ID 83844-3011	208-885-6429
University of Illinois	Univ. of IL	Attn: Amanda Coyle 1901 University Inn 302 E. John Street Champaign, IL 61820	217-333-0910
University of Illinois	Univ. of IL	P201, 1917 S. Wright St. Champaign, IL 61820	800-345-6087
Iowa State University	Iowa State Univ	North Central Regional Center for Rural Develop. 317D East Hall Ames, IA 50011	515-294-8321
Kansas State University	KS State Univ.	KSU - Production Services/Distribution 28 Umberger Hall Manhattan, KS 66508	785-532-1150
Love It Educational Systems	Love It Ed. System's	P.O. Box 113 Pryor, OK 74362	918-825-7245
University of Maine	Univ. of Maine	P.O. Box 9600 Portland, ME 04103	800-287-8957
New Mexico State University	New Mexico State	Dept. 3AE P.O. Box 30003 Las Cruces, NM 88003	505-646-5027
Michigan State University	MI State Univ.	MSU Bulletin Office 10-B Agriculture Hall East Lansing, MI 48824	517-355-0240

Curriculum Sources

Contact	Abbreviation	Address	Telephone Number
University of Minnesota	Univ. of MN	340 Coffey Hall 1420 Eckles Avenue St. Paul, MN 55108	612-625-8173
University of Missouri	Univ. of MO	Missouri 4-H Youth Dev. Programs 205 Whitten Hall, UMC Columbia, MO 65211	573-882-4319
National 4-H Council	N4HC	7100 Connecticut Avenue Chevy Chase, MD 20815	301-961-2959
National Foundation for Teaching Entrepreneurship	NFTE	120 Wall Street, 29th FL. New York, NY 10005	508-430-1245
University of Nebraska	Univ. of NE	ICCS Distribution, P.O. Box 830918, Lincoln, NE 68583	402-472-3023
University of Nevada	Univ. of NV	Nevada Cooperative Extension 1500 College Parkway Elko, NV 89801	702-738-7291
North Carolina State University	NC State Univ.	NCSU, P.O. Box 7606 Raleigh, NC 27695	919-515-8479
North Carolina A & T State	North Carolina A&T	NCAT State University P.O. Box 21928 Greensboro, NC 27420	336-334-7956
Ohio State University	Ohio State Univ.	Ohio State Univ. Extension Publications 2021 Coffey Road 216 Kottman Hall Columbus, OH 43210	614-292-2011
Oregon State University	Oregon State Univ.	Oregon State University Ext. & Experiment Station Communication 422 Administration Corvallis, OR 97331-2119	514-737-3311
Penn State University	Penn State Univ.	323 Ag. Admin. Bldg. University Park, PA 16802	814-863-7875
Prairie View A&M University	Prairie View A&M Univ.	P.O. Box 3059 Prairie View, TX 77446	936-857-2517

Curriculum Sources

Contact	Abbreviation	Address	Telephone Number
Purdue University	Purdue Univ.	Media Distribution Center, 301 South 2nd Street, Lafayette, IN 47905	317-494-6794
Purdue University	Purdue Univ.	1161 AGAD, Rm 229 W. Lafayette, IN 47907	765-494-8436
Rutgers University	Rutgers Univ.	Publications Distribution Ctr. 57 Dudley Road Cook College New Brunswick, NJ 08901- 8520	732-932-9762
Texas A&M University	TX A&M Univ.	305 History Bldg. MS 2251 College Station, TX 77843	409-845-3860
Utah State University	Utah State Univ.	Utah State Univ. Utah Water Research Lab Logan, UT 84322	801-797-3182
Washington State University	WA State Univ.	WSU-Cooperative Extension Cooper Publications Bldg. P.O. Box 645912 Pullman, WA 99164-5912	509-335-2857
University of Vermont	Univ. of VT	University of Vermont Extension 1590 Route 7 South, Suite 1 Middlebury, VT 05753	802-388-4969
University of Wisconsin	Univ. of WI	Extension Publications 630 W. Mifflin St. Room 170 Madison, WI 53703	608-262-3346
University of Wisconsin	Univ. of WI	Extension Publications 45N Charter Street Room B18 Madison, WI 53715	877-947-7827