

Volunteer Research, Knowledge, Competency (VRKC)

Taxonomy for 4-H Youth Development

4-H National Headquarters
Volunteers for the Next Generation

Educational Design and Delivery: --- Overview



Educational Design and Delivery Competencies

- Use of Age-Appropriate Activities
- Utilization of Multiple Teaching Strategies
- Understanding of Differences in Learning Styles
- Knowledge of Subject Matter
- Team Building Skills
- Application of Experiential Learning
- Program Evaluation Methods



Use of Age-Appropriate Activities

- Understanding and selecting teaching tools and activities that match the growth and development of the individual learners.
- Being able to select developmentally appropriate activities and teaching tools, volunteers will be more successful in providing an environment where youth will find success and learn.



Utilization of Multiple Teaching Strategies

- Selecting and using a variety of teaching methods to meet the different learning styles of youth that provides the most positive environment for learning.
- The most effective teachers are those who encourage their students to learn through hands-on discovery and use multiple teaching strategies.



Understanding of Differences in Learning Styles

- Understanding the differences in the way people learn and process information.
- Volunteers in teaching roles are better equipped to select teaching methods that will provide the greatest opportunities for youth to learn when they understand their different learning styles.



Knowledge of Subject Matter

- Involves the knowledge in a specific subject matter area, 4-H project or activity.
- Volunteers provide expertise in a subject matter area that is essential to their specific volunteer role. It is this area that they teach and share for others to learn.



Team Building Skills

- Working together to reach goals is the foundation for team building.
- Its focus is to build on the assets of each team member to bring out positive communication, leadership skills, and the ability for the group to solve problems.
- Teaching youth team building skills provides them with an essential component of leadership development.



Application of Experiential Learning

- The method of learning through reflection after doing and applying what was learned to a new situation. In 4-H, this is commonly called learning by doing.
- This learner-centered educational method is the primary teaching learning strategy used in 4-H youth development programs.



Program Evaluation Methods

- Understanding why and how to measure and communicate the difference a program, activity or event had on the participants.
- Volunteers need to be able to measure and communicate the difference they are making in the lives of youth and in the community.



Educational Design and Delivery: Overview



Thank You

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VRKC:
Volunteer Research Knowledge Competency Taxonomy



Volunteers for the Next Generation

