

Volunteer Research, Knowledge, Competency (VRKC)

Taxonomy for 4-H Youth Development

4-H National Headquarters
Volunteers for the Next Generation



Educational Design & Delivery:
Use of Age-Appropriate Activities

What Are Age-Appropriate Activities?

- Activities that match the developmental stages of a young person
 - Physical
 - Intellectual or Cognitive
 - Social
 - Emotional



Why Is This Important?

- Engaging youth in learning where they can experience success
- Making learning fun and engaging
- Providing the greatest opportunity for youth to build on past experiences and apply to new ones
- Retaining 4-H members



Developmental Stages

- Early Childhood: Ages 5-8, Grades K-2
- Middle Childhood: Ages 9-12, Grades 3-6
- Young Teens: Ages 12-14, Grades 7-9
- Teens: Ages 15-18, Grades 9-12



Early Childhood

- Provide short, fast-paced activities of 5 to 15 minutes led by adult or teen volunteers.
 - Select activities that promote small groups working together and sharing (an adult supervising every 3-4 youth).
 - Focus on hands-on learning, not the finished product.
 - Provide activities that encourage physical activity: running, painting, games, etc.
 - Conduct activities that use the five senses. Offer time for members to play together and develop friendships.
 - Facilitate cooperation, not competition.
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Middle Childhood

- Provide a variety of activities that match each youth's skills, interests, and abilities.
- Work with youth in pairs or small groups to enhance project learning experiences.
- Conduct active, fast-paced meetings, activities, and project work with simple directions.
- Reassure youth, praise progress not just completion, and celebrate successes.
- Engage older youth to provide assistance with the activities.



Young Teens

- Encourage active, fun learning experiences that include social time.
- Provide opportunities for youth to demonstrate their individual special skills and talents.
- Allow young teens to plan activities and help direct group work.
- Plan activities that include problem-solving. Help youth find solutions on their own by providing supervision without interference.
- Praise progress and completion towards personal goals.

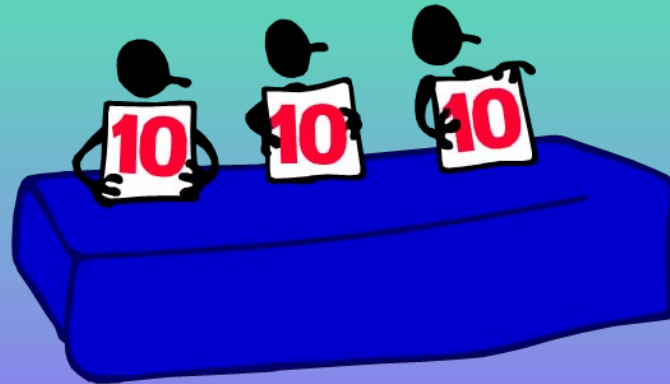


Teens

- Encourage activities that engage youth in civic opportunities and service learning, addressing real-life problem-solving situations.
- Plan activities that allow youth to help younger and/or less experienced members.
- Provide resources that allow teens to select, plan, conduct, and evaluate an activity or experience.
- Provide experiences and activity choices that challenge the skills and abilities of youth.
- Provide activities and educational experiences in mixed groups.



These guidelines will ensure the greatest learning by youth.



Educational Delivery & Design: Use of Age-Appropriate Activities



Thank You

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VRKC:
Volunteer Research Knowledge Competency Taxonomy



Volunteers for the Next Generation

