

# Volunteer Research, Knowledge, Competency (VRKC)

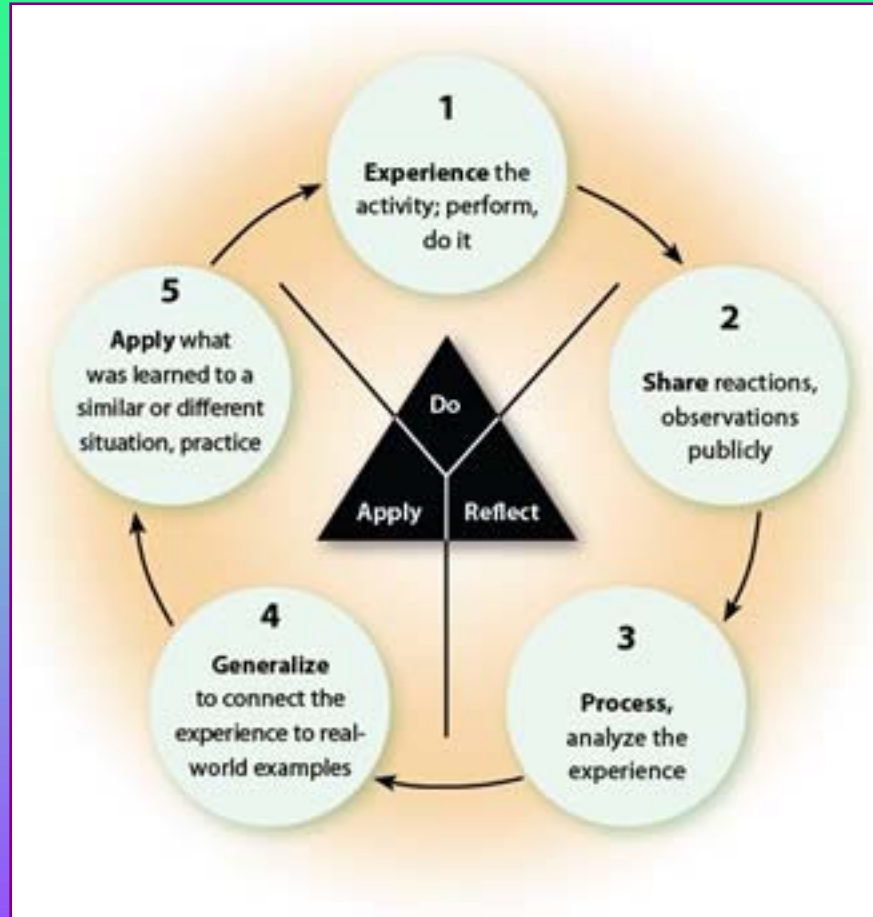
Taxonomy for 4-H Youth Development

4-H National Headquarters  
Volunteers for the Next Generation

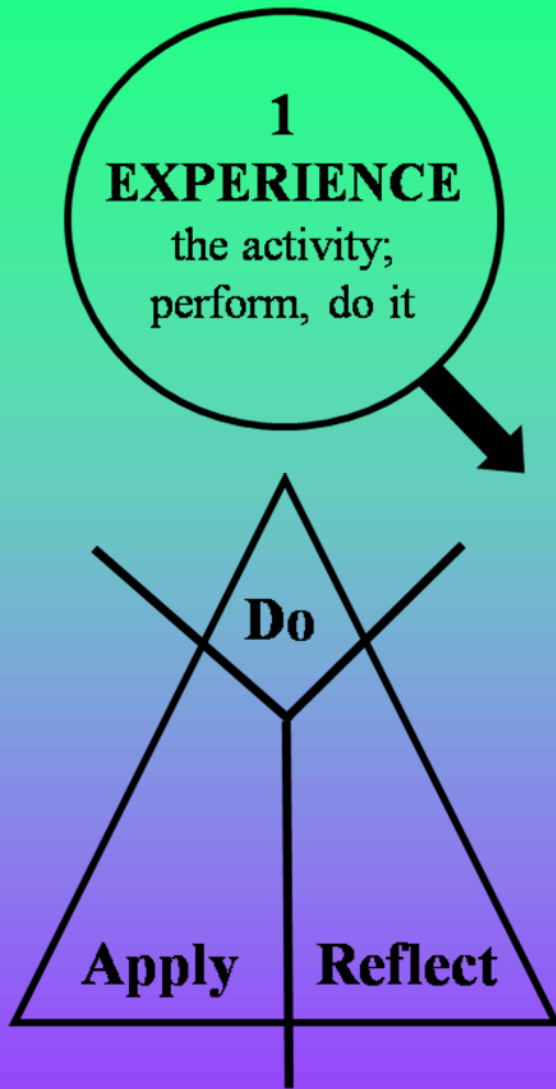


Educational Design & Delivery:  
Application of Experiential Learning

# Experiential Learning Model



# DO



- Key Phrases:
  - *Do*
  - *Observe*
  - *Facilitate*
  - *Act or Perform*
- Key Objectives are discovery oriented:
  - to explore
  - to examine
  - to construct
  - to arrange



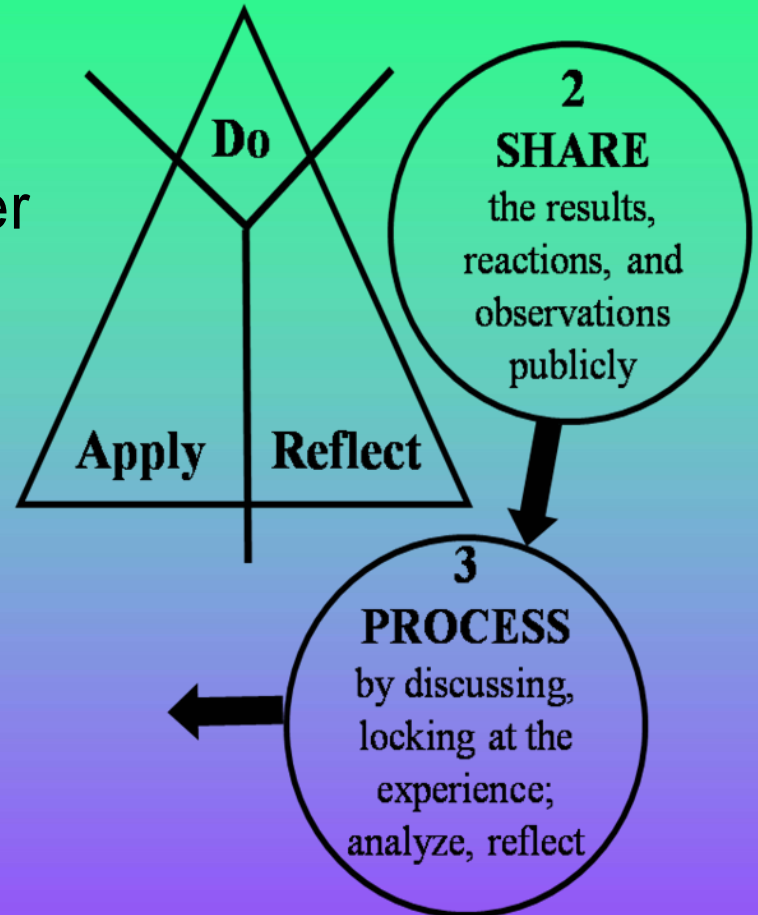
# REFLECT

- Key Phrases for Educator/Leader

- *Tell what happened?*
- *What's important?*
- *Share*
- *Reflect*

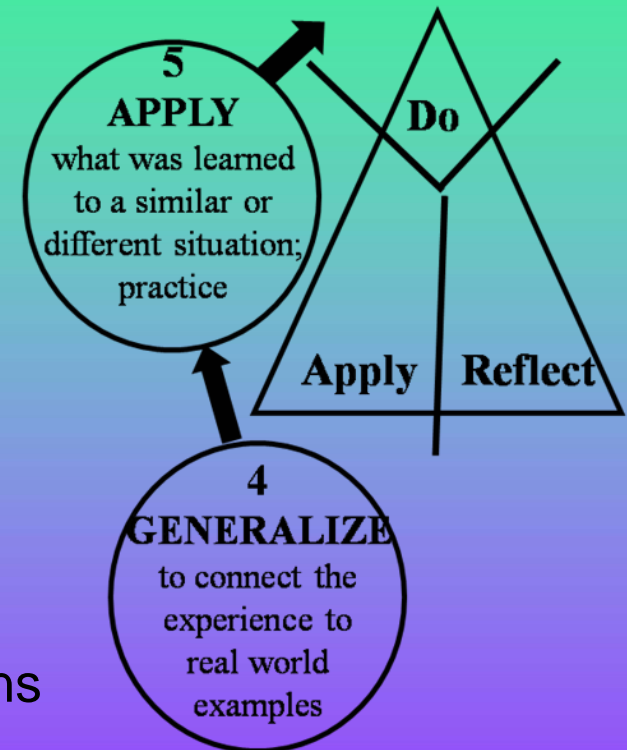
- Key Points

- *Allow adequate process time to include sharing*
- *Use open-ended questions to stimulate thinking and feeling*
- *Encourage both one-on-one and large group sharing*



# APPLY

- Key Phrases for Educator/Leader:
  - *So what?*
  - *Now what?*
  - *How will you apply what you learned?*
- Key Points:
  - Guide youth in making connections between personal inner meaning of the activity and the broader world
  - Facilitate ways for youth to use what they have learned in new situations



# Educational Design and Delivery: Application of Experiential Learning



## Thank You

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VRKC:  
Volunteer Research Knowledge Competency Taxonomy

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*Volunteers for the Next Generation*

