


LESSON 7

Learning Styles 

- Print learners
- Auditory learners
- Tactile learners
- Visual learners
- Kinesthetic learners
- Interactive learners
- Independent learners
- Observational learners

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4-H CURRICULUM SCAVENGER HUNT WORKSHEET

4-H CURRICULUM SCAVENGER HUNT

Work in small groups using one set of project materials to get acquainted with 4-H curriculum. Put an asterisk by those questions you are not sure of so they can be discussed with the total group. Not every question is applicable to each set of curriculum.

INFORMATION NEEDED	INFORMATION FOUND
<p>A. Obtaining Materials</p> <ul style="list-style-type: none"> • What is the name of this set of curriculum? • How many pieces are there in this set of curriculum? • Where can the materials be purchased? 	
<p>B. Design and Development</p> <ul style="list-style-type: none"> • What does the ribbon on the front cover mean? • Who developed these activity guides? • These materials have been designed to be developmentally appropriate for what age ranges? • Who is the primary audience for each piece in the set of materials? 	
<p>C. Helper's Role/guide</p> <ul style="list-style-type: none"> • Is there a Helper's Guide? • Who is the person referred to as the helper? • What is the role of the helper? • Where are many of the answers to the activities in the youth guide found? • The development of what life skills are emphasized in the activity guides for the project? 	
<p>D. Incentives for Using</p> <ul style="list-style-type: none"> • Why would youth want to use these materials? • How does setting goals provide an incentive? • What is the Achievement Program? What is its purpose? • What recognition is available to encourage completion of the Achievement Program? 	
<p>E. Each Youth Activity</p> <ul style="list-style-type: none"> • What are the basic components or elements of each activity? • What is the importance of encouraging youth to actually do something on the page? • Often more than one question is listed for one or more of the steps of the experiential cycle. To which question should the youth write an answer? • What are the five steps of the experiential cycle shown in each activity? • Where is the project information shown in each activity? • How could the activities in the youth guides be used in a group setting? • Where are the new words used in activities defined? • Where are the project resources including WWW sites and associations listed? 	

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LESSON PLANNING GUIDE HANDOUT

Lesson Plan Using the Experiential Learning Model

Experience or Activity:

Life Skill Targeted:

Project Skill Targeted:

Materials Needed:

Directions:

Share Questions:

Process Questions:

Generalize Questions:

Apply Questions:

Success Indicators: