



4-H Clover Kids Handbook



**University of Nebraska – Lincoln Extension
Buffalo County**

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Welcome to the Clover Kids Program!

This handbook is designed to give you an overview of the Clover Kid program. We invite you to stop by or call us with any questions or suggestions you may have.

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Clover Kids

You are about to begin an exciting adventure as a part of the Nebraska Clover Kids 4-H program. As a parent or leader, you'll share in the excitement of helping youngsters learn more about themselves and their world.

Guidelines

1. Nebraska youth ages 5 – 7 years (by January 1 of the current year) may enroll in the Clover Kids Program. In other words, children turning 6, 7 or 8 during the calendar year are eligible for Clover Kids.
2. It is not the intent of the Nebraska Clover Kids program to duplicate the 8- to 19- year-old 4-H program, nor to create a “mini 4-H” concept. The Clover Kids program is designed with specific philosophies and educational objectives focused on youth ages 5 – 7.
3. Youth enrolled in this program will be counted separately as Clover Kids members.
4. Nebraska 4-H recommends the use of appropriate and recommended Clover Kids activities. The activities utilize age-appropriate, cooperative-based methods. They provide opportunities for learning through activities, emphasizing success for every child. Competition is inappropriate for this age level.

Philosophy

The purpose of the Nebraska 4-H program is to promote the positive development of youth to become competent, caring, contributing citizens. The Clover Kids program:

- is activity-based, creating a broad-based, fun approach to learning.
- emphasizes immediate positive feedback to the child involved in the activity.
- values cooperative, non-competitive learning as an effective educational strategy.
- is flexible, open and accessible to all youth through a variety of delivery methods.
- views youth in the context of family and community.
- values ongoing relationships between participants, caring adults and older youth.
- is based on research in the area of youth development, educational theory and relevant subject matter.
- provides training in child development, educational methods and subject matter content for people who work with Clover Kids youth.

Objectives

Youth participating in this program will:

- experience achievement and reinforcement through age-appropriate learning activities.
- develop a positive attitude toward self, family and community through cooperative learning environments.
- gain basic subject matter knowledge as well as knowledge in the sciences, literature and the arts through available curriculum.
- have the opportunity to practice problem-solving and decision-making skills safely with adult guidance.
- experience the joy of learning in supportive, creative, challenging and fun environments.

Animal Exhibits for Clover Kids

Animals and animal subject matter can contribute to Clover Kids objectives. However, for safety, liability, and competitive reasons often associated with livestock shows, some restrictions are necessary to maintain Clover Kids program objectives. The Clover Kids program will be developmentally appropriate and involve the following components:

- Encourage involvement of parent or significant adult
- Focus on self-esteem and provide positive feedback
- Share through cooperative learning
- Noncompetitive -- emphasizing fun and success of every child
- Recognize individuals for participation
- Present recognition and incentives without rank or placing

Specific reasons for being cautious with direct large animal involvement are as follows:

- Children eight and under often lack the mental and physical skills for controlling and understanding the strength of large animals (Livestock Conservation Institute, 1994).
- Young children may lack the strength, balance, and attention span to adequately manage large animals (American Medical Equestrian Association, 1993).

Suggested guidelines for all animals, including livestock species (Beef, Sheep, Goats, Dairy, and Swine) are as follows:

- There will be one adult/teen volunteer present for every two Clover Kids that are handling or exhibiting animals. This applies to all animal projects.
- Livestock animals should be no more than six months of age and no more than 350 pounds at time of show.

Because of these reasons, Clover Kids programs involving live animals must adhere to the following guidelines:

- Exhibition includes discussions with youth based on their knowledge of the care and raising of the animal.
- Exhibitors show in a non-competitive setting for participation only.
- Age, size, and temperament of animal projects must be appropriate for the exhibitors' age and size.
- Horse projects are not appropriate for this age group.

Clover Kids Curriculum

- 1) **Family Celebrations Around The World** - helps children learn more about people in our own and other cultures. The activities help children learn to respect and appreciate the great similarities and differences among people and learn about geography, games, and stories throughout the world.
- 2) **Theatre Arts 1** - practice taking a bow, make puppets, and learn how to mime.
- 3) **Making Foods for Me** - teaches names and functions of kitchen utensils along with how to measure ingredients properly. The youth learn to read and follow recipes and learn about food safety. They learn proper table settings and appropriate manners.
- 4) **Bicycle Adventures** - teaches the importance of wearing a helmet, how to use hand signals and safe riding practices.
- 5) **First Aid** - Learn about basic first aid and make a first aid kit.
- 6) **Fire Safety** - Learn about fire safety, fire extinguishers, smoke alarms, and draw a home escape plan.
- 7) **A Space For Me** - teaches design through color, texture and shape, create a banner, collage, mobile, embroidered wall hanging using plastic canvas or make a storage piece.
- 8) **Beyond the Needle** - learn about color, shape and basic design skills. Decorate a T-shirt or accessory using iron-on techniques.
- 9) **Animal Science** - teaches about farm animals, animal feeds, and providing short term care for an animal.
- 10) **Small Animals** - Learn about the cost to have a pet, how to care for a pet and how to keep a pet healthy.
- 11) **Just Outside the Door** - teaches about water, plants, other people, insects, and appropriate clothing for the outdoors.
- 12) **Aerospace Unit 1** - teaches how birds and aircraft fly, jobs in aviation and how to make a "space helmet" and use "space-suit" type gloves.
- 13) **Model Building** - make a model from snap type models, ez-glue models, pre-finished or painted models.
- 14) **Bucket Calf** - exhibition includes discussion with youth based on their knowledge of the care and raising of the animal. Age, size and temperament of animal projects must be appropriate for the exhibitor's age and size.

15) **Goat** - exhibition includes discussion with youth based on their knowledge of the care and raising of the animal. Age, size and temperament of animal projects must be appropriate for the exhibitor's age and size.

16) **Sheep** - exhibition includes discussion with youth based on their knowledge of the care and raising of the animal. Age, size and temperament of animal projects must be appropriate for the exhibitor's age and size.

Fair Activities

4-H Clover Kids receive participation ribbons only—no trophies, premiums, or awards are given.

The Clover Kids have two activities to participate in at the Buffalo County Fair; Stationary Exhibits and Show & Tell.

Stationary exhibits:

Exhibits are to be entered at the beginning of Fair and exhibits will be released at the end of Fair.

No live animals—members may bring pictures, a poster, or booklet about their animal activity.

One exhibit may be shown at Show & Tell.

One group club stationary exhibit—members of a club complete an exhibit as a group. This exhibit will not be counted as one of the three individual exhibits.

Show & Tell: During the Fair

Includes stationary, small animals (cat, dog, rabbit, poultry, pocket pet), and group club project. Sign up for the Show & Tell during stationary exhibit entry time.

Clover Kids may participate in one of each of the following options for the Show & Tell activity.

Individual—one stationary exhibit. This is the only time exhibits may be taken from the Extension Building during the week. Does not exclude members from the group club project at Show & Tell

One group club project—members participate as a club. Does not exclude members from individual Show & Tell.

- One stationary exhibit (will follow entry and release procedure of all stationary exhibits.)

- Skit or song—Show & Tell only (5 minutes or less.)

Small animals: cat, dog, rabbit, poultry, or pocket pet. For safety, small animals must be housed in appropriate cages/carriers (leashes on dogs).

- Small animals are shown as a Show & Tell activity only. Animals must follow all health regulations for their species.

- All small animals are to be brought to the fair the day of Show & Tell only.