
HUMAN DEVELOPMENT

The term Human Development includes childcare, family life, personal development, and character development.

Refer to **General Rules** for Ribbon Premium information.

Resources:

The objectives of this project are:

- Learn skills and techniques of child care;
- Find out how to be a caring sitter;
- Learn to provide a safe environment for children;
- Explore how people grow and develop;
- Inspect toddler toys, minimize hazards;
- Learn about roles in life, handling emotions;
- Learn about self-care, rules, responsibility, and safety;
- Introduction to babysitting;
- Gain awareness of common dangers in the world;
- Explore child development careers;
- Gain experience as a teacher or coach;
- Participate in a community service project

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/53

Rules:

1. Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children.
2. **Categories** are based on the Early Learning Guidelines in Nebraska which identify the important areas in which our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual.
<https://www.education.ne.gov/oec/early-learning-guidelines>

Information Sheets:

Classes 1–6 and Class 8: Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet. Failure to include the required information could result in a dropped ribbon placing.

Information sheets for Classes 001 - 006 should include:

1. Where did I get the idea for this exhibit?
2. What decisions did I make to be sure the exhibit is safe for children to use?
3. What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mos; Toddlers, 18 mths-3 yrs; Preschoolers, 3-5 yrs or Middle Childhood, 6-9 yrs.);

4-H'ers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).

4. How is the toy, game, or activity intended to be used by the child?

Information sheet for Class 008 should include:

1. State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for.
2. What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
3. What will the child learn or what skills will they gain by using the kit?
4. What item(s) were made by the 4-H member?

I HAVE WHAT IT TAKES TO BE A BABYSITTER

Toy, game, or activity made for a selected and identified age group. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example, a game that is developed to help youth learn a different language and literacy skills would be an exhibit for class C200002. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

C 200 001 SOCIAL-EMOTIONAL DEVELOPMENT

C 200 002 LANGUAGE AND LITERACY DEVELOPMENT

C 200 003 SCIENCE

C 200 004 HEALTH AND PHYSICAL DEVELOPMENT

C 200 005 MATH

C 200 006 CREATIVE ARTS

C 200 007 ACTIVITY WITH A YOUNGER CHILD Poster or scrapbook showing 4-H'er working with a child age 0 to 8 years. May show making something with the child, or childcare or child interactions. May include photos, captions, story or essay. Size of exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. No information sheet needed for class 7.

C 200 008 BABYSITTING KIT Purpose of the kit is for the 4-H member to take this them when they babysit in someone else's home. Do not make kit for a combination of ages or for your own family to use. 4-H member must make one or more items in the kit, but purchased items are also allowed. A list of items in the kit is suggested to be included. Display in box or bag suitable for what it contains. Approximate size not larger than 12 inches x 15 inches x 10 inches. All items in kit must be safe for a child to handle. Most importantly the kit should serve a defined purpose, not just be a catch-all for several items.

DEPARTMENT C 200

C 200 009 FAMILY INVOLVEMENT ENTRY Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feed bunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event.

GROWING ALL TOGETHER (2 or 3)

C 200 010 GROWING WITH OTHERS SCRAPBOOK OR POSTER

Examples - How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interests.

C 200 011 GROWING IN COMMUNITIES Scrapbook or poster.

Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check.