

# HUMAN DEVELOPMENT

## RULES

- A. The term Human Development includes childcare, family life, personal development and character development.
- B. Information Sheets Classes 1 –6 & Class 8: Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet. Information sheets for Classes 1 - 6 should include:
  1. Where did I get the idea for this exhibit?
  2. What decisions did I make to be sure exhibit is safe for child to use?
  3. What age is this toy, game, or activity appropriate for and why? (Infant, Birth-18 months; 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 8 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'er. 4-H'er should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included).

Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children. 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 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>

## I HAVE WHAT IT TAKES TO BE A BABYSITTER

4-H'ers taking **I HAVE WHAT IT TAKES TO BE A BABYSITTER** may enter: 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 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.

\*C200001 **Social Emotional Development (SF30)**

\*C200002 **Language and Literacy Development (SF30)**

\*C200003 **Science (SF30)**

\*C200004 **Health and Physical Development (SF30)**

\*C200005 **Math (SF30)**

\*C200006 **Creative Arts (SF30)**

\*C200007 **Activity with a Younger Child – (SF115)** - 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.

\*C200008 **Babysitting Kit – (SF85)** - Purpose of the kit is for the 4-H'er to take this with them when they babysit in someone else's home. Do not make kit for combination of ages or for your own family to use. Items to include. 4-H'er must make one or more items in the kit, but purchased additional 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 child to handle. Information sheet for Class 8 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'er? Most importantly, the kit should serve a defined purpose, not just be a catchall for several items.

**4-H'er taking any of the projects in Department C-200 may enter:**

**\*C200009 Family Involvement Entry** – (SF115) - Scrapbook, poster or story describing an activity the family did together. It might include making something such as a dollhouse 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.

**4-H'ers taking Kids on the Grow (2 or 3) may enter:**

**\*C200010 Growing With Others Scrapbook or poster** - (SF115) - 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.

**\*C200011 Growing In Communities** – (SF115) - 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.

**Resources:**

- I Have What It Takes To Be A Babysitter – Learn skills and techniques of child care; find out how to be a caring sitter; learn to provide a safe environment for children.
- Kids On The Grow 1 – Explore how people grow and develop; inspect toddler toys, minimize hazards; learn about roles in life, handling emotions.
- Kids On The Grow 2 – Learn about self-care, rules, responsibility and safety; introduction to babysitting; gain awareness of common dangers in the world.
- Kids On The Grow 3 – Explore child development careers, gain experience as a teacher or coach; participate in a community service project.