

FAMILY & CONSUMER SCIENCE

HUMAN DEVELOPMENT

Unlimited entries per class number may be made per exhibitor.

Premium Code: STATIC ITEMS

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

Exhibitors in 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 the resources around the Early Learning Guideline to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual.

Information sheets for 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 the 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 months- 3 years; Pre-schoolers, 3-5 years or Middle Childhood, 6-9 years.) 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 (Babysitting Kit) 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.

4-Hers enrolled in project area "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 2. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

Dept C Division 200

Classes:

- 1 Social Emotional Development-** Scoresheet SF30
- 2 Language and Literacy Development-** Scoresheet: SF30
- 3 Science-** Scoresheet: SF30
- 4 Health and Physical Development-** Scoresheet: SF30
- 5 Math-** Scoresheet SF30
- 6 Creative Arts-** Scoresheet SF30
- 7 Activity with A Younger Child-** Scoresheet: SF115- Poster or scrapbook showing 4-H'er working with a child ages 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 this class/exhibit.
- 8 Babysitting Kit-** Scoresheet: SF85- Purpose of the kit is for the 4-H'er to take with them when they baby-sit in someone else's home. Do not make kit for combination of ages or for your own family to use. 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"x15"x10". All items in the 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 items(s) were made by the 4-H'er.

4-H'ers enrolled in any of the projects in Human Development may enter:

- 9 Family Involvement Entry-** Scoresheet SF115- 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.

4-H'ers enrolled in Growing All Together (2 or 3) may enter:

- 10 Growing with Others Scrapbook or Poster-** Scoresheet: 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.

- 11 Growing in Communities Scrapbook or Poster- Scoresheet:**
SF115- 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.