

## HUMAN DEVELOPMENT (DEPARTMENT C)

Each 4-H/FFA exhibitor may enter up to 3 **different** items in each class.

Purple \$3

Blue \$2.50

Red \$2

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

To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: <http://stanton.unl.edu> under **Fair Resources** – What It Takes To Be Your Teen Babysitter The student guide and the student worksheet can be found under Fair Resources. In addition, another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines - <http://www.education.ne.gov/OEC/elg.html>

**Information sheets for classes 1-6:** (Final ribbon placing of the exhibit will include the completeness and accuracy of this information sheet)

- 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 mos.; Toddlers, 18 mos-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? 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 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. <http://www.education.ne.gov/OEC/elg.html>

### HUMAN DEVELOPMENT - DIVISION 200

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.

Class:

1. \*SOCIAL EMOTIONAL DEVELOPMENT
2. \*LANGUAGE and LITERACY DEVELOPMENT
3. \*SCIENCE
4. \*HEALTH and PHYSICAL DEVELOPMENT
5. \*MATH
6. \*CREATIVE ARTS
7. \*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.

**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 that 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 catch all for several items.
8. \*BABYSITTING KIT - Purpose of the kit is for the 4-H'er to take 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. See The Sitter manual (4H266 revised 2002) for appropriate 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" x 15" x 10". All items in kit must be safe for child to handle.
910. GIFT FOR A CHILD. 4-H'ers taking any Child Development project may enter a gift for a child. This may be a bib, garments, or blanket made for an infant or toddler. Will be judged on safety, comfort, and workmanship.

920. GROWING ON MY OWN - Poster, Scrapbook, or 3-Dimensional Exhibit. Use the Head, Hands, Heart and Health topics shown on page 3 of manual. May include any of the following: Show ways you have grown, Things that help you learn, understanding feelings, Morning tasks or getting things done, Responsibilities, Family chores, Home safety or Toy safety.

9. \*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.

10. \*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.

11. \*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.