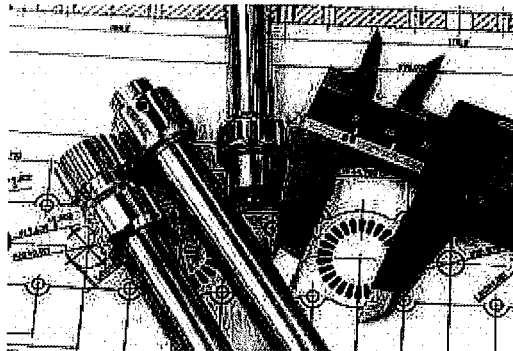
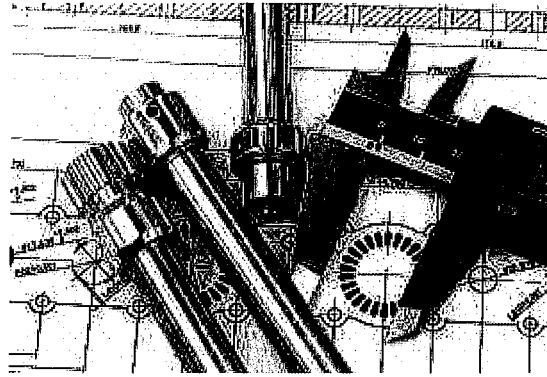


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# General Engineering

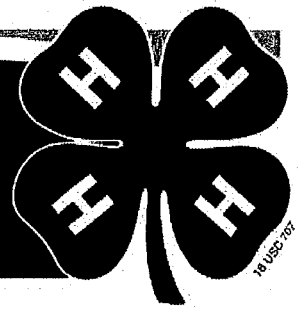


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***This We Believe:***

- The boy and girl are more important than the projects.
- The member should be their own best product.
- No award is worth sacrificing the reputation of a member or leader.
- Competition is a natural human trait and should be recognized as such. It should be given no more emphasis than other fundamentals.
- Learning how to do the project is more important than the project itself.
- Many things are caught rather than taught.
- A blue ribbon member with a red ribbon project is more desirable than a red ribbon member with a blue ribbon project.
- To learn by doing is fundamental in any sound educational program.
- Generally speaking, there is more than one good way of doing most things.
- Every member needs to be noticed, to feel important, to win, and to be praised.
- Our job is to teach members *how* to think, not what to think.



# 4-H ENGINEERING PROJECT



Engineering is a systematic and iterative approach to addressing human needs and wants, by designing, building, and testing tools, processes, and systems. Through engineering projects, youth learn about the iterative engineering design process, attributes of design, impacts of systems, and effects of technology on the environment.

- Identify and define a problem, its constraints, and goals/criteria a solution must meet
- Develop possible solutions; test and optimize the design solution
- Engage in engineering practices: defining problems, using models, carrying out investigations, analyzing/interpreting data, using math, designing solutions, engaging in argument from evidence, communicating information.

## Starting Out *Beginner*

- Experience the engineering design process
- Record designs and testing in an engineering notebook
- Learn about the types and safety considerations of tools and equipment
- Learn about form and function and the role of materials in engineering design
- Evaluate design solutions against relevant criteria

## Learning More *Intermediate*

- Learn about engineering fields and careers
- Make connections between human issues and how engineering can help provide solutions
- Start to think about systems thinking and how individual parts of a system work together
- Learn about the selection, development, and use of tools

## Exploring Depth *Advanced*

- Identify real-life issues and their constraints and design a tool to help solve the issue
- Explore engineering in context of disciplines: agriculture, energy, medical, and others
- Explore the interactions of technology (created using engineering) and their effects on the world
- Dig deeper into ethics, equity, and responsibility of engineers

## 4-H THRIVE

### Help Youth:

### Light Their Spark

A spark is something youth are passionate about; it really fires them up and gives them joy and energy. Help youth find what it is that excites them.

### Flex Their Brain

The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to help them reach higher levels of success.

### Reach Their Goals

Help youth use the GPS system to achieve their goals.

**Goal Selection:** Choose one meaningful, realistic and demanding goal.

**Pursue Strategies:** Create a step-by-step plan to make daily choices that support your goal.

**Shift Gears:** Change strategies if you're having difficulties reaching your goal. Seek help from others. What are youth going to do when things get in their way?

### Reflect

Ask project members how they can use their passion for this project to be more confident, competent and caring. Discuss ways they can use their skills to make a contribution in the community, improve their character or establish connections.

The activities above are ideas to inspire further project development. This is not a complete list.

*Light Your Spark*

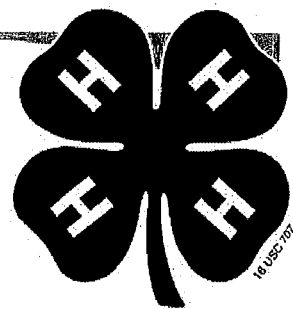
*Flex Your Brain*

*Reach Your Goals*

*Light Your Spark*

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*Reach Your Goals*



# Expand Your Experiences!

## Science, Engineering, and Technology

- Go on a field trip of an engineering company or organization
- Build your own measurement tool in order to conduct a scientific investigation
- Research and discuss with other members the relationship between science and engineering—how are they different? How are they similar?

## Healthy Living

- Learn about the safety of a tool or equipment and present to the other project members
- Identify a health-related need in your home or community and then design, build, and test a device that can help meet that need
- Learn about the engineering behind a piece of medical equipment

## Citizenship

- Select one tool and trace its lineage. When was that tool first introduced? Who created it and for what purpose? What affect has adoption of that tool had on society?
- Identify a community need and then plan and implement a service learning project to address that need using the experience you've gained in this project

## Leadership

- Serve as a Junior or Teen Leader for the Engineering project
- Lead an engineering activity at a 4-H club meeting for younger members
- Serve as the lead for a service learning project related to engineering, form a group of fellow members, and submit a request for funding

## Resources

- National 4-H Engineering & Technology  
[www.4-h.org/youth-development-programs/4-h-science-programs/engineering-technology/](http://www.4-h.org/youth-development-programs/4-h-science-programs/engineering-technology/)
- International Technology and Engineering Educators Association (ITEEA)  
<http://www.iteaconnect.org/>
- 4-H Clover Safe Notes  
[safety.ucanr.org/4-H\\_Resources/](http://safety.ucanr.org/4-H_Resources/)
- Design Squad (PB)  
<http://pbskids.org/designsquad>
- Maker Education Initiative  
<http://www.makerev.org/>
- eGFI: Dream Up the Future  
<http://www.egfi-k12.org/>
- Engineer Girl  
<http://www.engineergirl.org/>
- Autodesk Education  
<http://www.autodesk.com/education/student-software>
- National Center for Women and Information Technology  
<https://www.ncwit.org/>
- Techbridge: Inspire a girl to change the world  
<http://www.techbridgegirls.org/>

The UC 4-H Youth Development Program does not endorse, warrant, or otherwise take responsibility for the contents of unofficial sites.

### Connections & Events

### Curriculum

### 4-H Record Book

**Presentation Days** – Share what you've learned with others through a robotics-related presentation.

**Field Days** – At these events, 4-H members may participate in a variety of contests related to their project area.

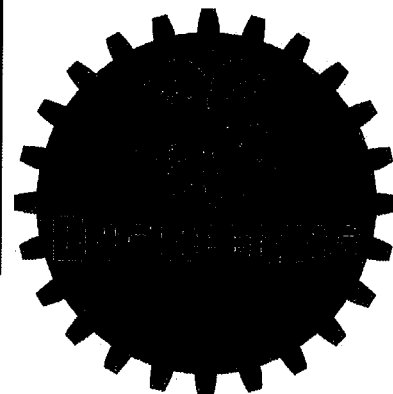
Contact your county 4-H office to determine additional opportunities available, such as a field day.

- 4-H Robotics Engineering for Today and Tomorrow  
[www.4-h.org/robotics/](http://www.4-h.org/robotics/)
- TechXcelerator Discover Engineering  
[techxcelerator.duke.edu/](http://techxcelerator.duke.edu/)
- 4-H The Power of the Wind  
[www.4-h.org/4-hpowerofthewind/](http://www.4-h.org/4-hpowerofthewind/)
- Design It!  
[www.4-h.org/designit/](http://www.4-h.org/designit/)
- Exploratorium, the Making Studio projects  
[exploratorium.edu/](http://exploratorium.edu/)

4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their personal experiences, learning, and development.

4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those goals.

To access the 4-H Record Book online, visit [www.4-h.org/4-hrb/](http://www.4-h.org/4-hrb/).



University of California Agriculture and Natural Resources

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## **I'm a 4-H Project Leader: Now What Do I Do?**

### **How do I know who is in my project?**

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- If you are working on the county level, contact the UCCE for the list of project members.
- The organizational leader may indicate to you if any of the youth have special needs. At your first project meeting, note any other youth that may have special needs.
- You may wish to consult with the parent or your 4-H Youth Development Agent as to how to work with a special needs child.

### **How often should I hold project meetings?**

It is recommended you hold 4-6 meetings that each last 1½ to 2 hours in length. Some projects require more meetings or a longer meeting time to accomplish your goals. Some projects, such as leathercraft, may lend themselves to individual project work as members progress on their projects. In this case, you should hold several introductory meetings for all members and then set up a schedule of time for them to sign up for individual help.

### **When do I start?**

Get started as soon as possible! Members' interest in a project is most keen when they are signing up for a project and when they get their project books.

### **How do I cover the cost of project meetings?**

- There is a wide variety of means for covering the cost of project meetings. Some methods used include:
- Each member pays for their share of the expenses or provides a portion of the supplies.
- The club agrees to cover expenses using funds from their treasury. Approval in advance is needed for this.
- Members and leaders can solicit donations/supplies from area businesses.
- Sometimes funds from sources outside your club may be available to cover your project meeting costs.

### **How do I establish a project meeting schedule?**

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Publicize the date using one of the following means:

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Typically project meetings are held at project leader homes, schools, or community buildings. For more information on facility adaptability and liability concerns contact your 4-H Youth Development Agent.

### **What safety precautions do we need to consider?**

Consider the type of safety issues your particular project involves. Request and secure necessary safety items such as ear protection, eye protection and head protection.

### **How do I let others in my club or other clubs know I am a project leader?**

Prior to enrollment ask for time on your club's meeting agenda to let families in your club know you're a project leader and to share some things the kids could do in the project if they enrolled in it. When the project materials are handed out, take the opportunity to inform or remind members that you are their project leader and set an initial meeting date with the group. If no one in your club is in your project, you may wish to offer your services to a neighboring club. Talk to your club organizational leader or county 4-H Youth Development agent about this opportunity.

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You may want to establish a 4-H resource box where you keep your project materials and any additional resources you will be using. Take time to become familiar with your project literature and talk to others who were project leaders for this project to find out what activities the members enjoyed.

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- Assess when members are available for additional meetings. You may wish to ask the parents or members to bring along their calendars of family activities.
- Encourage parents to participate in project meetings, especially the initial meeting.

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Use the experiential learning model (found in the introductory pages of your Helper's Guide) to plan your project meeting. The project helper's guide will provide suggestions for designing a project meeting. Here are some suggestions for each section of the model:

#### **Do**

- Plan an activity to focus the project members on what they'll be doing today. Work on the project for that meeting.

#### **Reflect**

- Review the process completed
- Discuss what worked and didn't work.
- Talk about how any problems that arose were solved.
- Assist members in documenting their project work for inclusion in their record books/portfolios.

#### **Apply**

- Ask the project member the following questions:
- What else have you seen that is similar to this?
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