



Nevada County 4-H Project Proficiency Program



A Member's Guide

Nevada County 4-H Proficiency Program

The Nevada County 4-H Proficiency Program is a new look at Incentives and Recognition. The goal of the program is to give member recognition and rewards in a timely manner and in a variety of ways to meet the diverse needs of today's youth.

REWARD: Members are rewarded for their personal progress. The intent of the proficiency program is to increase performance, while allowing members to be motivated, to be creative and to take risks.

NO DEADLINE: Each person develops at different rates and times. The proficiencies give each youth member a set of goals that they, as individuals, can work toward over one or more years. Completion of all five levels of a proficiency program indicates "mastery" of a subject.

VOLUNTARY: Not all youth will find this type of activity rewarding.

LEADER BENEFITS: The Project proficiency assists leaders in organization of the project material. It also encourages the infusing of new ideas within specific curriculum in a sequential manner. We encourage leaders to give proficiency guides to members sometime during the first or second year in a project.

The goal of the Nevada County 4-H Proficiency Program is to give members recognition and rewards in a timely manner and in a variety of ways to meet the diverse needs of today's youth.

It is also designed to assist youth in measuring themselves against a "standard of excellence". Each proficiency level is comprised of four skill levels and should be designed to increase in scope and difficulty. The levels are:

- Level I – Explorer
- Level II – Producer
- Level III – Consumer
- Level IV – Leader

The Nevada County 4-H Project Proficiency Program offers the following projects:

- Animal Science (this covers all animals, both large and small)
- Wildlife
- Citizenship
- Creative Arts & Crafts
- Clothing and Textiles
- Marine Biology and Oceanography
- Foods and Nutrition
- Camping and Outdoor Adventure
- Leadership
- Plant and Soils Science

The California 4-H Youth Development Program

Mission: The University of California 4-H Youth Development Program engages youth in reaching their fullest potential while advancing the field of youth development.

Goals:

- Acquisition of life, leadership and problem-solving skills to enhance individual development and well being.
- Acquisition of knowledge and skills in the production and wise use of food and fiber, and the conservation of the world's natural resources
- Understanding of and responsible participation in community affairs

The National 4-H Recognition Model of Objectives:

It is important for adults who work with 4-H'ers to provide appropriate recognition to all participants.

1. Recognition of 4-H'ers for *participation* in educational experiences acknowledges involvement as a first step in building a positive self concept.
2. Recognition of *progress toward personal goals* enables youth to gain experience in goal setting and realistic self-assessment.
3. Recognition of the achievement of generally recognized *standards of excellent* gives youth an external, pre-determined target for their learning experiences.
4. Recognition through *peer competition* is a strong motivation for some but not all young people. It is not appropriate for youth under the age of eight.
5. Recognition for *cooperation* helps youth learn and work cooperatively, preparing them for living in today's interdependent, global society.

Furthermore, the Nevada County 4-H Project Proficiency Program will assure that each project proficiency level will:

- Relate to youth development educational objectives and goals
- Contain accurate information
- Be sufficiently interesting to hold participants' attention
- Be adequate enough to cover the most important topics
- Identify the learner's outcomes
- Be developmentally and age appropriate
- Clearly state what participants are supposed to do and learn
- Emphasize safety practices
- Have a mechanism for evaluating progress
- Adhere to 4-H YDP policies, mission, and core values

