Leaders Guide

Objectives

Youth ages 5 to 7 participating in the North Dakota 4-H Cloverbud project will:

- **Participate** by exploring interests and developing an understanding of and appreciation for social and cultural diversity.

- **Be safe** by developing ongoing relationships with caring adults and older youth who serve as positive role models.

- **Show personal development** by developing competencies in life skills for self-understanding, social interaction, decision making, learning to learn and mastering physical skills.

- **Learn** by developing positive attitudes about learning while gaining knowledge in science, citizenship and healthy living through the experiential learning process.

- **Have fun** by exploring family and community relationships.

To learn more about the national 4-H Cloverbud program, visit www.csrees.usda.gov/nea/family/res/pdfs/Cloverbuds_2011.pdf.

Philosophy

To foster the development of life skills essential to the cognitive, social, emotional and physical growth of youth 5 to 7 years old.
The Adventure Starts Here!

The Basics

4-H Cloverbud is the name of any North Dakota 4-H member age 5 to 7. These members enroll in the 4-H Cloverbud project. Your county’s 4-H program will have policies on Cloverbud involvement at county events. Please speak with your local Extension office to learn more.

- 4-H Cloverbud education is activity-based.
- 4-H Cloverbud learning is based on age-appropriate research and involves cooperative, experiential and noncompetitive activities.
- The 4-H Cloverbud program provides youth with a variety of activities at which they can be successful.
- 4-H Cloverbuds are given immediate, positive feedback to their involvement.
- County fair or achievement days participation should be used to provide positive reinforcement only. Participation ribbons may be given as recognition for Cloverbuds at these events. No competition, scoring or activities beyond those approved through North Dakota 4-H Cloverbud curricula are acceptable.
- Members age 5 to 7 are not eligible to enroll in 4-H projects that are not designed for the age group (example: Project Guide listings for ages 8 to 19).
- Members age 5 to 7 are not eligible to exhibit at the State Fair.
- The recommended ratio of adults to youth is one adult to six Cloverbud members.

Clubs

Cloverbuds can be integrated into a community club with older 4-H members or a separate club involving Cloverbud members only. Most clubs meet once or twice a month. Here is a simple meeting format:

1. Icebreaker activity (for early arrivals)
2. Simple business meeting (15 minutes)
   a. Call to order
   b. Pledge of allegiance and 4-H pledge
   c. Roll call
   d. Announcements
   e. Adjourn
3. Recreation (15 minutes)
4. Show and tell or demonstrations (15 minutes)
5. Lesson (30 to 60 minutes)
6. Refreshments (15 minutes)

Components of the Program

“4-H Cloverbuds members that have engaged in a group activity may exhibit or showcase in a noncompetitive event, or can feature other items from their group activities... 4-H Cloverbuds members may receive participatory ribbons but may not receive regular competitive purple, blue, red or white 4-H ribbons.”

- 4-H National Headquarters Fact Sheet, Kindergarten-3rd Grade Programs in 4-H

Recordkeeping

Each member is given an “I am a Cloverbud” member’s book. The book is designed to have each youth make a record of his or her Cloverbud experience.

Recognition and Awards

The focus of recognition for the 4-H Cloverbud Program is participation. The 4-H Cloverbud program is a noncompetitive program. There is NO judging or evaluation, including judging against set standards or against other participants, either individually or for a group effort. 4-H Cloverbud members are not eligible for competitive events or the North Dakota State Fair. In some counties, 4-H Cloverbud members may be eligible for premium funds; please check with your local Extension office for more information on premium funds for 4-H Cloverbuds in your county.

All 4-H Cloverbud members need recognition in some form. Any item that you provide to the entire group (not just the “best”) is great. Small items such as T-shirts, pins, certificates, bookmarks with the 4-H pledge, or 4-H rulers all would be appropriate and are enjoyed by youth this age.
Cloverbuds do not enroll in specific 4-H projects that are not designed for their age group. Instead, **Cloverbud members enroll in the 4-H Cloverbud project.**

Many Cloverbud members participate in local events such as project days, speech and demonstration contests, Clothing Revue, county fairs, and livestock and horse events. Cloverbuds may participate in these types of events in a noncompetitive capacity only. **Cloverbud members are not eligible for the North Dakota State Fair.**

**Components of the Program**

“The primary difference between a 4-H Cloverbuds activity and a 4-H project is that a Cloverbuds member engages in varied activities which focus on developing a specific skill or concept utilized in completing the activity rather than focusing on a long-term planned course of study in a specific project (subject) area.”

– 4-H National Headquarters Fact Sheet, Kindergarten-3rd Grade Programs in 4-H

As a result, 4-H Cloverbud members should not have year-round, ongoing projects of any kind including animal projects – nor should they participate as competitive exhibitors with animals. However, 4-H Cloverbud members may exhibit large or small animals at local county fairs, achievement days or horse events in a noncompetitive capacity.

Large or small animal exhibits should focus on skill development and may result in the short-term care of an animal. Please check with your local Extension office for more information on safety precautions and animal handling for 4-H Cloverbud members at local events.

**Lessons**

Lessons build on the Experiential Learning Model: Do/Reflect/Apply

**The 4-H Experiential Learning Model**

4-H youth development relies heavily upon the five steps of the experiential learning model to teach life skills. The sequential steps of the model help identify what has been learned from a 4-H experience or activity and apply that learning to other experiences or situations.

This model requires that the “teacher/leader” be very clear about the skill or concept targeted and that the experiences and processing questions are designed to support that learning goal. When this model is used, youth experience and process the activity. They learn from thoughts and ideas about the experience. Each step contributes to their learning.

Providing an experience alone does not create learning. Experiences lead to learning if the participant understands what happened, sees the pattern of observations, generalizes from those observations and understands how to use the generalizations in a new situation. (Allen, et al.)

**Reference Citations**

Using the Cloverbud tools and Resources

The 4-H Cloverbud lesson plans for each curriculum area include the age of its target audience, participant objectives, an estimate of how much time it will take, a list of materials needed and steps for doing the activity. Questions that help youth process their experiences also are included. Asking the questions helps you identify whether the members understand the concepts presented in the activity.

Before using the Cloverbud lesson plans, review each one thoroughly, or even practice it. Note that many of the lessons require supplies, so plan accordingly.

We recommend that each lesson plan be presented in sequential order, following the experiential learning model. To assist you with identifying Do, Reflect and Apply learning activities, each activity has been noted as a Do, Reflect, or Apply activity. In this way, activities identified with the DO label would be done first, activities with the REFLECT label would be done second and activities with the APPLY label would be done last.

Sample Lesson Plan

Icebreaker

**DO - Getting Started Activity**
(15 minutes)

**DO - Digging Deeper Activity**
(30 minutes)

**REFLECT - Looking Within Activity**
(15 minutes)

Take-home Activities

**APPLY - Going Beyond Activities**

More Suggestions for Cloverbud Activities

1. North Dakota 4-H Project Sheet - Cloverbuds
2. 4-H Volunteer Resources – Cloverbud
   Resources: www.4-h.org/resource-library/
   4-h-volunteer-resources
3. National 4-H Curriculum – Exploring the Treasures of 4-H:
   www.4-h.org/resource-library/curriculum/
   4-h-exploring-the-treasures-of-4-h/

For more information, see [www.ndsu.edu/4h](http://www.ndsu.edu/4h)

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