

Session 1, Program Characteristic Cards



Duplicate cards on cardstock. Laminate if desired. Cut cards apart. One set of cards per group will be needed. Include blank cards in each set.

<p>PROGRAM RULES ARE ENFORCED</p>	<p>PUT DOWNS ARE NOT ALLOWED</p>	<p>THE GROUP HAS A GOAL SETTING MEETING EACH YEAR</p>
<p>YOUTH ARE INVOLVED IN SOLVING CHALLENGES FACING THE GROUP OR PROGRAM</p>	<p>THE ACCOMPLISHMENTS OF THE GROUP ARE CELEBRATED</p>	<p>ADULTS EVALUATE DEMONSTRATIONS AND GIVE CONSTRUCTIVE FEEDBACK</p>
<p>AN ESTABLISHED WAY OF ORIENTING NEW MEMBERS EXISTS</p>	<p>YOUTH PREPARE DEMONSTRATIONS ABOUT THEIR PROJECTS</p>	<p>ADULTS GREET YOUTH AS THEY ARRIVE</p>
<p>YOUTH PLAN AND IMPLEMENT A FOOD DRIVE FOR NEEDY FAMILIES</p>	<p>ADULTS KNOW ABOUT ACTIVITIES OTHER THAN 4-H THAT YOUTH ARE INVOLVED IN</p>	<p>EVERY POINT OF VIEW IS ACKNOWLEDGED</p>



<p>YOUTH PLAN A 4-H FOLLIES FUNDRAISING EVENT</p>	<p>ADULTS LISTEN TO STORIES FROM YOUTH IN THE GROUP</p>	<p>YOUTH WRITE NEWS ARTICLES AND PROVIDE PICTURES ABOUT THEIR LATEST SERVICE LEARNING PROJECT TO THE LOCAL NEWSPAPER</p>
<p>ADULTS KNOW THE NAMES OF EVERY YOUTH IN THE GROUP</p>	<p>ADULTS ASK FOR OPINIONS OF YOUTH IN THE GROUP</p>	<p>YOUTH LEARN NEW SKILLS</p>
<p>ADULTS HELP YOUTH CONNECT THEIR NEW LEARNING TO WORKFORCE OPPORTUNITIES</p>	<p>PROGRAM ALLOWS YOUTH TO USE TECHNOLOGY TO COMMUNICATE WITH 4-H'ERS IN ANOTHER COUNTRY</p>	<p>ADULTS APOLOGIZE WHEN THEY ARE WRONG</p>
<p>ALL YOUTH HAVE A PROGRAM T-SHIRT OR IDENTIFYING GARMENT</p>	<p>ADULTS POST NOTEWORTHY ACCOMPLISHMENTS OF MEMBERS ON A BULLETIN BOARD</p>	<p>ADULTS THANK YOUTH FOR THEIR CONTRIBUTIONS</p>



<p>YOUTH HELP DEVELOP PROGRAM RULES AND BOUNDARIES IN CONSULTATION WITH ADULTS</p>	<p>ADULTS LISTEN</p>	<p>ALL YOUTH ARE ACCEPTED</p>
<p>THE 4-H LEADER HAS A TIME DURING EACH MEETING FOR HANGING OUT</p>	<p>PROGRAM RULES ARE DISCUSSED AT THE FIRST MEETING</p>	