

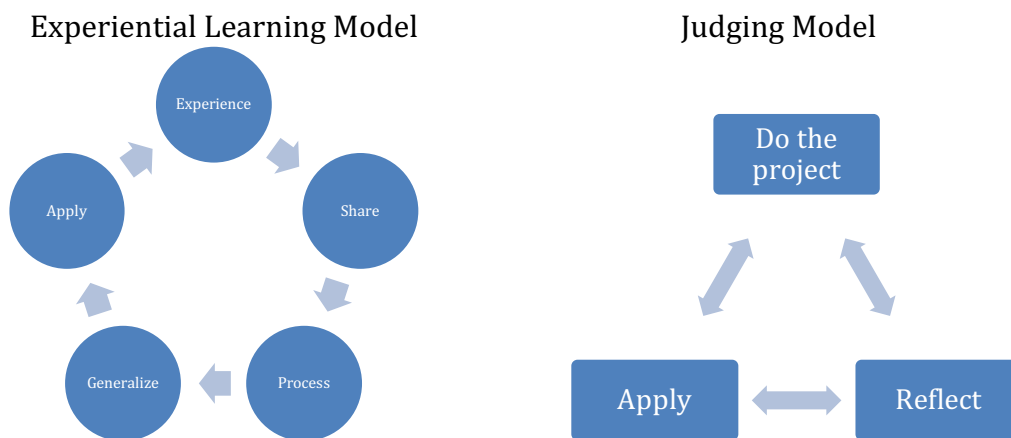


Creating Positive Judging Experiences for 4-H Youth

4-H is an educational program, whose goal is the growth and development of youth. As a judge, you have the responsibility to assist youth in evaluating and defining what they learned from the project.

4-H uses the Experiential Learning Model to teach youth new skills. As a judge, it is your responsibility to help the 4-H'er Reflect (Share and Process) what they learned while doing the project, and Apply (Generalize and Apply). Judges should bring a 4-H'er to a teachable moment where you can encourage youth to take their project learning to a higher level.

How, as a judge, can you create a teachable moment?



Start by creating a welcoming atmosphere....

- Greet youth with a smile, eye contact, and a verbal greeting upon their arrival to your judging space.
- Demonstrate active listening skills – lean forward, listen, observe, use self-control, provide encouragement, and remember their comments.
- Recognize that each youth is a unique individual.
- Provide meaningful feedback.
- Select positive and understandable words appropriate for the age of the 4-H'er as you talk or write comments.



Reflect – an important part of the experiential learning method is to reflect on the learning activity, which includes the Share and Process steps.

Reflection is the process of the youth reviewing, summarizing, or evaluating their project. As a judge, ask questions that help the youth reflect on strengths and weaknesses in the learning that took place while they were doing their project.

“What” questions most often lead to facts.

- What type of canner did you use to process your green beans?
- What type of equipment did you use to make your birdhouse?
- What was the most difficult part of the project for you?
- What did you learn from doing this project?

“Where” questions often lead to a discussion about location or sources of information.

- Where do you think you could find a reliable source for canning vegetables?
- Where do you plan to hang your birdhouse?
- Where did you look for information on your project?

“How” questions often lead to a discussion about processes or feelings.

- How did you do that?
- How do you feel about what you did in this project?

“Could” questions may result in a variety of answers and can be used to take to the command out of “tell me” or “give me” statements.

- Could you tell me what you plan to do differently next time?
- Could you show me an example of a slip stitch?

Apply – this is a teachable moment where you can encourage youth to take their project learning to a higher level. This step includes asking the youth to generalize what they learned through this project, and how they will apply this learning to future projects and experiences.

- Use open ended questions to help youth process how to reach a higher level of learning.
 - Example: What could you do next with what you learned by doing this project? What would you do differently?
- Talk about what was learned and what they enjoyed doing on the project. Then discuss what they may do differently if a similar project is attempted.