



Do-Your-Own-ThingMember Booklet

Name:	Club:	Age:	

There may be times when projects options do not match the current interests of 4-H members OR a 4-H member may have already completed all of the available levels for a particular project (i.e. Woodworking, Horse & Pony, Photography, etc.). Do you have an idea for a 4-H project that is not offered by the 4-H PEI program? This is an independent 4-H project that encourages you, as a member, to explore and choose what you want to learn in 4-H. You must have a leader who will oversee your project work and help you overcome any challenges that might come your way. A **Project Proposal** is due to be submitted to your 4-H Specialist no later than December 1st.

Project Completion Requirements (PCR)

- □ **Completed Project Proposal** (*See back of this guide*) submitted to your 4-H Specialist for review at least one month before you plan to start your project and NO LATER than December 1.
- □ Completed Project Item(s) and/or Activities <u>OR</u> Presentation on your completed project (see suggestions within)
- ☐ FINAL REPORT This Member Guide must be completed and at present at CLUB Achievement Day
- Member Booklet (with completed member reflection pages)

Please make sure that ALL PCR's are completed and present at the Club Achievement Day.

Resource material (including patterns) is available from the 4-H PEI Office

Exhibition Requirements

One Completed Project Item (optional)

Members are strongly encouraged to participate in the 4-H Classes at PEI Fairs & Exhibitions. Please check with your Project Leader or visit www.pei4h for more Exhibition information.

4-H Year Completion

In order to complete the 4-H year members are required to:

- ☐ Complete the PCR's (Project Completion Requirements) as outlined above
- ☐ Complete a **Communication** Project
- ☐ Complete a **Community Service** Activity
- ☐ Complete an **Agriculture Awareness** Activity

Do Your Own Thing is an independent 4-H project that encourages you, as a member, to explore and choose what **YOU** want to learn in 4-H.

It is possible that you might not have a leader teaching you the specific skills for this project, **BUT** you must still have a leader with whom you are able to check in with and who can sign off on your progress. Speak with your overall leader about who this could be.

This project can be ANYTHING that isn't already offered as a 4-H project.

Step 1: Choose a Project

Ask yourself the following questions before choosing your topic area:

- ⇒ Consider your topic area. Get specific. Be realistic.
- ⇒ What exactly do you want to learn about?
- ⇒ How much time do you have and how much time will it take to learn your topic?
- ⇒ How much will it cost?
- ⇒ Do you have or can you acquire skills, equipment, resources, etc. to learn about the topic area?
- ⇒ Do you know someone who is willing to help and who knows something about what you want to learn?
- ⇒ Narrow down your topic. What specific topic do you want to explore in your project?

My DYOT project will be:	

Step 2: Choose a 4-H Leader

4-H leaders teach/guide members to learn a number of different skills.

While you will set-up your own learning steps for this project, it is still important for you to identify a 4-H leader to check in with from time to time just to ensure that you are following the guidelines you have established for yourself. A leader can also help you brainstorm solutions if you hit a road block, help you find supplies or information, or even lend an extra set of hands as you build something. Your leader can be any screened 4-H



My 4-H Leader	/Advisor will be:		

Step 3: Submit a Project Proposal

Once you have chosen your topic and secured a leader, it is time to complete and submit your **Project Proposal** to your 4-H Specialist for approval. **DEADLINE for this will be December 1**.

The goal of an approval process is not to decline projects, rather to make sure members have a plan, and so the 4-H Specialist is aware of what you intend to accomplish. The Project Proposal Worksheet can be found on the last page of this booklet.

You should keep a copy of your Proposal for your records AND send a copy to the 4-H Office:

Mail: 4-H PEI Office, P.O. Box 2000, Charlottetown, PE, C1A 7N8

Fax: 902-368-6289

Email: pei4h@pei4h.ca

Step 4: Record all steps in your final report!

The **Final Report** is a major component of the DYOT project. The space has been provided for you in this Member Guide, but you are free to use more pages if necessary!

The final report must be available at your club's Achievement Day. This Member Guide also comes as a fillable PDF which is available on-line (ask your 4-H Specialist). You may also choose to complete your report with a Power Point presentation.

Your records should detail your plans, steps, set backs, and accomplishments throughout this project.

You should include:

- Your project idea and how you chose it
- Description of the goals you set
- Explanation of your project plan
- Detail of methods/procedures you plan to use
- Record of accomplishments and set backs as they happen
- Detail of costs, scheduling, and other plans
- A self evaluation of your project (i.e. did everything go as planned, what might you have done differently, what did you learn, did you accomplish your goals, etc.)

REMEMBER... Presentation Matters!! Make sure that your report is neat and tidy. Where appropriate, spice up your report with pictures, charts, and images. (Feel free to add extra pages)

Description of Do Your Own Thing Project: (Include your project idea and why you chose it)

Step 5: Establish Goals

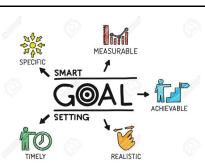
Think of your goals as "What I would like to Learn"

You want to be able to **SMAC** a goal...SMAC stands for:

- Specific does the goal define where, what, why, who and how?
- Measurable Do you have adequate amount of time to complete the project?
- Achievable Can you do it? Make sure to set yourself up for success.
- Compatible Does it fit with the rest of your life? Does it make sense?

4 key reasons goals are important:

- 1. Provides clarity on your end vision
- 2. Motivates you forward
- 3. Makes you accountable
- 4. Gives you focus
- Outline your goals...what do you plan to do?
- Detail what you expect to learn and acknowledge the skills you see yourself developing.



WHEN

WHY

WHO

WHAT

Step 6: Develop a Plan

A plan is what you make ahead of time - a blueprint - of what you'll be doing in the future.

The project plan is made up of goals and an action plan to accomplish those goals.

Planning allows us to reach our goals in everyday life. Planning your **Do Your Own Thing Project** for the year involves the same steps as planning your personal activities, except that you will be required to formally think about your plans and write them down.

Planning involves considering where you are now, looking at your goals, and then creating some logical steps to get there.

Good planning before you actually start your project will help you in a number of ways. It will:

- Give direction
- Allow you to make arrangements well in advance
- Assist you in determining your financial needs and prepare a suitable budget
- Allow you to discuss plans with your leader so there are no big surprises to halt or hinder progress.

Some considerations when making a plan:

- What equipment and/or resources will you need and how will you obtain them?
- Who will help you along the way, if assistance is needed?

The chart below should help you with an outline/plan for your DYOT project!

Project Plan			
Steps to be done	Equipment Needed	People to help	Date

Step 7: Working on The Project

Now it is time to actually complete the steps that you outlined in your 4-H Project Game Plan. As you work through your project, remember a plan is a guide for accomplishing your goal(s). You may have to make changes to your original plan as you go along. Some other things to consider include:

- Review your project plans with your leader on a regular basis
- Ask for help (if necessary)
- Explore books, magazines, and websites that will be of help to you
- Take tours, go to meetings, participate in events when appropriate to the project
- Experiment! If at first you don't succeed try, try again.

Make sure to keep track of your activities and note when you got away from the 4-H Project Plan.

Remember when documenting to:

- Include all setbacks as well as achievements.
- Make note of times you had to deviate from your original plans.

Keeping track of your progress helps you to see what you learned, keep a record of equipment you used and people who helped (in case you want to use them again or thank them), and how many hours you spent on your project.

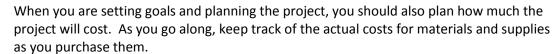
Take a minute to develop and fill out your progress chart each time you work on your project. Keeping up to date with records is the trick to making record keeping a "no-hassle" activity.

Number of hours spent on my project _____

Progress Chart			
Date	Steps Completed	Equipment & People	Hours

Step 8: Keep Track of Costs

An important part of the **Do Your Own Thing** project is keeping track of your costs.





Planned cost of project _____

Expenses		
Item (material used and/or purchased)	Expenses	

Step 9: Evaluate

While some view self-evaluations as just another tedious step that adds more work and paper to the project report, self-evaluations are in fact a vital activity that can help make your leadership activities more effective.

Evaluation doesn't need to happen at the END of your project. You should be evaluating yourself *throughout*. Some learnings can be used as you work through the project, so why wait to work smarter (not harder)? Some questions to ask yourself:

d be

- What am I learning What am I accomplishing?
- How do I feel about what I am doing?
- Am I meeting my goals?
- What was the most difficult part of this project?
- What changes would I make if doing this project again?
- Who should I thank for helping me?
- How did this project help me personally?
- How far did I come towards meeting my goals?

In the Beginning	At the end of the journey

Progress (or growth) can be measured by moving toward accomplishing the goals you set for yourself. Evaluation is an important step to learning AND to celebrating your successes as is documenting starting and finishing points. Please rate yourself on the following characteristics using a scale of 1 to 5 (1 = low, 5 = high)

	Beginning of Project	End of Project
Self Confidence		
Ability to plan Activities/Events		
Organizational Skills		
Communication Skills		
Ability to work effectively with younger members/peers/4-H Leaders		
Knowledge of the meaning of Leadership		
Overall Leadership Skills		

Step 10: Sharing

Further satisfaction and opportunities for growth come from sharing what you have learned (or a part of what you've learned) with others. **Sharing** can also help you to **summarize**, **analyze**, and further **understand** what you have set out to accomplish. Sharing is required for achievement day.

If your project is a tangible item that you made, built, refinished, designed, etc, it will be put on display at Achievement Day. Your project may also be eligible to travel on the Exhibition circuit and will be judged as a Do Your Own Thing project in the category where it best fits.

If your project was more about learning a skill, planning an event, and generally working towards something less tangible, you are still to share what you learned with others. Some ways of sharing include:

- Presentation / demonstration at Achievement Day
- Display at Achievement Day
- Give a workshop teaching the skill to others in your club or community
- Booth, display at a local fair, at school, etc.

If you are unsure of a good way to share your project, talk to your leader.

REMEMBER: this Member Guide, complete with your project documentation, must be on display at Achievement Day. You are always welcome to use more pages where necessary. The report should include the following information:

- Your project idea and why you chose it
- Your goals
- Your project plan & implementation
- Your costs
- Your evaluation



4-H Judging

Judging is an important skill that you will use in 4-H and beyond. As a 4-H member, judging will help you develop important assessment skills, and with practice, you will learn to carefully **observe**, **evaluate**, **make decisions**, **communicate with confidence**.

Is Judging a requirement for THIS project?

Judging is not a requirement for **ALL** 4-H PEI projects, but you are encouraged participate in the practice whenever possible.

- When Judging is a requirement, it will be listed in the PCR's (Project Completion Requirements) on the front page of this member booklet. Members will need to fill out the score card below showing that the activity has been completed. The judging activity will be arranged by your project leader!
- When Judging is not a requirement, members and leaders may use the information and scorecard below for
 practice and learning. The skills learned from 4-H judging are used in everyday life situations, so it is always a
 useful skill to build!

Score Card for Judging		
I place this class of: (Description - specify type of animals or items)	in the order of (2st) (2nd) (3rd) (4th)	
I place over because: Reasons:		
I place over because: Reasons:		
I place over because: Reasons:		
I place at the bottom of this class because: Reasons:		
For these reasons, I place this class of:	in the order of (1st) (2nd) (3rd) (4th)	

4-H MEMBER OPPORTUNITY - Provincial 4-H Judging Competition (Annual Event)

This event is open to all members, ages 9-21, and offers a great opportunity to learn more about judging in a competitive atmosphere (Three age categories & cash prizes awarded to top members for their judging abilities). Senior members (17-21) also compete for the chance to join the **Maritime 4-H Judging Team** to compete at **Agribition** (Regina, SK) in November.



- 4-H Canada Learns is a resource tool providing information on 4-H projects from different provinces.
 Check out www.4-h-learns.org/resources keyword "judging" for resource documents that will help with developing and building your judging skills!
- **4-H PEI** is able to provide information to members and leaders on both livestock and non-livestock judging practices. Check with your 4-H Specialist for more information **AND** be sure to check out the 4-H PEI Judging Resource page at www.pei4h.ca/4-h-judging-resources

Member Reflection

As a 4-H member, you are encouraged to "Learn to Do by Doing" through hands-on activities. Keeping a record of your 4-H activities with this **Member Reflection** will provide helpful insight for you, your leader and the 4-H Specialist as to skills you have learned and projects you have completed throughout the 4-H year!



Skill Based Project: You are encouraged to work on skill development and completion of project

requirements (with guidance from the project leader) throughout the 4-H year. Not every activity will have a tangible item (for display), but you are asked to share the

activities and learnings in which you participate below...

Duois at Astivitus	
Project Activity:	
What I did:	
What I learned:	
What I liked:	
Project Activity:	
What I did:	
What I learned:	
What I liked:	
Project Activity:	
What I did:	
What I learned:	
What I liked:	
Project Activity:	
What I did:	
What I learned:	
What I liked:	
Project Activity:	
What I did:	
What I learned:	
What I liked:	
	(feel free to use more space if necessary!)
-	optional): Leader observations can be helpful to you in future years with this and sure to ask your project leader if they would like to reflect on your 4-H year.
I am most impressed by	y
I believe that you have	learned
In the future I encourag	ge you to

4-H Year Completion Checklist

In addition to completing a Skill Based 4-H project, members are also required to participate in Communications, at least **ONE** Ag. Awareness Activity and **ONE** Community Service Activity in order to complete the 4-H year.

Use the space provided to reflect on what you have learned through participation in these activities.

If this information has already been completed in another booklet, please indicate where it can be found:

	My Coi	mmunications Activity	
□ Speech	Demonstration (Single)	□ Demonstration □ Alternate Communication (Team)	ons:
What I learned:			
What I can work on:			
	Agricult	ture Awareness Activity	
What did you do to co	omplete this activity th	nis year? (Either on your own or with your 4-H Clul	o)
What area of Agricultu	ure would you like to e	explore in the future?	
	Comm	nunity Service Activity	
What did you do to co	omplete this activity th	nis year? (Either on your own or with your 4-H Clul	o)
What will you do in th	e future to give back t	to your community?	
	A LI DEI C+	off Comments (Ontional)	

4-H PEI - Staff Comments (Optional

Completion Requirements		Completion Notes
Skill Based Project		
Communications		
Ag. Awareness Activity		
Community Service Activity		



Member Sign.:

DO YOUR OWN THING PROJECT

(formerly known as Self-Determined)

Project Proposal Worksheet: MUST submit this page by December 1st

- The **Do Your Own Thing** project is available to members (12+ as of Jan. 1 of Current 4-H Year) wishing to explore an area of interest that might not be covered in the traditional 4-H projects.
- You must submit this proposal to your Regional 4-H Specialist for review a month before you plan to start your project and no later than December 1. The goal of the review process is not to decline projects, but rather to make sure there is a plan in place for the project. This proposal also serves to advise the 4-H Specialist and supervising 4-H Leader of what you intend to accomplish.
- Please remember that a screened 4-H leader is still required to supervise the process and sign off on your completion even though you may be working independently on this 4-H project.

You should keep a copy of this application for your records.

Member's Name:	
Club:	
Project:	
	Member's E-mail:
Age: Year is 4-H:	Date of Application:
Description of Self-Determined Project:	
Learning Objectives: (What do you hope to learn?)	
Achievement Day: (What will you display, demo	onstrate, etc., for project completion at Achievement Day?)
Exhibition Option: (Upon completion of this project, will there be a tangible item to exhibit in one of the classes at the 4-H Fairs & Exhibitions?) **This is NOT a required component of the Do Your Own Thing Project.	

Project Leader Sign.: