EXPERIENTIAL LEARNING MODEL

Each project in the 4-H curriculum strives to involve youth in experiences that require them to interact, analyze, question, reflect, and transfer what they have learned to personal application. This is the 4-H “learn by doing” process.

**DO**  Each program involves youth in a common experience.

**REFLECT**  Activities end with time for the youth to share and process what they have learned from the experience.

**APPLY**  Help youth to apply their new knowledge and skill in real life situations. Help youth identify key principles important for future decisions or personal action.

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![Experiential Learning Model Diagram](image-url)