

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.

