4-H Science, Technology, and Engineering

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V(A). Planned Program (Summary)

1. Name of the Planned Program

4-H Science, Technology, and Engineering

V(B). Program Knowledge Area(s)

1. Program Knowledge Areas and Percentage

KA Code	Knowledge Area	%1862 Extension	%1890 Extension	%1862 Research	%1890 Research
806	Youth Development	100%			
	Total	100%			

V(C). Planned Program (Inputs)

1. Actual amount of professional FTE/SYs expended this Program

Year: 2007	Extension		Research	
	1862	1890	1862	1890
Plan	7.5	0.0	0.0	0.0
Actual	5.9	0.0	0.0	0.0

2. Actual dollars expended in this Program (includes Carryover Funds from previous years)

Extension		Research	
Smith-Lever 3b & 3c	1890 Extension	Hatch	Evans-Allen
66269	0	0	0
1862 Matching	1890 Matching	1862 Matching	1890 Matching
66269	0	0	0
1862 All Other	1890 All Other	1862 All Other	1890 All Other
377222	0	0	0

V(D). Planned Program (Activity)

1. Brief description of the Activity

4-H science clubs/programs (animal science, horticulture); 4-H Technology clubs/programs (Tech Wizards, Lego Robotics); 4-H Engineering clubs/programs/camps (Technology Camp); National 4-H Technology Conference; Afterschool science programs (not-environmental science); Curriculum and material development

2. Brief description of the target audience

Youth ages 9-18, 4-H Volunteer leaders, Extension educators

V(E). Planned Program (Outputs)

1. Standard output measures

Target for the number of persons (contacts) reached through direct and indirect contact methods

	Direct Contacts Adults	Indirect Contacts Adults	Direct Contacts Youth	Indirect Contacts Youth
Year	Target	Target	Target	Target
Plan	2000	2000	40000	40000
2007	4761	2472	27954	7129

2. Number of Patent Applications Submitted (Standard Research Output)

Patent Applications Submitted

Year	Target
Plan:	0
2007:	0

Patents listed

3. Publications (Standard General Output Measure)

Number of Peer Reviewed Publications

	Extension	Research	Total
Plan			
2007	7	0	0

V(F). State Defined Outputs

Output Target
Output #1

Output Measure

Number of youth participating in 4-H science and technology projects and programs.

Year	Target	Actual
2007	0	2600

V(G). State Defined Outcomes

O No.	Outcome Name
1	Number of youth gaining skills in science and technology.
2	Number of youth utilizing science and technology skills to improve their school or community.
3	Number of youth whose career choice was affected by participation in 4-H science and technology programs.

4-H Science, Technology, and Engineering
Outcome #1

1. Outcome Measures

Not reporting on this Outcome for this Annual Report

2. Associated Institution Types

3a. Outcome Type:

3b. Quantitative Outcome

Year	Quantitative Target	Actual

3c. Qualitative Outcome or Impact Statement

Issue (Who cares and Why)

What has been done

Results

4. Associated Knowledge Areas

KA Code	Knowledge Area

V(H). Planned Program (External Factors)

External factors which affected outcomes

Economy
Competing Public priorities
Competing Programmatic Challenges

Brief Explanation

In the fall of 2007 OSU Extension's new on-line planning and reporting system (SOARS) was fully implemented. While this is a positive step forward, there are still some inconsistencies between SOARS and the AREERA State Plan of Work Information System.In the next year, an extra effort will be made to bring these two systems into closer alignment for improved quality in the planning and reporting process.

V(I). Planned Program (Evaluation Studies and Data Collection)

1. Evaluation Studies Planned

After Only (post program)
Retrospective (post program)
Before-After (before and after program)
Case Study

Evaluation Results

1.The results of the County Fair/4-H Animal Science impact study show that participation in 4-H animal science projects and the 4-H county fair leads to an increase in important life skills and developmental outcomes.Reserach shows that developing these skills and achieving these outcomes leads to the long-term success of youth as they transition to adulthood.

2. Service-learning through 4-H SET projects leads to improved student retention of academic learning and skills and increased student motivation.Students feel more positive about the relevance of school in their lives.

3.At-risk youth participating in the 4-H Tech Wizards program graduate high school and are more likely to seek careers in SET related fields.

Key Items of Evaluation