

V(A). Planned Program (Summary)

Program # 1

1. Name of the Planned Program

4-H Youth Development

Reporting on this Program

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%		0%	
	Total	100%		0%	

V(C). Planned Program (Inputs)

1. Actual amount of FTE/SYs expended this Program

Year: 2012	Extension		Research	
	1862	1890	1862	1890
Plan	47.0	0.0	0.0	0.0
Actual Paid Professional	61.2	0.0	0.0	0.0
Actual Volunteer	54.9	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
848370	0	0	0
1862 Matching	1890 Matching	1862 Matching	1890 Matching
848370	0	0	0
1862 All Other	1890 All Other	1862 All Other	1890 All Other
1974837	0	0	0

V(D). Planned Program (Activity)

1. Brief description of the Activity

Communities in Colorado depend on quality, contributing members of society. Fostering productive community members begins with our young people. 4-H is Colorado State University's premier youth development program. Positive youth development addresses broader developmental needs of youth, in

contrast to deficit-based models which focus solely on youth problems. Positive youth development occurs from an intentional process that promotes outcomes for young people by providing opportunities and relationships and externally, through the delivery of projects and curriculum designed according to the best practices of youth development.

Therefore, in order to be prepared to succeed in a quickly changing world, our young people need a sense of competence, usefulness, belonging, and power. Studies have shown that youth who have developed these senses are involved in positive group settings and become productive citizens and successful young adults. Also, adolescents who have developed these characteristics appear to be more likely than others to engage in pro-social behavior. 4-H targets critical skills (life skills) that help cultivate these senses.

In order for youth in Colorado to cultivate critical life skills, the 4-H Youth Development work team will strive to incorporate the three mission mandates from National 4-H Council which are Science, Engineering and Technology (SET), Healthy Living, and Citizenship. Program delivery is via one of six different delivery methods 1) Organized clubs, 2) School enrichment, 3) Short term/special interest, 4) School-age child care, 5) After school programs, 6) Camping.

2. Brief description of the target audience

- For 4-H Youth Development programming - all Colorado youth, ages 5 - 19.
- For volunteers - interested adults, parents, community members, seniors, partner agencies.

3. How was eXtension used?

eXtension was not used in this program

V(E). Planned Program (Outputs)

1. Standard output measures

2012	Direct Contacts Adults	Indirect Contacts Adults	Direct Contacts Youth	Indirect Contacts Youth
Actual	30852	396179	56872	11192

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

Patent Applications Submitted

Year: 2012
 Actual: 0

Patents listed

3. Publications (Standard General Output Measure)

Number of Peer Reviewed Publications

2012	Extension	Research	Total
Actual	0	0	0

V(F). State Defined Outputs

Output Target

Output #1

Output Measure

- Increased funding for 4-H Youth Development through private dollars by increasing support from the Colorado 4-H Foundation. (These have been increased based on our 2005-06 actual of \$240,000.)

Year	Actual
2012	361241

Output #2

Output Measure

- Number of web hits regarding 4-H topics, excluding pages of Agent Resources and Blog areas of the site.

Year	Actual
2012	478004

Output #3

Output Measure

- Number of youth reached by all 4-H delivery methods including organized clubs, after school, school enrichment.

Year	Actual
2012	91659

Output #4

Output Measure

- New and/or revised curriculum to meet changes in needs for youth audiences.

Year	Actual
2012	30

Output #5

Output Measure

- Number of volunteer management trainings held and tools developed.
Not reporting on this Output for this Annual Report

Output #6

Output Measure

- Number of volunteer leaders.

Year	Actual
2012	10855

Output #7

Output Measure

- Number of on-line e-Learning orientation modules completed by volunteers.
Not reporting on this Output for this Annual Report

Output #8

Output Measure

- Grant dollars generated to support 4-H Youth Development programs.
Not reporting on this Output for this Annual Report

Output #9

Output Measure

- Value of volunteers' time that Colorado 4-H adult volunteers provide to 4-H programming, based an average donation of 128 hours/year/volunteer at \$20.47/hour (national average for value of time, adjusted for Colorado)
Not reporting on this Output for this Annual Report

Output #10

Output Measure

- Increased volunteer leaders' effectiveness as measured by retention rate of first year leaders.
Not reporting on this Output for this Annual Report

Output #11

Output Measure

- Number of new volunteer leaders engaged and strengthening leadership capacity in community functions
Not reporting on this Output for this Annual Report

Output #12

Output Measure

- Value of volunteers' time that Colorado 4-H adult volunteers provide to 4-H programming, based an average donation of 6.7 hours/year(CPRS) x 7629 volunteers (CPRS) at \$22.03/hour (national average for value of time, adjusted for Colorado. Number of volunteers reported previously is from ES237.

Year	Actual
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2012

1127627

V(G). State Defined Outcomes

V. State Defined Outcomes Table of Content

O. No.	OUTCOME NAME
1	Percent of youth reporting positive change in life skills including leadership, citizenship, decision making and communications skills as a result of 4-H participation
2	Percent of volunteers reporting increased skills in area of responsibility
3	Percent of youth reporting increased knowledge of Science, Technology, Engineering and Math (STEM) competencies through 4-H participation
4	Percent of youth reporting change in behavior based on 4-H participation in Science, Technology, Engineering and Math (STEM) education/activities
5	Percent of participating youth who increased knowledge through Meat Quality Assurance (MQA) training
6	Percent of participating youth who changed behavior as a result of Meat Quality Assurance (MQA) training. Indicators may include making ethical decisions, being careful in storing medications, or properly handling and caring for animals
7	Percent of participating youth demonstrating improved behavior in science learning, such as career exploration, leading or teaching groups, or volunteer experiences
8	Percent of participating youth applying science process skills, including incorporation of science learning in community service and/or entrepreneurship/career success
9	Percent of participating youth increasing knowledge and/or skills in Science, Technology, Engineering and Math (STEM) content and/or careers
10	Percent of participating youth increasing positive attitude and/or aspirations about Science, Technology, Engineering and Math (STEM) learning and careers
11	Percent of participating youth increasing science process skills (observation, comparison, hypothesis), use of the scientific method, or problem solving.
12	Percent of participating volunteers who increased knowledge regarding community leadership
13	Percent of participating volunteers increasing skills: helping youth develop life skills; solving problems; connecting to the community; demonstrating pride in accomplishments
14	Percent of participating volunteers who consider they have made a positive impact on the lives of others.
15	Percent of participating volunteers who have learned valuable skills
16	Volunteers apply skills developed through Extension-provided training, supervision, and support to increase their effectiveness in influencing positive youth development for the audience(s) with which they work.
17	Youth develop life skills.

18	Youth apply STEM skills.
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Outcome #1

1. Outcome Measures

Percent of youth reporting positive change in life skills including leadership, citizenship, decision making and communications skills as a result of 4-H participation

Not Reporting on this Outcome Measure

Outcome #2

1. Outcome Measures

Percent of volunteers reporting increased skills in area of responsibility

Not Reporting on this Outcome Measure

Outcome #3

1. Outcome Measures

Percent of youth reporting increased knowledge of Science, Technology, Engineering and Math (STEM) competencies through 4-H participation

Not Reporting on this Outcome Measure

Outcome #4

1. Outcome Measures

Percent of youth reporting change in behavior based on 4-H participation in Science, Technology, Engineering and Math (STEM) education/activities

Not Reporting on this Outcome Measure

Outcome #5

1. Outcome Measures

Percent of participating youth who increased knowledge through Meat Quality Assurance (MQA) training

Not Reporting on this Outcome Measure

Outcome #6

1. Outcome Measures

Percent of participating youth who changed behavior as a result of Meat Quality Assurance (MQA) training. Indicators may include making ethical decisions, being careful in storing medications, or properly handling and caring for animals

Not Reporting on this Outcome Measure

Outcome #7

1. Outcome Measures

Percent of participating youth demonstrating improved behavior in science learning, such as career exploration, leading or teaching groups, or volunteer experiences

Not Reporting on this Outcome Measure

Outcome #8

1. Outcome Measures

Percent of participating youth applying science process skills, including incorporation of science learning in community service and/or entrepreneurship/career success

Not Reporting on this Outcome Measure

Outcome #9

1. Outcome Measures

Percent of participating youth increasing knowledge and/or skills in Science, Technology, Engineering and Math (STEM) content and/or careers

Not Reporting on this Outcome Measure

Outcome #10

1. Outcome Measures

Percent of participating youth increasing positive attitude and/or aspirations about Science, Technology, Engineering and Math (STEM) learning and careers

Not Reporting on this Outcome Measure

Outcome #11

1. Outcome Measures

Percent of participating youth increasing science process skills (observation, comparison, hypothesis), use of the scientific method, or problem solving.

Not Reporting on this Outcome Measure

Outcome #12

1. Outcome Measures

Percent of participating volunteers who increased knowledge regarding community leadership

Not Reporting on this Outcome Measure

Outcome #13

1. Outcome Measures

Percent of participating volunteers increasing skills: helping youth develop life skills; solving problems; connecting to the community; demonstrating pride in accomplishments

Not Reporting on this Outcome Measure

Outcome #14

1. Outcome Measures

Percent of participating volunteers who consider they have made a positive impact on the lives of others.

Not Reporting on this Outcome Measure

Outcome #15

1. Outcome Measures

Percent of participating volunteers who have learned valuable skills

Not Reporting on this Outcome Measure

Outcome #16

1. Outcome Measures

Volunteers apply skills developed through Extension-provided training, supervision, and support to increase their effectiveness in influencing positive youth development for the audience(s) with which they work.

2. Associated Institution Types

- 1862 Extension

3a. Outcome Type:

Change in Action Outcome Measure

3b. Quantitative Outcome

Year	Actual
2012	1427

3c. Qualitative Outcome or Impact Statement

Issue (Who cares and Why)

A successful 4-H youth development program is dependent on adequate numbers of competent and well trained volunteers.

What has been done

Volunteers are trained face to face and/or through e-learning modules. Surveys document their action: http://www.colorado4h.org/research_impact/surveys/Survey-VolunteerImpactOnCommunities.pdf

Results

Volunteers reported increasing leadership capacity; fostering life skill development in youth; increasing effectiveness of Extension programs; contributing to increased public service; generating a sense of goodwill and social well-being.

4. Associated Knowledge Areas

KA Code	Knowledge Area
806	Youth Development

Outcome #17

1. Outcome Measures

Youth develop life skills.

2. Associated Institution Types

- 1862 Extension

3a. Outcome Type:

Change in Action Outcome Measure

3b. Quantitative Outcome

Year	Actual
2012	3610

3c. Qualitative Outcome or Impact Statement

Issue (Who cares and Why)

The Colorado 4-H Youth Development Program provides youth a unique and inclusive setting for individual life skill development and mastery of subject matter competencies through the interactions with caring adults (paid and volunteer).

4-H youth development staff has the ability to recognize and understand the needs of individuals in communities, and to facilitate educational opportunities in response to those needs.

What has been done

4-H projects and events use various content to teach life skills. Participants are surveyed to document their behavior change:

http://www.colorado4h.org/research_impact/surveys/MemberLifeSkillSurvey.pdf.

Results

Youth develop skills for setting goals, making decisions, keeping records, speaking in public, leadership, and responsibility. One example: From the Member Life Skills Survey, member quotes included...

My responsibility has skyrocketed because you are in charge of so many things. My patience has improved as well with dealing with other people and the judges. Speaking in front of judges was a little tough last year, but my fright has subsided and I am more comfortable now.

I am now more confident around others, and do very well at communicating. I've really enjoyed learning how to interview and handle professional criticism.

4-H made me think of others before myself.

4-H has helped me gain responsibility and help me become a leader

I am more eager to help out now than I have ever been.

These responses show that Adams County 4-H is making a difference in the lives of our 4-H members!!

4. Associated Knowledge Areas

KA Code	Knowledge Area
806	Youth Development

Outcome #18

1. Outcome Measures

Youth apply STEM skills.

2. Associated Institution Types

- 1862 Extension

3a. Outcome Type:

Change in Action Outcome Measure

3b. Quantitative Outcome

Year	Actual
2012	4005

3c. Qualitative Outcome or Impact Statement

Issue (Who cares and Why)

Colorado youth will have an increased understanding and interest in Science, Technology, Engineering, and Math skills to enhance the STEM talent pool to benefit our country and to enhance their marketability as they enter the work force.

What has been done

STEM skills are integrated into most 4-H projects and programs. Specific measurement of behavior change is conducted in some projects.

Results

4-H participants have opportunities to interact with: Standards-based science and math content; Application of science, engineering and technology process skills; Learning through hands-on, inquiry-based experiences connected to real life interests and issues; Support from adults acting as guides, facilitators and mentors; An intentional infusion of life skills; A chance to give back to the community. "Since adding STEM programs to what Summit County 4-H offers, we have reached over 1,000 youth. We have developed a partnership with the Summit School District and are now offering programs in the classroom, teacher workshops, after-school programs, career fair, etc. STEM has opened new partnerships and collaborators in our community that enables us to reach more youth in Summit County...."

4. Associated Knowledge Areas

KA Code	Knowledge Area
806	Youth Development

V(H). Planned Program (External Factors)

External factors which affected outcomes

- Economy
- Appropriations changes
- Public Policy changes
- Competing Public priorities
- Competing Programmatic Challenges
- Populations changes (immigration, new cultural groupings, etc.)
- Other (new planning and reporting system)

Brief Explanation

Colorado's on-line planning and reporting system does not furnish data in percentages. Therefore, all previously planned %-age outcomes are not reported. Action outcomes are collapsed for volunteers and for youth, and STEM outcomes added.

Natural disasters including fires and drought affected outcomes in 2012.

V(I). Planned Program (Evaluation Studies)

Evaluation Results

4-H Program Leader, Jeff Goodwin, works diligently with agents across Colorado to provide evaluation instruments and encourage timely, accurate reporting. He is in the process of creating Excel spreadsheets that will compile evaluation data from across the state for presentation through our on-line planning and reporting system.

Key Items of Evaluation

Our planning and reporting system does allow for narratives. This one was selected as an example of 4-H work that is responsive to community needs. In this case, a fire.