This workshop was presented to volunteers who work with or were interested in working with Cloverbuds at the 2008 Leaders’ Update, February 23, 2008 at UNR Redfield Campus in Reno.

**Let’s Get Started**

Lead participants through the “Matching by Shaking” learning activity in Good Vibrations: The Science of Sound, Ohio State University K-2 Curriculum Instruction Materials, 4-H 711 GPM 1.1.

As the participants enter the room, give each a container. Tell them not to open it. Tell them they are to find the person who has the same item. Once they’ve found their match, have them ask their partner several questions. Tell them they will be introducing their partner to the rest of the group and telling 3 things about this person. (List questions on the board or flip chart). When everyone has had 3-5 minutes to talk with their partner, have them go around the room and introduce their partners. Have them tell 3 things about the person. Then, have them open their containers. Ask them the questions listed in the activity.

This is a good way to model to volunteers the importance of helping youth get to know one another and see that Cloverbud activities are hands-on. Depending on the size of the group, this activity may take 15-20 minutes.

**What’s Special About Cloverbuds?**

- Why do you like to work with 5 – 8 year olds?
- How are 5 – 8 year olds different than older kids?
- Each one teach one (guidelines)

**Ages and Stages Overview**

Ask the group why they like working with 5-8 year olds.

Ask them how 5-8 year olds are different from older youth.

Spend time while preparing to lead this presentation on developmental characteristics. As the facilitator, take the time to point out any important characteristics the group did not discuss.

Note: If a group has no experience with ages and stages, teach the concepts using a jeopardy game, developmental stages puzzle, or some fun activity.

**Resources:** Moving Ahead: Preparing the Youth Development Professional (2000). USDA/Army School-Age & Teen Project. (Each office should have a copy of the curriculum that was presented in 2001). It’s also available from the University of Minnesota.

Ages and Stages: 6-8 Years, [http://www.extension.iastate.edu/Publications/PM1530H.pdf](http://www.extension.iastate.edu/Publications/PM1530H.pdf)

Each Cooperative Extension Office should have a number of fact sheets on ages and stages or developmental characteristics.

**Guidelines for Working with 4-H Cloverbuds – Each One Teach One**

Print the Cloverbuds National 4-H Policy and the Nevada 4-H Cloverbuds homepage/Nevada 4-H Cloverbud Policy. (See resources for materials). Number each section. Cut out each section. Give each participant a section. Have
participants read their section to themselves. Ask them to summarize the section and share the important points with the group. (Be sensitive to the abilities of the group members; some individuals may not be comfortable reading and summarizing). Have group members report back to the larger group.


Working with Cloverbuds, UNCE 4-H Website, http://www.unce.unr.edu/4H/programs/cloverbuds/

Cloverbuds are children who explore developmentally appropriate 4-H activities in areas such as:
- Healthy lifestyles
- Earth, environment, ecology, nature
- Citizenship
- Plants and animals
- Consumerism
- Family science
- Science and technology
- Personal development
- Community service
- Expressive arts

Fundamentally different than general 4-H program
- The Cloverbud program should not duplicate 4-H member experiences designed for older youth
- Special membership category, because both the program and policy are different than general 4-H membership

Developmentally Appropriate Program
- Based on general characteristics of 5-8 year olds
- Adapts to meet the individual needs of each child
- Fun
- Group-centered learning (youth do activities together)
- Leader directed
- Activity based
- Non-competitive
- Success oriented
- Wide variety of activities
- Positive
- Fosters creativity

Chartering
- Cloverbud clubs, activities, and programs must follow the national and state policies
- Must be chartered to recognize them as “sanctioned” 4-H programs
- Must be chartered to use the 4-H name and emblem
- Cloverbuds should be enrolled in 4-H. Staff should enter Cloverbuds into the 4-H Plus database as a Cloverbud.
How is the Cloverbud Program Different?

- Activity focused, not project focused
- Cooperative learning, not competitive activities
- Foster creativity and wonder!

**Activity focused vs. project focused**
Older members focus on projects. Many of these projects are completed over a long period of time. Cloverbuds have much shorter attention spans and like learning about many things. Meeting activities should last an hour or less. When doing these activities, cloverbuds are most interested in the process, not the product. Older members’ projects often focus on the final outcome or product.

**Cooperative learning vs. competition**
- Children practice skills, discover talents, and learn about fairness in a non-judgmental setting.
- Cloverbuds learn how to get along with peers in a cooperative rather than a competitive manner.
- Children 5-8 years old don’t understand the concept of judging and placing items as good, better, best or needs improvement.
- Emphasize trying, growth, and improvement.
- Cloverbud activities focus on fun, creativity, learning, doing, and building self-esteem through successful experiences.
- This age group needs to feel approval and acceptance.
- Emphasize success; minimize failure.

**Creativity Means...**
- To bring something new into being
- See something in an uncommon way
- Think about or approach things in new and unusual ways
- Ability to generate many and unusual ideas
- Active, not passive
- Spontaneous, exciting, the imagination is vigorously exercised
- Person must have confidence to take risks

Most children have lots of creativity. Creativity can be increased by encouragement, opportunity, and training, and it can be decreased or dulled.

**How leaders can encourage and increase children’s creative abilities:**
- *Psychological safety* – allow kids to freely experiment, brainstorm, and creatively solve problems. Don’t judge ideas or tell kids their ideas are not practical or relevant.
- *Encouragement* – create an environment where kids can express their ideas without being laughed at or put down. Help kids believe their ideas are important, valuable, and worth doing.
- *Trial and Error* – Kids learn best when they try things and make mistakes. Encourage children as they try, fail, try & fail.
- *Value each individual child*
- *Creative Mind Activities* – play games and ask thought-provoking questions. For more ideas, see resource information below.
- *Quiet Opportunities* – Provide some time for quiet space to work on their own, free from disruption or noise, to explore their thoughts.
- *Make Believe* – Pretend, make up stories, play imaginative games
- *Sensory Experiences* – Do activities that incorporate the sense of smell, sight, hearing, touch, and taste.
- *Offer Art Activities*
- *Drama* – act out plays, make plays, dance, movement, storytelling, mime and creative dramatics – all help kids know themselves, understand others, and express their feelings.
- **Materials** – Provide lots of different materials – items from nature, building and art supplies, dress up box, etc. Recycled items can make the best activities. These projects can get messy. Set rules for cleaning up after activities.
- **Guidance** – Don’t teach them how to do everything step by step. Let them ask for help.
- **Be an Example** – Role model creativity by participating in creative experiences yourself.

Adapted from *Cloverbuds: A 4-H Discovery Program for Six to Eight Year Olds*, University of Minnesota Extension, 1990.

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### What Are Their Activities Like?
- Occasional
- Non-competitive
- Sampler-type
- Age-appropriate
- Properly supervised
- Fun

Cloverbuds participate in a variety of activities that focus on developing a specific skill or concept utilized in completing the activity rather than focusing on a long-term planned course of study in a specific project (subject) area.

**Non-competitive activities**
5-8 year olds are sensitive to criticism, can become frustrated easily, and don’t have the full ability to manage their emotions, which contributes to not being able to accept failure well. Cloverbud activities should be conducted in a positive environment that focuses on youths’ strengths, rather than pointing out their deficiencies.

**Resource:** [Kindergarten-3rd Grade Programs in 4-H, National 4-H Headquarters Fact Sheet](http://www.national4-hheadquarters.gov/library/fs-cloverbuds-02-08.pdf)

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### Cloverbuds Don’t:
- Participate in on-going projects
- Participate as competitive exhibitors
- Receive regular blue, red, or white ribbons
- Have formal business meetings
- Elect officers

**Ongoing & Long Term Projects**
Ongoing, planned series of activities are geared for older youth, not Cloverbuds. Examples of ongoing series of activities or long-term, planned course of study in a specific project or subject area are Shooting Sports, science project, animal project (raising rabbits or sheep) and other project areas in 4-H.

**Exhibiting Animals**
Cloverbuds do not participate as competitive exhibitors with animals or other projects. A one-time, noncompetitive event such as Cloverbud Showmanship is appropriate if:
- all awards presented are the same for each Cloverbud.
- youth learn about animals in a fun way (the activity is an educational experience & developmentally appropriate.
- one-on-one supervision. A teen or adult leader leads the animal on a halter (if appropriate for species) and Cloverbud wears appropriate clothing/equipment for safety.
- Parent signs a waiver (permission form) allowing Cloverbud to participate.
- No large animals are used such as horse, beef, dairy, or swine.

**Reason cloverbuds are prohibited from handling animals**
Handling large and small animals requires discipline and motor skills that are not fully developed in most K-3 children. Animals may behave unpredictably. Both of these factors do not provide the optimal safe educational environment.

**Showcasing Cloverbud Activities/Items**
If Cloverbuds have engaged in a group activity, they may exhibit or showcase their item in a noncompetitive event. All Cloverbuds must receive the same
rosette ribbon or award, and cannot receive regular competitive blue, red, white or champion ribbons. Cloverbuds are not eligible to receive premium funds for exhibiting items at a fair.

**Club Meetings and Officers**
Cloverbuds don't have the leadership capacity to run for a club office or lead club meetings. They don't elect officers or conduct formal business meetings. Cloverbuds need hands-on activities to keep them engaged and involved.

**Fundraising**
Fundraising activities are handled by the adults. Cloverbud clubs and activities are encouraged to use recycled items to limit costs of activities. Parents can be asked to provide supplies or bring some money to help cover the cost of activities. (Spending money on supplies and activities should be kept to a minimum).

**Resources:** Kindergarten-3rd Grade Programs in 4-H, National 4-H Headquarters Fact Sheet, [http://www.national4-hheadquarters.gov/library/fs-cloverbuds-02-08.pdf](http://www.national4-hheadquarters.gov/library/fs-cloverbuds-02-08.pdf)

**Working with Cloverbuds, UNCE 4-H Website,** [http://www.unce.unr.edu/4H/programs/cloverbuds/](http://www.unce.unr.edu/4H/programs/cloverbuds/)

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**Make Your Own Critter**
- My animal’s name is...
- It lives in the...
- It eats...
- It moves by...
- It is special because it...

This is an activity from the University of Minnesota Cloverbuds Activity Packet. It’s a fun activity, because it uses play dough, something we don’t use very often with adults. It helps adults put themselves in the shoes of a Cloverbud. After sitting through the “policy” and content section, it’s good to break up the meeting with an activity.

**Fun Ways to Provide Activities**
- Part of an existing 4-H club
- Own club
- After school program
- Day camp
- Other?

**Existing 4-H Club**
An existing 4-H community or project club may have a Cloverbud program. The Cloverbud group may meet before the club meeting or a different time. A screened, trained adult leader must attend to supervise. Teen leaders can lead the Cloverbud activities. Teen leaders build leadership skills in this role.

**Cloverbud Club**
A special club geared just for Cloverbud members can be organized. Leaders must be trained and screened, and the club must be chartered. Teens can lead this club as long as an adult 4-H leader attends to provide supervision.

**After School Program**
An afterschool program might be interested in partnering with 4-H to provide a program for K-3 students. Adult and teen leaders can lead the group or paid staff can lead, too. UNCE policies for adults leading are still required as with any of the Cloverbud delivery methods.

**Day Camp**
A day camp can be organized for Cloverbuds to come to a location such as a park to participate in activities for several hours. Teen leaders can be trained by 4-H staff or adult leaders on ages & stages and other important aspects of Cloverbuds. The teens can plan a theme, organize and lead games and activities, break Cloverbuds into small groups, provide snacks and refreshments,
and all other aspects of promoting and running the event. When planning this type of event, it’s important to remember that 3-4 hours is plenty of time.

**Other**

Group members may have other ideas of ways to provide a Cloverbud program.

Break into small groups.

Allow groups to browse through Cloverbud curriculum.

Have group members take notes on these questions.

Have the entire group discuss the questions.

If more time allows, have each small group choose an activity and teach it to the larger group.

Cloverbud activities and lesson plans can be found from a variety of sources. The University of Minnesota, Ohio State University, and the 4-H National Curriculum have excellent activities that leaders with any experience level can use.