



# DO YOUR OWN THING

June 2015

## Welcome

Do you have an idea for a 4-H project that is not offered by the 4-H PEI program? Sometimes, projects do not match the current interests of a 4-H member, or a 4-H member has already completed all of the available levels for a particular project offered (i.e. Woodworking, Horse & Pony, Photography, etc.). Introducing the **Do Your Own Thing** Project. Please read through this guide carefully, as it contains information and suggestions that are important for your project. If you have any questions, contact your district's 4-H Specialist or your 4-H project leader.

## 4-H YEAR COMPLETION

You complete a project by:

- completing the project Achievement Day requirements
- completing a communication project
- completing a community project
- completing an agriculture awareness project
- taking part in Achievement Day

You must complete all of the listed requirements to be eligible to show at Fairs and Exhibitions and to also finish the 4-H year.

## ACHIEVEMENT DAY REQUIREMENTS

Completed Project Proposal <i>(submitted to your district's 4-H Specialist by March 1st)</i>	5
Final Report	20
Completed Project Item(s) and/or Activities or Presentation on your completed project <i>(see suggestions within)</i>	<u>75</u>
	<b>100 Marks</b>

## EXHIBITION REQUIREMENT

One Completed Project Item (optional)

## Do you want to do a Do Your Own Thing Project?

You must be able to answer YES to ALL the statements below...

- I am 12 years old (as of January 1st of the current club year) or older.
- I have already completed two 4-H projects.
- I have been a 4-H member for at least two years.
- The project I have chosen will take at least 12 hours to complete.

### Ages for 4-H members as of January 1st of the 4-H year:

Junior: 9-11 years  
 Intermediate: 12-14 years  
 Senior: 15-21 years

Check out the PEI 4-H Web Site

[www.pei4h.pe.ca](http://www.pei4h.pe.ca)

It is possible that you might not have a leader teaching you the specific skills for this project, BUT you must still have a leader with whom you are able to check in and can sign off on your progress

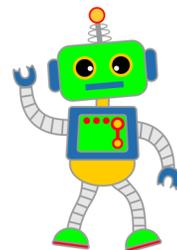
Speak with your overall leader about who this could be.

# Do Your Own Thing is an independent project that lets you choose what YOU want to learn in 4-H.

This project can be ANYTHING that isn't already offered as a 4-H project.



- Curious about your family tree? Have an interest in robotics?
- Does your bedroom need to be redecorated?
- Do you want to raise money for a charity or cause in your community?
- Want to get better at mountain biking, painting, or singing?
- Have you already completed all of the levels of a project offered and wish to expand on your skills and knowledge of that topic?

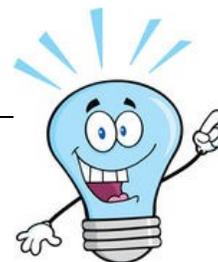


**The hardest part about picking a topic is knowing which one thing to do!**

## Step 1: Choosing A Topic

Ask yourself the following questions before choosing your topic area:

- What do I enjoy?
- What have I done?
- What do I need?



Consider your topic area. Get specific. Be realistic. What exactly do you want to learn about? How much time do you have and how much time will it take to learn your topic? How much will it cost? Do you have or can you acquire skills, equipment, resources, etc. to learn about the topic area? Do you know someone who is willing to help and who knows something about what you want to learn? Narrow down your topic. What specific topic do you want to explore in your project?



## Step 2: Choosing a Leader

4-H leaders teach members all kinds of skills. While you will design your own learning process with this project, it is still important for you to identify a 4-H leader to check in with from time to time to ensure that you are following the guidelines that you yourself are setting out. They can also help you brainstorm solutions if you hit a road block, help you find supplies or information, or lend an extra set of hands as you build something. Your leader can be any screened 4-H volunteer leader. They will be asked to sign off on both your **Project Proposal** and **Final Report**.

## Step 3: Submitting a Project Proposal

Once you have chosen your topic and secured a leader to help you it is time to complete and submit your **Project Proposal** to your district's 4-H Specialist by **March 1** for approval. The goal of an approval process is not to decline projects, rather to make sure that there is a plan, and so the 4-H Specialist knows what you intend to accomplish. The Project Proposal Worksheet can be found on the last page of this booklet. You should keep a copy of your Project Proposal for your records and send a copy to the 4-H Office:



**Mail:** 4-H PEI Office, P.O. Box 2000, Charlottetown, PE, C1A 7N8

**Fax:** 902-368-6289

**Email:** [pei4h@gov.pe.ca](mailto:pei4h@gov.pe.ca)

## Step 4: Record all Steps to use for your Final Report!

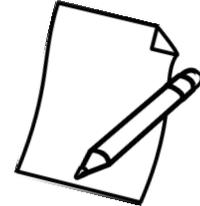
Your **Final Report** for your project is worth **20%** of the final mark. This report can be presented to your 4-H Specialist at your club's Achievement Day using either a written report or PowerPoint presentation. The first page of your written report must be signed by your project leader.

**If you opt to do a PowerPoint presentation you must print off a copy of the presentation and have that signed by your project leader or overall leader.**

Your report should detail all of your plans, steps, set backs, and accomplishments throughout this project.

You should include:

- Your project idea and how you chose it
- Description of the goals you set
- Explanation of your project plan
- Detail of methods/procedures you plan to use
- Record of accomplishments and set backs as they happen
- Detail of costs, scheduling, and other plans
- A self evaluation of your project (i.e. did everything go as planned, what might you have done differently, what did you learn, did you accomplish your goals, etc.)



**REMEMBER...** Presentation Matters!! Make sure that your report is neat and tidy. Where appropriate, spice up your report with pictures, charts, and images.

## Step 5: Goals

A plan is what you make ahead of time - a blueprint - of what you'll be doing in the future. The project plan is made up of goals and an action plan to accomplish those goals.

**Think of your goals as "What I hope to Learn"**

**Goals are...**

- Targets you aim for
- Things you want to achieve or have to do

**4 key reasons goals are important:**

1. Provides clarity on your end vision
2. Motivates you forward
3. Makes you accountable
4. Gives you focus

## S.M.A.C. GOALS

You want to be able to **SMAC** a goal...SMAC stands for

- **Specific** - does the goal define where, what, why, who and how?
- **Measurable** - How will you know when you have reached your goal? When does it have to be completed?
- **Achievable** - Can you do it? Make sure to set yourself up for success.
- **Compatible** - Does it fit with the rest of your life? Does it make sense?

When you can **SMAC** a goal, you know it is a winner!

**Keep a detailed record of everything to include in your final report!**

- ⇒ Describe your project and explain why you chose this project!
- ⇒ Detail what knowledge you expect to learn?
- ⇒ Predict what, if any, changes in attitude or behaviour you expect?
- ⇒ Acknowledge what skills you hope to develop?



## Step 6: Developing Your Game Plan

**Your goals have clearly set your targets.  
Now, you need to figure out what you need to do to reach your goal (s).**

Planning allows us to reach our goals in everyday life. Planning your **Do Your Own Thing Project** for the year involves the same steps as planning your personal activities, except that you will be required to formally think about your plans and write them down.

Planning involves looking at where you are now, looking at your goals, and then creating some logical steps to get there.

Good planning before you actually start your project will help you in a number of ways. It will:

- Give direction
- Allow you to make arrangements well in advance
- Assist you in determining your financial needs well in advance and prepare a suitable budget
- Allow you to talk over your plans with your leader so that there are no big surprises for you or your leader.

Some considerations when making a plan:

- Will you need to arrange for people to help you with your project?
- What equipment and/or resources will you need and how will you obtain it?

**Remember to include your game plan in your final report!**

### PROJECT GAME PLAN EXAMPLE

Steps to be done	Equipment Needed	People to help	Date

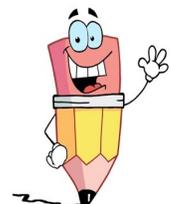
## Step 7: Doing the Project

Now it is time to actually complete the steps that you outlined in your 4-H Project Game Plan. As you work through your project, remember a plan is a guide for accomplishing your goal(s). You may have to make changes to your original plan as you go along. Some other things to consider include:

- Review your project plans with other people
- Ask for help
- Find books, magazines, and websites that will be of help to you
- Take tours, go to meetings, participate in events when appropriate
- Experiment! If at first you don't succeed try, try again.

Make sure to keep track of your activities and note when you steered away from the 4-H Project Game Plan.

**Remember to detail all steps of your project in your final report!  
Include all setbacks and achievements.  
Make note of any time you had to deviate from your original plans.**



## Step 8: Keeping Track

Keeping track of your progress helps you to see what you learned, keep a record of equipment you used and people who helped (in case you want to use them again or thank them), and how many hours you spent on your project.

Take a minute to fill out your progress chart each time you work on your project. Keeping up to date on records is the trick to making record keeping a “no-hassle” activity.

### PROGRESS CHART EXAMPLE

Date	Step (s) Done	Equipment & People	Hours Spent

Number of hours spent on my project \_\_\_\_\_

An important part of the **Do Your Own Thing** project is keeping track of your costs. When you are planning the project and setting goals, you should also plan how much the project will cost. Then as you go along, write the actual costs of the material as you purchase them.

### COST CHART EXAMPLE

Item (material used and/or purchased)	Cost

Number of dollars spent on my project \_\_\_\_\_

**Plans are important to get you started, but even the best laid plans can get side tracked. Be sure to record any challenges as they come up, be they financial, time management, lack of information, etc. Include in your Final Report.**

## Step 9: Evaluate

Satisfaction occurs when you see progress or improvement. Progress (or growth) is measured in moving toward accomplishing the goals you set when you decided to **do your own thing**. Evaluation is an important step to learning AND to celebrating your successes.

Evaluation doesn't need to happen at the END of your project. You should be evaluating yourself *throughout* the project. Some lessons can be used before you conclude the project, so why wait to work smarter (not harder)? Some questions to ask yourself:

- What am I learning
- How well am I doing?
- What am I accomplishing?
- How do I feel about what I am doing?
- Am I meeting my goals?
- How can I be working better?
- What was the most difficult part of your project?
- What changes would you make if you were doing this project again?

Other questions to consider at the end of your project:

- Was the idea I explored worthwhile?
- Who should I thank for helping me?
- How did this project help me personally?
- How far did I come towards meeting my goals?
- Could / would I do it again?



## Step 9: Sharing

Further satisfaction and opportunities for growth come from sharing what you have learned (or a part of what you've learned) with others. **Sharing** can also help you to **summarize, analyze,** and further **understand** what you are accomplishing.

Sharing some part of your project is a requirement for achievement day. If your project is a tangible 'thing' that you made, built, refinished, designed, etc, it may be put on display at Achievement Day. If it fits one of the classes described below, it may also be able to travel around to exhibitions.

If your project was more about learning a skill, planning an event, and generally working towards something less tangible, you are still to share what you learned with others. Some ways of sharing include:

- Presentation / demonstration at Achievement Day
- Display at Achievement Day
- Give a workshop teaching the skill to others in your club or community
- Booth, display at a local fair, at school, etc

If you are unsure of a good way to share your project, talk to your leader.

Remember that your **Final Report** must be on display at Achievement Day. The report should include the following information:

- Your project idea and why you chose it
- Your goals
- Your plan
- Methods or techniques used
- Your costs
- What you learned
- Your evaluation



## Self-Determined Exhibition Classes

There are two classes for **Do Your Own Thing** projects:

Junior Members aged 12 - 14	Senior Members aged 15 - 21
<b>Woodworking</b> (furniture)	<b>Woodworking</b> (furniture)
<b>Woodworking</b> (all other woodworking items)	<b>Woodworking</b> (all other woodworking items)
<b>Needlework</b> (includes any item made with a needle, i.e. quilting, knitting, crocheting, sewing, embroidery, crewel work, etc.)	<b>Needlework</b> (includes any item made with a needle, i.e. quilting, knitting, crocheting, sewing, embroidery, crewel work, etc.)
<b>Photography</b>	<b>Photography</b>
<b>Painting &amp; Drawing</b> (includes tote painting, water colors, charcoal drawing, etc.)	<b>Painting &amp; Drawing</b> (includes tote painting, water colors, charcoal drawing, etc.)
<b>Scrapbooking</b>	<b>Scrapbooking</b>
<b>Other</b> (this would include refinishing a piece of furniture, paper tole, robotics, etc).	<b>Other</b> (this would include refinishing a piece of furniture, paper tole, robotics, etc).



# Community and Agriculture Awareness Projects

## COMMUNITY PROJECT

Each year you are encouraged to provide a service to your community as a 4-H member. This introduces you to the responsibilities of citizenship. You must participate in your club's plan for a community project and you should have a role to play. Describe your involvement with your club's community project this year.



*Our Community Project was* \_\_\_\_\_

*I helped by* \_\_\_\_\_

*It was beneficial because* \_\_\_\_\_

*I learned* \_\_\_\_\_

## AGRICULTURE AWARENESS PROJECT

Agriculture is one of PEI's main industries. You are expected to participate with your club to complete a project (or provide a service) which helps your club or others become aware of the importance of agriculture in our lives. As in the community project, you should actively participate.



*Our Agricultural Awareness Project was* \_\_\_\_\_

*I helped by* \_\_\_\_\_

*It was beneficial because* \_\_\_\_\_

*I learned* \_\_\_\_\_



# SELF-DETERMINED PROJECT

## DO YOUR OWN THING

### Project Proposal Worksheet

- The Self-Determined project is available to members (12+ as of Jan. 1 of Current 4-H Year) wishing to explore an area of interest that might not be covered in the traditional 4-H projects.
- **You must submit this proposal to your Regional 4-H Specialist for review no later than March 1.** The goal of the review process is not to decline projects, but rather to make sure there is a plan in place for the project. This proposal also serves to advise the 4-H Specialist and supervising 4-H Leader of what you intend to accomplish.
- Please remember that although you may be working independently on this project, a screened 4-H leader is still required to supervise the process and sign off on your completion.

**You should keep a copy of this application for your records.**

**Member's Name:** \_\_\_\_\_

**Club:** \_\_\_\_\_

**Project:** \_\_\_\_\_

**Member's Ph. Number:** \_\_\_\_\_ **Member's E-mail:** \_\_\_\_\_

**Age:** \_\_\_\_\_ **Year is 4-H:** \_\_\_\_\_ **Date of Application:** \_\_\_\_\_

**Description of Self-Determined Project:**

---

---

---

**Learning Objectives:** *(What do you hope to learn?)*

---

---

---

**Achievement Day:** *(What will you display, demonstrate, etc., for project completion for your Achievement Day?)*

---

---

---

**Exhibition Option:** *(Upon completion, will there be an item to exhibit in one of the self-determined classes at the 4-H Fairs & Exhibitions?) (See the "Do Your Own Thing" member guide for the list of exhibition classes.)*

**This is NOT a required component of the Self-Determined Project.**

---

**Please submit application by March 1**

**Mail:**  
4-H PEI Office  
P.O. Box 2000  
Charlottetown, PE,

**Fax:** 902-368-6289  
**Email:** pei4h@gov.pe.ca

**Member Signature:** \_\_\_\_\_

**Project Leader's Signature:** \_\_\_\_\_