

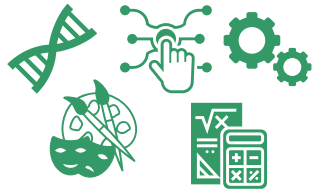
STEAM Experiences for 4-H Youth



UNIVERSITY OF DELAWARE
COOPERATIVE
EXTENSION



ISSUE



Science, technology, engineering, arts and math (**STEAM**) education helps students become better assets for a current and future labor force.

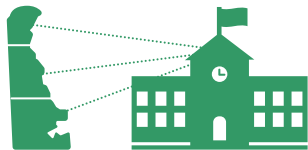


4-H youth are

TWICE

as likely to have **STEAM** experiences than non-members.

RESPONSE



Delaware's 4-H Afterschool Program prioritizes these STEAM experiences for members in 12 schools and organizations across all three counties.



Activities include robotics, computer science, engineering, earth science, horticulture, performing arts, sewing, painting, mindfulness, music, hands-on experiments and more....

IMPACT



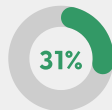
After participating in Delaware 4-H's STEAM activities in 2020,

19

parents responded about their child's experience.



agreed **4-H increased their student's knowledge in STEAM** and how it relates to the world.



agreed **virtual STEAM learning was an essential element** of the program.



agreed the **STEAM packets mailed and delivered to their homes were an important element** of the program.

STEAM Experiences for 4-H Youth

ISSUE

Forbes author Barnard Marr believes students need increased science, technology, engineering, arts and math (STEAM) education to help them become better assets for a current and future labor force. This type of education is a priority in 4-H. In fact, according to the national 4-H organization, 4-H youth are twice as likely to have STEAM experiences than non-members.

RESPONSE

Delaware's 4-H Afterschool Program prioritizes these STEAM experiences and offers hands-on opportunities to members in 12 schools and organizations across all three counties. Year-round STEAM activities include robotics, computer science, oceanography, engineering structures, biology, earth science, horticulture, performing arts, sewing, painting, poetry, mindfulness, music, hands-on experiments and more.

IMPACT

After participating in Delaware 4-H's STEAM activities after school and during the summer of 2020, 75 parents were surveyed and 19 responded. The responses primarily represented the experiences of Black elementary and middle school students:

- 100 percent agreed 4-H increased their student's knowledge in STEAM and how it relates to the world.
- 31 percent agreed virtual STEAM learning was an essential element of the program.
- 37 percent agreed the STEAM packets mailed and delivered to their homes were an important element of the program.