

Clover Kids Toolbox

RESOURCES

Clover Kids Toolbox

Section H

Curriculum



Clover Kids

Where children experience the joy of learning
in a supportive, creative, challenging and fun environment.



Curriculum

These materials are generally available for check out from your Iowa State University Extension local county office or you can order directly from vendors.

GENERAL CLOVER KIDS AND 4-H

Clover Kids (Ohio Cloverbuds) (K-2) (Order #4H-900)

<https://www.extension.iastate.edu/store/>

The Clover Kids curriculum has eight areas of general interest to children. Materials are designed for groups of six to eight children per trained adult in sessions lasting 30 to 60 minutes. The curriculum has complete instructions for volunteer facilitators.

- Science and Technology—Experimenting with five senses, making air work and weather fun
- Community Expressive Arts—Display, one act play, planning community art exhibit
- Healthy Lifestyle—Making healthy food choices, fitness is fun, safe at home
- Environmental/Earth Science—Nature fun, problem of pollution, helping our environment
- Personal Development—My feelings, experiencing disabilities, I am special
- Citizenship/Civic Education—Visiting the elderly, food drives, our flag
- Consumerism/Family Science—Managing time, smart with money, television
- Plants and Animals—Pets, feathered friends, super seed fun

Ohio Clover Buds Series II

New themes and activities are included in the Ohio Series II curriculum. Themes are:

- Science and Technology—Good Vibrations: The science of sound, The wonder of water, Bubble-Mania
- Community Expressive Arts—Home Hobbies, Storytelling, and Sports
- Healthy Lifestyle—Food Fun, Looking Your Best, Fall Festival: A Harvest of Fun
- Environmental/Earth Science—Digging those Dinosaurs, Habitats are Homes, Wildlife
- Personal Development—Celebrations Around the World, Valuing Family, Building Character
- Citizenship/Civic Education—Rules and Reasons for All Seasons, Our Country, Democracy, Voting and You!
- Consumerism/Family Science—Just the Food Facts Ma'am, mall Mania and the Sharper Shopper, Weaving and Dyeing
- Plants and Animals—Ant Antics!, Bugs, Butterflies, Worms and Spiders, Have you Eaten a Flower Today?, Incredible Egg-Chicken Embryology

Cloverbuds A 4-H Discovery Program for Six to Eight Year Olds, Cost \$10, Item #05560

<https://shop-secure.extension.umn.edu/PublicationDetail.aspx?ID=604>

A curriculum designed for youth ages six to eight years old. Includes a full introduction to working with six- to eight-year-olds, 49 lessons with 98 activity sheets, a 4-H member record, and a participation summary.

Exploring the Treasures of 4-H Helper's Guide (Grades 2-4) (Order 4H911LDR)

<https://www.extension.iastate.edu/store/>

This curriculum contains group activities designed to introduce the group to some of the project areas they can explore when they enter the 4-H community club program.

HEALTHY LIVING

Growing in the Garden (Grades K-3)

This "out of school" program uses gardening to teach life-skills. It "grows" curiosity about agriculture, natural resources, food, and people. Youth can play games, plan their own garden and have a great time!

Food, Land & People (Grades K-12) links students with food, land, and other people from around the world.

The preferred method of distributing, *Growing in the Garden* and *Food, Land & People* is through training. While doing a few lessons, training participants practice teaching strategies intended to reach every student, using research-based content matter and opportunities to develop life skills. Contact Janet Toering at 515-450-4973 or janeta@iastate.edu

**Growing in the Garden* resources are available to purchase from Iowa State University Extension Distribution Center. Go to their on-line store at www.extension.iastate.edu/store.

Bicycle Adventures Level 1: Bicycling for Fun

<http://www.4-hmall.org/Category/4-hcurriculum-bicycle.aspx>

Bicycle Adventures Helpers Guide (Order 4H689LDR)

<https://www.extension.iastate.edu/store/>

Hands-on activities to help youth learn about bike safety, how to ride and take care of their bicycles.

SCIENCE

Kitchen Science for Kids (Ages 5-12) (Order 4H954)

<https://www.extension.iastate.edu/store/>

Step by step procedure for doing the science experiment with children as they explore the sensory, physical, and chemical properties of food as well as nutrients as chemical components of food that the body needs to function. Topics: Color Climbers, Odors of food, Seeds in fruit, Fat in food, Acid/Base properties of food, Easy to make snacks.

Aerospace PreFlight Unit 1 Grades K-2 (Order 4H82A)

Aerospace Lift Off Unit 2 Grades 3-5 (Order 4H82B)

<https://www.extension.iastate.edu/store/>

Learn all about aviation and flight.

Toys in Space (Grades 2-12) (Order 4H87)

Toys in Space Video (Order 4H87A)

<https://www.extension.iastate.edu/store/>

Activities designed to encourage youngsters to make observation and predictions. Youth "play" with toys and observe how they react on earth then make predictions of how they will act in space. Video to show how the toys actually worked on the space shuttle.

Exploring Farm Animals: Helper's Group Activity Guide for 6-8 years old (Order 4H500)

<https://www.extension.iastate.edu/store/>

Activities for understanding Farm Animals and Animal Safety.

ARTS

Theatre Arts Adventure—Journey into Imagination (K-2)

<http://www.4-hmall.org/Category/4-hcurriculum-theatre-arts.aspx>

Theatre Arts Adventure—Helpers Guide

This project involves acting, putting on costumes, and making puppets. The activities introduce acting puppetry and stagecraft. Participants learn they can use all through life, like communicating with others, expressing self, making decisions, and solving problems.

A Palette of Fun With Arts & Crafts (Leader Guide, Grades K-6) (Order 4H637LDR)

<https://www.extension.iastate.edu/store/>

Creative art activities and ideas to help children understand design elements and art principles.

OTHER

Wild Over Work—WOW! (Ages 5-12) (Order #4H-902)

<https://www.extension.iastate.edu/store/>

WOW! focuses on skills that children will need to succeed in the work world today and in the future. Activities focus on four themes:

1. Work Around ME—exploration of how to work to get the job done
2. Work in My Community—learning what is needed to make communities function
3. Work Around the World—learning about the similarities, differences, and connections with work around the world
4. Work in My Future—exploration of career options and what to do to prepare for the future

The idea behind WOW! is to help children begin to gather information and develop the tools they need to make intelligent, informed career choices in the future.

OTHER RESOURCES

Clover Kids Website: <http://www.extension.iastate.edu/4h/clover>