Concept: Mastery

Essential Element: Opportunity for Mastery

Mastery is the building of knowledge skills and attitudes and the demonstration of the competent use of this knowledge and skill by a proficient practitioner. The level of mastery depends on the developmental ability (ages and stages) of the individual or youth. The development of mastery is a process that occurs over time. All youth want to be good at something. Projects and activities in 4-H are the vehicles we use to help youth develop mastery and competence.

What Does this Look Like in a Club?
- Members grow in projects that capture their interest
- Youth eventually assist or mentor others in the same interest area or skill
- Youth demonstrate what they have learned and the skill they have developed.

How do we support this Element in our clubs?
- Work with youth to help them establish realistic, challenging and achievable goals.
- Provide opportunities for youth to practice and demonstrate skill to others.
- Allow time for youth to reflect on successes, setbacks, growth, and pride.
- Plan developmentally appropriate activities and accommodate diverse learning styles.
- Ensure that all programs have a step-wise progression of difficulty and challenge.
- Provide numerous opportunities for youth to serve as teachers of others.
- Provide youth with training in how to teach others effectively.

Mastery Activity/Ice Breaker
1. Split your club into groups of 3 or 4.
2. Give each group a research topic and tell them to master the project in ten minutes.
3. After ten minutes has passed ask each group to present their findings about the topic.
4. Have other groups ask questions about topics that the group is presenting.
5. Ask the entire group reflection questions after every group has presented.

How much of your topic did you master in ten minutes? Would it have been easier in a longer amount of time?

Character Counts! Connection

Developing trust depends on the opportunities members have to master learning about their projects.
Gain respect letting yourself and other members master their projects.
Demonstrate Responsibility by making sure you master your project so that you can teach others about your project.
Be Fair to yourself as well as others by allowing yourself to master projects and teach others about them.
Care about yourself and others by mastering projects so that you can teach about them.
Pursue the “common good” by mastering your topics and sharing knowledge with others.

“You cannot control what happens to you, but you can control your attitude toward what happens to you, and in that, you will be mastering change rather than allowing it to master you” Brian Tracy