

## **SECTION 4307 BABYSITTING/CHILD CARE**

- A county may enter one exhibit in each class. Individual 4-H member can enter one exhibit per class in appropriate grade group.
- Please reference the 4-H Military Partnership guide for Babysitting, updated in 2020. <https://4-hmilitarypartnerships.org/resources/educator-resources/youth-babysitting> for more information
- **Awards:** Ribbons will be placed to top 10 in each class. Junior (Grades 3-7)
  1. **Baby Book** - Any practical size, minimum of five (5) pages covering at least 9 to 10 months of development. Includes photographs, drawings mementos, and comments on developmental milestones. Must be clear that 4-H'er has contributed child development information to book. Baby books prepared earlier by parents may not be entered unless 4-H'er reworks the information. Handwriting should be the youth preparing the exhibit not an adult. See Unit One, page 13. Do not confuse with Class 5, Children's Book.
  2. **Puzzles Help Children Learn** - Any size. Two (2) puzzles developmentally appropriate for children at two (2) distinct age and ability levels. Each puzzle must have its own storage container. Puzzles must be sturdy and covered so they can be cleaned with damp cloth. Describe the child for whom each puzzle would be appropriate by giving child's age, interest, and ability. Puzzles should be suitable for either boys or girls. Do not indicate that a puzzle is for boys or girls only. See Unit One, Page 13. Commercially made puzzles are not eligible.
  3. **Child Care Poster** - Must be 14" x 22" and must be permanently signed and dated on the back prior to lamination. Judging committee may mark or punch if not marked. Text of poster should be visible for at least 10 ft. away. Choose one of these topics to develop poster: Behavior and Guidance--Include pictures and fact about child development. (See Unit One, Pages 14-15 and No. 706); Safety Risks and Procedures--include common safety risks that a babysitter needs to be aware of and procedures to address the safety issue (See No. 575, Pages 4-7 Unit 1, pages 16-17; Unit 2, Pages 28-29; 4-H Army Child & Youth Services Babysitting Student Guide, pages 25-44); Ages and Stages of Development (No 575, page 10, 4-H Army Child & Youth Services Babysitting Student Guide, Pages 49-50)
  4. **Basic First Aid Kit** - Create a basic first aid kit from scratch (not a purchased kit) that includes the basic supplies to take care of small accidents such as bumps, scrapes, stings, and sprains. Include an emergency contact list in the first aid kit that includes but is not limited to: Emergency numbers for police, fire department, poison control, veterinarian, etc. Include a supply list and the cost to put the kit together. The kit should be in a container with a lid or zipper closure. Make sure there is a label on the kit that identifies it as a "First Aid Kit." (See 4-H Army Child & Youth Services Babysitting Student Guide, pages 37-41)

### **Senior (Grades 8-12)**

5. **Children's Book** - Written, illustrated and constructed by 4-H'er. May be written for a specific with text relating to that child or for children of certain age range. Indicate appropriate age range. Construction paper, computer print-out, cloth or poster board may be used. Illustrations may be drawn, photographs, appliques, magazine pictures or reassembled from other books. See no. 707, Books for Children. Do not confuse with Class 1, Baby Book.
6. **Surprise Suitcase** - Fill suitcase with homemade or store bought items for children you baby-sit. Could include books, puzzles, games, play dough, balls, and costumes. Indicate appropriate age child to use each item. Include records of how children have responded to materials. Package in suitcase that can be taken to the home. See No. 722, Child Care Kit. May include commercial puzzles. Contents need to be in a suitcase or a container with a lid.
7. **Create a Game** - Create a board game or card game to teach a specific topic to a child. Examples might include but are not limited to: Hygiene practices, exercise and fitness, safety, etc. Game boards must be 14" x 22" and must be permanently signed and dated on the back prior to lamination. Make sure to laminate game boards, cards or any pieces made of paper so that they are durable. Include written instructions of the rules of the game. Note in the instructions the age appropriateness of the game.