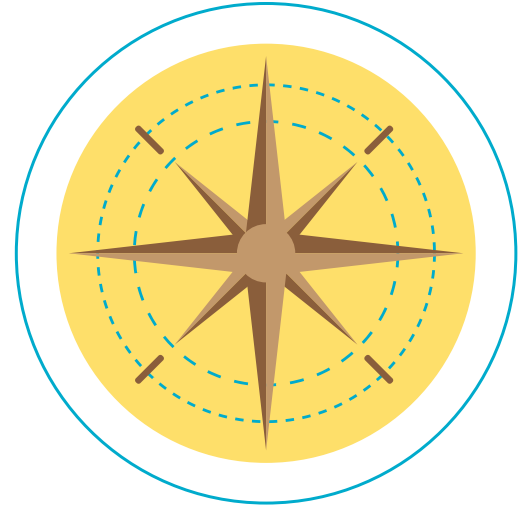




# Resource Matrix

Based on research and a peer review process, and built around the five competencies young people need to become leaders in a global world, only those activities and resources that meet the criteria of teaching one or more competencies and one or more goals within those competencies have been included in the matrix. Keep in mind that it is not just doing the activity that is important for young people. Reflecting and applying what they have learned and reinforcing their developing leadership skills are also vital.

While many of the websites listed here are suitable for young people aged 9 to 19, please remember that all online activity should be supervised. You may need to recruit an adult helper to work with any younger members of your group to ensure that any questions they have about the content of the sites they're visiting can be answered right away.



	Skill Levels*	Character	Citizenship	Communication	Creativity	Culture
<b>Backpack to Adventure Activities</b>						
<b>World Turtles and the Five Competencies for Youth Global Leaders</b>	B, I, A	🌐	🌐	🌐	🌐	🌐
<b>30 Kids, 31 Legs</b>	B	🌐				
<b>Tower of Trust</b>	B	🌐				
<b>Lead in Style: Duct Tape Sculptures</b>	I		🌐			
<b>A Day in the Life of an American Youth</b>	I, A			🌐		🌐
<b>Eureka! A Quiz Game</b>	B, I, A				🌐	
<b>Culture in a Kit</b>	B, I, A					🌐
<b>Create a Culture-a-Thon</b>	B, I, A				🌐	🌐
<b>Open Your Home – Be a Host Sibling</b>	B	🌐				🌐
<b>Hosting an International Speaker</b>	B			🌐		🌐
<b>A Night in the Global Village</b>	B, I, A	🌐			🌐	
<b>Think Globally, Act Locally: The World of NGOs</b>	I	🌐	🌐			

\*Skill levels key: B = beginning, I = intermediate, A = advanced.

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	Ages	Character	Citizenship	Communication	Creativity	Culture
<b>Michigan 4-H Events &amp; Programs</b> (Visit <a href="http://msue.anr.msu.edu/topic/info/4_h">http://msue.anr.msu.edu/topic/info/4_h</a> and search on the title)						
<b>4-H International Exchange Programs</b>	12-19	🌐	🌐	🌐		🌐
<b>4-H Capitol Experience</b> in Lansing	14-19	🌐	🌐	🌐		
<b>4-H Exploration Days</b> at Michigan State University in East Lansing	11-19	🌐	🌐	🌐	🌐	🌐
<b>4-H Youth Leadership and Global Citizenship Spectacular</b> at Kettunen Center in Tustin	13-19	🌐	🌐	🌐	🌐	🌐
<b>World Food Prize Michigan Youth Institute</b> at Michigan State University in East Lansing	14-19	🌐	🌐	🌐	🌐	🌐
<b>Free Michigan 4-H Curricula in PDF Format</b> (Visit <a href="http://msue.anr.msu.edu/topic/info/4_h">http://msue.anr.msu.edu/topic/info/4_h</a> and search for the curriculum title)						
<b>Communications Toolkit: Fun, Skill-Building Activities to Do With Kids</b> – Experts such as parents, teachers, employers and others who work with young people know that communication skills are essential for kids’ success. The Communications Toolkit is designed for individuals who work with young people aged 12 and up and who want fun, easy and meaningful communication activities to use with clubs, classrooms, camps, after-school programs and other settings where kids come together. In the toolkit you will find background information for group leaders, skill sheets with tips and basic information, group icebreakers, hands-on activities, handouts and other resources that will help kids build on their skills in several key areas. (172 pages, 1999)	12-19			🌐		
<b>4-H Folkpatterns Materials</b> – Since the launch in the 1980s of the 4-H Folkpatterns program, its resource materials have been used with many individuals and organizations across the United States. The content is still current, except for references to some terms and technologies that have become outdated. <i>Folkpatterns 4-H Leader Guide</i> – This cultural heritage leader’s guide includes information that adult and teen volunteers need to know to lead a Folkpatterns 4-H project. It also includes 12 sample meeting plans that cover the four areas of Folkpatterns exploration: “Discovering Folkpatterns,” “Discovering My Own Traditions,” “Discovering My Family Traditions” and “Discovering Traditions in My Community and Beyond.” (Folder, 28-page leader’s guide, 12 meeting plans, 1991) <i>Family Folklore: A 4-H Folkpatterns Project</i> – This manual guides young people in documenting family traditions and history. <i>Foodways: A 4-H Folkpatterns Project</i> – This manual guides young people in documenting food traditions.	9-19	🌐		🌐		🌐



	Ages	Character	Citizenship	Communication	Creativity	Culture
<p><b>4-H Citizenship: Government Is Us! A Civic Engagement Curriculum for Youth Groups</b> – This curriculum is designed to help young people aged 13 to 19 explore citizenship and civic education. Its goal is to help teens develop the attitudes, knowledge and skills they need to be active citizens and practice what they learn in their own communities. Citizenship is not a spectator sport, and the learning activities in the book get youth and adults more involved, cause them to think critically about their values and beliefs, and prepare them to be active citizens in the future. Developing the in-depth understanding of community issues and the political process provided by “Government Is Us” empowers young people and motivates them to work for change in their communities. (94 pages, 2007)</p>	13–19					
<p><b>4-H Teen Leadership</b> – This publication explains the role and responsibilities of teen leaders, outlines the objectives of teen leadership and describes how teens can become teen leaders. It also explains how being involved in a 4-H teen leadership project is different from “just” being a 4-H teen leader. The book provides a variety of resources for 4-H teen leaders, including guidelines, a project description, a portfolio and information on planning activities. It also contains a section for adult 4-H volunteers on working with 4-H teen leaders. (40 pages, 2008)</p>	13–19					
<p><b>YEA! Youth Experiencing Action! A Community Service-Learning Guide</b> – YEA activities can be used by any group interested in community service-learning. YEA projects can be led by older teens and adults with both community service-learning and facilitation training, or by those who are interested in acquiring those skills. This packet includes a leader’s guide and four modules with activities. Use this guide to start a service-learning project with young people in your community. (54 pages, 2000)</p>	14–19					
<p><b>Youth Take the Stage: An Introduction to Interactive Theatre</b> – The one-day, interactive theatre workshop described in this publication includes about 6 hours of training and is designed primarily for adults who work with young people in out-of-school settings. No drama or theatre experience is necessary to participate, just the desire to work with young people who want to perform and who want to make a difference on individual, community and global issues. The workshop ideally is also conducted with 10 to 15 youth participants of similar ages (for example, young people in grades 6 to 8 or grades 9 to 12). The training for the young people can end with this one-day workshop, or the workshop can be just the first step toward forming a performance troupe that “takes the show on the road.” Such a troupe may perform for community groups, peers and younger youth. (32 pages, 2010)</p>	9–19					



	Ages	Character	Citizenship	Communication	Creativity	Culture
<b>Other Online Resources</b>						
<b>Building Bridges: A Peace Corps Classroom Guide to Cross-Cultural Understanding</b> ( <a href="http://files.peacecorps.gov/www/pdf/BuildingBridges.pdf">http://files.peacecorps.gov/www/pdf/BuildingBridges.pdf</a> ) – This guide for grades 6–12 from the Peace Corps–Coverdell World Wise Schools and the National Geographic Society Education Foundation offers “Unit I: Culture in the United States” and “Unit II: Culture Beyond the United States.”	12–19					
<b>Heartland Film: Truly Moving Picture Award</b> ( <a href="http://heartlandfilm.org/tmpa">heartlandfilm.org/tmpa</a> ) – This nonprofit bestows the “Truly Moving Picture Award” that honors theatrically released films that do more than just entertain. The entry for each award-winning film includes a summary, trailer, rating and additional information. Choose films with topics appropriate to the age and maturity levels of your group. Heartland Film also coordinates the Heartland Film Festival High School Film Competition, which encourages high school students from all over the world to create short films that inspire through the transformative power of film.	9–19					
<b>Kids.gov: A Safe Place to Learn and Play</b> ( <a href="http://kids.usa.gov">kids.usa.gov</a> ) – The official kids’ portal for the U.S. government offers a variety of age-appropriate resources designed to help kids learn about their own government, culture, history and much more. Also has an extensive collection of links related to online safety, cyberethics, netiquette and cyberbullying.	5–14					
<b>National Geographic</b> ( <a href="http://nationalgeographic.com">nationalgeographic.com</a> ) – The National Geographic Society has been inspiring people to care about the planet since 1888. It is one of the largest nonprofit scientific and educational institutions in the world. Its interests include geography, archaeology and natural science, and the promotion of environmental and historical conservation. The website offers a wealth of information on a wide range of subjects.	9–19					
<b>National Geographic Kids</b> ( <a href="http://kids.nationalgeographic.com">kids.nationalgeographic.com</a> ) – This National Geographic subsite offers age-appropriate games, crafts, recipes, book reviews, homework help, country profiles, photos and videos, along with information about cultures, science and animals.	6–14					
<b>National Geographic Society: Mapping</b> ( <a href="http://www.nationalgeographic.org/education/mapping/">http://www.nationalgeographic.org/education/mapping/</a> ) – This site features an interactive map maker, historical maps, kits, activities, games and printable maps.	5–19					
<b>Oxfam Education</b> ( <a href="http://www.oxfam.org.uk/education">http://www.oxfam.org.uk/education</a> ) – Oxfam is a U.K.-based nongovernmental organization with the goal of eliminating global poverty and the problems that arise from and are associated with it. Oxfam Education offers a huge range of free online, award-winning resources; all take a global citizenship approach to address issues such as hunger, poverty, water resources, girls’ education, conflict, inequality, refugees and asylum seekers, and disaster and emergency planning.	5–19					



	Ages	Character	Citizenship	Communication	Creativity	Culture
<b>Oxfam Education: Mapping Our World</b> ( <a href="http://www.oxfamblogs.org/education/mapping_our_world/mapping_our_world/">http://www.oxfamblogs.org/education/mapping_our_world/mapping_our_world/</a> ) – Mapping Our World is a fun, interactive site that examines the relationship between maps and globes, addresses how different projections influence our perception of the world and challenges the idea that there is one “correct” version of the world map.	8–14					
<b>Peace Corps Correspondence Match</b> ( <a href="https://www.peacecorps.gov/educators/correspondence-match/">https://www.peacecorps.gov/educators/correspondence-match/</a> ) – Peace Corps volunteers communicate with young people in the United States. The stories, projects and experiences of these volunteers provide firsthand perspectives of cultures worldwide.	9–19					
<b>Step Up to Leadership</b> ( <a href="http://new.4-hcurriculum.org/projects/leadership/">http://new.4-hcurriculum.org/projects/leadership/</a> ) – This national 4-H curriculum encourages young people of all ages to share in the fun as they learn the dynamic process of leadership. Activities in the four-book series offer a cross-cultural perspective. In addition to the curriculum, an “Activities” button on the website takes you to additional activities to work with your group. The “Resources” button links you to other websites and groups for more information about leadership. The “Projects” button links you to the project of the month, which will highlight a project and the group doing it. This fun for-sale-only curriculum continues with loads of free web activities and resources. (2003)	5–19					
<b>Traditional Music</b> – To find traditional music from other countries and cultures, do a web search for “traditional [name of country or culture] music.” The search results will likely include a mix of sites that feature information, audio, and video of artists and music from that country or culture.	9–19					
<b>U.S. CIA Kids’ Zone</b> ( <a href="https://www.cia.gov/kids-page">https://www.cia.gov/kids-page</a> ) – Information about the CIA itself, and also geography-related games and puzzles organized by grade level. The lesson plans in the parents and teachers section include problem-solving, gathering and analyzing information, and the importance of accurate communications.	5–19					
<b>U.S. CIA World Factbook</b> ( <a href="https://www.cia.gov/library/publications/the-world-factbook">https://www.cia.gov/library/publications/the-world-factbook</a> ) – Provides maps, flags and information on the history, people, government, economy, geography, communications, transportation, military and transnational issues for 267 world entities.	9–19					
<b>World’s Largest Lesson</b> ( <a href="http://worldslargestlesson.globalgoals.org">http://worldslargestlesson.globalgoals.org</a> ) – This site is a partner with the United Nations Children’s Fund. In 2015, world leaders committed to the Global Goals for Sustainable Development: 17 goals to achieve three extraordinary things in the next 15 years (end extreme poverty, fight inequality and injustice, and fix climate change). There are loads of engaging activities, visuals and service learning “targets” (projects) for all 17 global goals.	5–18					
<b>Youth Service America</b> ( <a href="http://ysa.org">ysa.org</a> ) – The mission of Youth Service America (YSA) is to help young people make an impact on vital community issues. Beginning in 2016, YSA focused on achieving the United Nations Sustainable Development Goals globally by 2030. YSA sponsors Global Youth Service Day and Everyday Hero Awards to encourage and recognize the work of young people through service and service learning.	9–19					