



Our
NEW
Partnership
is Proud
to
Introduce



NH 4-H Youth Venture

Empowering Young Changemakers

This
NEW
Youth Development Program
empowers young,
community-minded
NH 4-H'ers to launch their own
Youth Venture.

What's a Youth Venture?

A Youth Venture
is a **NEW**,
yet sustainable,
program, service, or club —
created by,
run by, and
maintained by youth
that is designed
to benefit their school,
neighborhood,
or community.

Do it.
Become a Youth Venturer



4-H = Head + Heart + Hands + Health



Have YOU the desire...

- ...to start a new club or program?
- ...to work as a team with your 4-H friends ages 12-18?
- ...to make *new* friends?
- ...to do something terrific that will help school, neighborhood, or community?
- ...and energy to make your venture a success?
- ...to gain more self confidence?
- ...to learn new skills?
- ...lend a helping hand?

Dream it. Do it.
With Support!



Up to \$1,000 in start up money!

Useful tools and hands-on support

Guidance from an adult 4-H partner

*A positive experience as
changemakers in your community*

NH 4-H Youth Venture

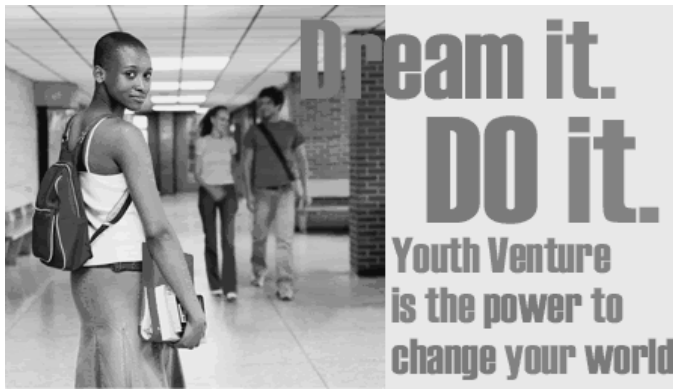
Empowering Young Changemakers

**For
more information:**

NH 4-H
603-862-2198
[www.extension.unh.edu/
4H/4H.htm](http://www.extension.unh.edu/4H/4H.htm)

NH Youth Venture
603-223-9864
www.youthventure.org





Youth Venture is an emerging national nonprofit organization whose mission is to invest in the ideas and capacity of youth, ages 12-20, to create, launch, and lead sustainable community-benefiting organizations.

Our vision is of a world in which society recognizes, and young people commonly demonstrate, that youth have the ability to bring about lasting positive change in their communities.

We achieve our mission by partnering with organizations such as 4-H NH, and individual citizens across America who share our vision and philosophy, and want to implement and maintain a Youth Venture program within their organization or community.

Youth Venture empowers and invests in young people by providing materials; workshops and training; connection to a national network of like-minded youth; recognition; start-up grants of up to \$1,000 per venture; and more.

A **youth venture consists simply of a team** of two or more young people who develop an idea and a basic plan to launch a club, business, or other organization that uses their talents, energy, or interests in creating some kind of positive community impact. A youth venture can be almost anything a young person imagines!

How Youth Venture benefits youth, the schools or organizations they attend, and their communities:

- Meets students where they are—builds on their unique strengths and interests and provides for individualized learning and engagement.
- Helps kids develop and practice workplace skills like communication, problem-solving, and teamwork.
- Enhances traditional learning in subject areas like language arts and math, and helps kids practice research, public speaking, and more.
- Leadership development—Youth Venturers practice the skills of, and actually are, social entrepreneurs and community leaders—they're not just learning theory, performing simulations, or engaging in short-term projects.
- Students lead and teach peers—engagement occurs mostly at the powerful peer-to-peer level, not teacher-to-student level.
- Bridge-builder – Youth Venture engages equally youth who are on the fringe (i.e. at risk for dropping out) as well as more naturally motivated students. Youth Venture can help break down barriers and stereotypes among young people.
- The whole community benefits—youth create lasting youth-run organizations, bringing enormous new capacity to improve local communities



4-H helps young people:

- Become creative and productive citizens
- Develop positive leisure time activities
- Create a lifelong desire for knowledge
- Foster positive self esteem
- Build leadership potential
- Become involved in communities
- Explore interests and try new skills

4-H is the youth educational program of UNH Cooperative Extension.

The mission of 4-H is to help youth acquire knowledge, develop life skills and form attitudes to enable them to become self directing, productive and contributing members of society.

4-H emphasizes the importance of involving youth in the learning process. It is offered free of charge to youth ages 5-18. Youth from all cultural and economic backgrounds get involved in 4-H fun and learning. Members and volunteers live in towns, cities, farms, and suburbs.

The 4-H emblem is a four-leaf clover with an "H" in every leaf. The letters stand for HEAD, HEART, HANDS, and HEALTH; the foundation of all 4-H programs.

HEAD - clearer thinking and decision making, knowledge useful through life;

HEART - greater loyalty, strong personal values, positive self-concept, concern for others;

HANDS - larger service, workforce preparedness, useful skills, science and technology literacy;

HEALTH - better living, healthy lifestyles.

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 UNIVERSITY of NEW HAMPSHIRE
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