4-H Teens as Teachers

The project will expand, scale up and enhance the existing Oregon 4-H Teens as Teachers, a high school youth program designed to develop youth leadership skills and promote co-creation of youth programing by youth.

Interactive Virtual Labs - Challenge Event

Virtual interactive labs will be used to teach the project capture virtual agriculture challenge event and will incorporate curriculum built on the model of the Situated Virtual Laboratory Project at OSU, which designs computer-enabled learning systems that support the development of knowledge and skills using authentic tasks.

Precollege Programs Beaver Hangouts

Virtual near-peer Ag mentorship sessions for youth via Beaver Hangouts will include live video chats with OSU students about agricultural topics, career paths and college life.

Virtual Reality Field Experiences

Virtual Reality (VR) field experiences featuring farms, agriculture experiment stations and processing facilities will be developed and accessible via free apps with a “from farm to table” approach.