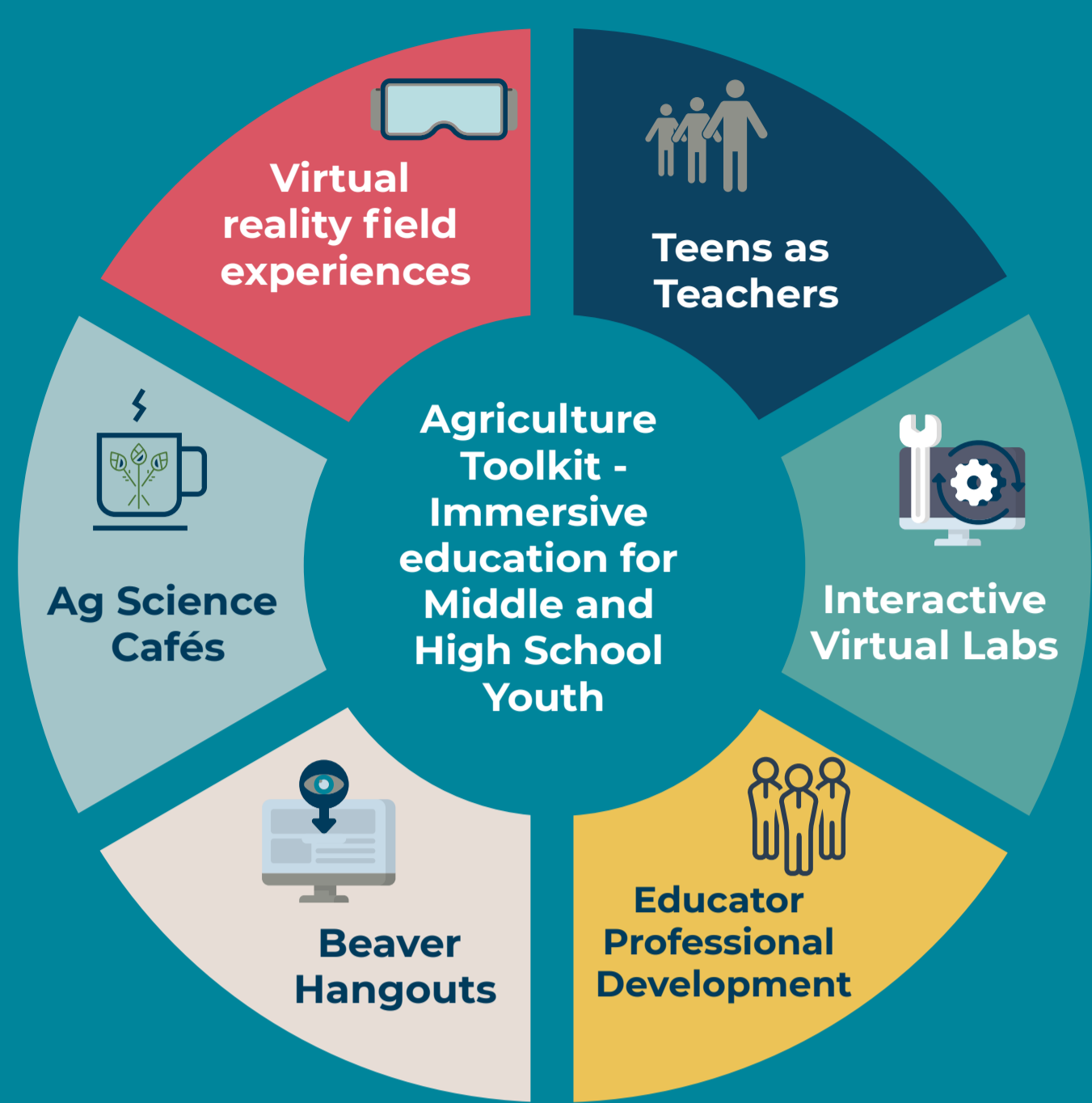


# DIVE4Agriculture

Physically Distant yet Socially Connected: Exploring Agriculture through Immersive Field Experiences and Innovative Solutions



## 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 programming by youth.

## Interactive Virtual Labs - Challenge Event

Virtual Interactive Labs will be used in the project capstone 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.

## Educator Professional Development

Materials and resources will be delivered to middle and high school teachers, other educators and volunteers twice a year through virtual workshops to implement project activities online.

## 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.

## Ag Science Cafés

Monthly, one-and-a-half-hour long virtual opportunities will be offered to youth to learn from and interact with agricultural STEM professionals in lively discussions and hands-on activities. Youth will design and lead the program with the support of adult mentors.

## Virtual Reality Field Experiences

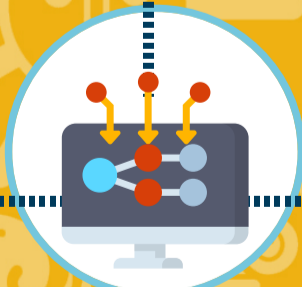
Virtual Reality (VR) field experiences featuring farms, agriculture experiment stations and processing facilities will be developed and accessible via free apps with a "from farm to table" approach.

### Ag. Toolkit At A Glance



#### IT DEPLOYS

immediate distance education to Oregon and Washington youth.



#### IT ENGAGES

youth and educators in immersive activities with co-creation elements.



#### IT IMPLEMENTS

a virtual Ag. challenge with problem solving through virtual interactive labs.