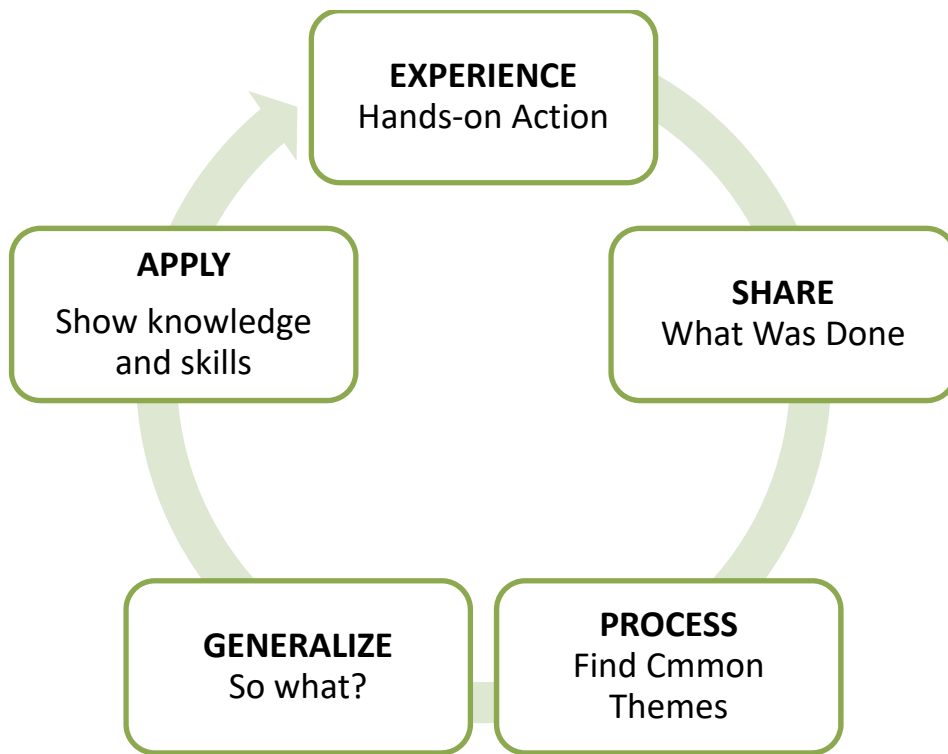


## ESPGA Reminders



### 1. **EXPERIENCE - Hands-on Action (Learn by Doing)**

- Youth do their project before they are shown or told how to do it. Do not rob youth of their discoveries.
- Youth must experiment with new ideas, interests, projects, etc., first-hand.
- No sage on the stage – be a guide on the side.

### 2. **SHARE—Describe what was done.**

- What was your goal for this project when you began? What was most/least favorite things about your project?
- What did you learn while doing this project/activity? How did you feel? What was easiest? What surprised you?
- What did you learn about yourself? How did you share your project/activity with others?

### 3. **PROCESS—Identify common themes and discover what was most important.**

- How did you make your decisions? What steps did you take? What did you learn about making decisions?
- What were some of the common themes or thoughts you had?
- What suggestions would you have for someone else who wanted to do a similar project/activity?

### 4. **GENERALIZE—Identify how to use what's been learned in real life (life skills)**

- Have you had similar experiences related to this project/activity?
- Why is it important to have plenty of information before making decisions?
- What did you learn about your own skill in communicating with others?

### 5. **APPLY - Show knowledge and life skills gained.**

- How do you think the project/activity relates to your everyday life?
- How can you use these skills in different situations?
- How will you act differently as a result of this experience?