



EXTENSION
College of Agriculture,
Biotechnology & Natural Resources



4-H Youth
Development



Evaluation of Clark County 4-H Overnight Camps 2023-2024 Program Year



4-H Outdoor Explorers Camp at Cathedral Gorge State Park in Lincoln County, Nevada

4-H Overnight Camp Program Staff:

- Nora Luna, Program Manager
- Arianna Castro, Community Based Instructor III
- Anay Gomez, STEM Coordinator
- Cali Larrison, Community Based Instructor III
- Elizabeth McTyre, Community Based Instructor III
- Hailey Wright, Community Based Instructor IV
- Jesus Solis-Leon, Communications, Civic Engagement & Expressive Arts Coordinator
- Jillian McDonald, Healthy Living & Agriculture Coordinator
- Matilda Begay, Community Based Instructor III
- Mei-Mei Mijares, Community Based Instructor III
- Ryan Tesar, 4-H Volunteer Program Coordinator
- Yaritza Ileana Morales, Program Officer 2
- Yolys Carrera, 4-H Afterschool Coordinator

Evaluation Report: Najat Elgeberi, Ph.D., Evaluation Specialist

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Executive Summary

This report presents the analysis of survey data collected from 147 youth participants to evaluate the impact of overnight camps across four key domains: **Engagement, Belonging, Sparks, and Relationships**. Additionally, specific items related to the overall camp experience, such as meals, friendships, outdoor activities, and staff interactions, were analyzed. The results highlight the strengths and areas for improvement in fostering positive youth development through camp participation.

Key Findings

1. Engagement

- **Analysis:** Participants generally felt engaged through opportunities for decision-making, leadership, and independent learning. However, variability suggests some participants felt less empowered, possibly due to differences in programming or personal confidence.
- **Recommendations:** Increase leadership roles and team-based decision-making activities to enhance engagement.

2. Belonging

- **Analysis:** Most participants felt a strong sense of inclusion, safety, and respect, though a few reported lower experiences in belonging. This reflects the importance of group dynamics and inclusivity.
- **Recommendations:** Implement team-building exercises and provide clear mechanisms to address feelings of exclusion.

3. Sparks

- **Analysis:** Participants moderately valued opportunities to explore their interests and plan for their future. Higher variability indicates that some camps may not provide sufficient individualized opportunities.
- **Recommendations:** Offer a variety of activities and mentorship programs to inspire participants and cater to diverse interests.

4. Relationships

- **Analysis:** Relationships scored the highest, indicating that participants felt cared for and respected by camp staff and peers. This reflects the strong interpersonal dynamics facilitated by the camps.
- **Recommendations:** Continue staff training focused on empathy and fairness, and encourage peer support systems.

Camp-Specific Items

Eight additional items related to the overall camp experience were analyzed. Key findings include:

1. **Good and Nutritious Meals:** Consistently rated as a highlight of the camp experience, reflecting the importance of quality food in fostering satisfaction and well-being.

2. **Making New Friends:** While most participants appreciated forming friendships, higher variability suggests room for improvement in promoting social interactions.
3. **Being Outside:** Outdoor activities were highly rated, though some participants may not have fully engaged with nature-based programming.
4. **Educational Workshops:** Educational activities/workshops were valued but showed some variability, indicating opportunities to enhance their relevance and engagement.
5. **Organized Activities and Games:** These were well received, highlighting their importance in creating fun and structured experiences.
6. **Cabin Experience:** A key strength, cabins fostered comfort and camaraderie among participants.
7. **Teen Counselors:** Highly rated as relatable role models who contributed to participants' positive experiences.
8. **Adult Camp Staff:** The highest-rated item, reflecting the critical role of staff in ensuring positive adult relationships, safety, structure, and support.

Strengths

- Strong relationships with adult staff and peers contributed significantly to positive camp experiences.
- Structured activities, meals, and accommodations were consistently rated as highlights.
- Camps effectively fostered belonging and engagement among most participants.

Areas for Improvement

- Social connections and workshop content showed higher variability, suggesting opportunities to enhance inclusivity and relevance.
- More emphasis on individualized activities and mentorship could improve sparks and future planning.

Recommendations

1. **Enhance Social Dynamics:** Introduce more team building and icebreaker activities to support friendship formation.
2. **Diversify Programming:** Offer a wider variety of activities to cater to different interests and promote sparks.
3. **Sustain Core Strengths:** Maintain high standards in meals, staff interactions, and accommodations, as these are central to participant satisfaction.
4. **Gather Feedback:** Regularly collect participant feedback to adapt and improve programming.

Background and Purpose

Evaluation Goals

The main goal of this evaluation was to determine the effect that the overnight camps had on the participant youth, especially on their relationships, sense of engagement, sense of belonging and the spark in their life.

About the Camps

1. **4-H Archery Camp:** The main activity was archery. Youth learned and practiced the art of shooting arrows while enjoying the great outdoors with exciting activities. For youth ages 12-16.
2. **Game of Life 4-H Teen Camp:** Activities include STEM, nature exploration, expressive arts, survival skills, and more. For youth in grades 6-9.
3. **Down the Rabbit Hole 4-H Pre-Teen Camp:** Activities include STEM, nature exploration, expressive arts, survival skills, and more. For youth in grades 9-12.
4. **Healthy Living 4-H Camp:** Activities include team challenges, nutrition demonstrations, and movement exercises. For youth in grades 4-6.
5. **Paint & Poetry 4-H Camp:** Activities included proper painting practices, creative writing, and poetry performance. For youth ages 14-18.
6. **4-H Outdoor Explorers Camp:** Activities include nature walks, animal and plant discovery, and team building with an emphasis on environmental science. For youth ages 10-16.

Evaluation Methodology

Instrument

A survey instrument was designed to evaluate the impact of participation in overnight camps on youth participants across four critical domains: **Engagement, Belonging, Sparks, and Relationships**. The survey consisted of 27 items, each reflecting one of these domains, using a standardized Likert scale for responses. The scale ranged from 1 to 5, where:

- 5 = Yes
- 4 = Most of the time
- 3 = Sometimes
- 2 = Not really
- 1 = No

Each item was carefully constructed to measure specific aspects of the camp experience, with a focus on understanding how participants perceived their involvement, connections, and overall satisfaction during their time at camp.

The survey also included a set of eight items (Q28- Q35) dedicated to measure how important were some of the items to the youth camp experience and two open-ended questions to capture what the favorite things about the camps were and what were the least favorite things.

Survey Items and Domains

The survey was divided into four categories:

1. Engagement (8 Items)

This category assessed participants' opportunities for decision-making, leadership, teaching, and independent learning. The items included (Q5, Q6, Q7, Q11, Q12, Q15, Q20, Q21) (See survey instrument in Annex 1)

2. Belonging (13 Items)

This category focused on participants' sense of inclusion, safety, and respect within the camp environment. The items included: (Q2, Q3, Q4, Q 13, Q14, Q18, Q19, Q22, Q23, Q24, Q25, Q26, Q27) (See survey instrument in Annex 1)

3. Sparks (3 Items)

This category evaluated whether participants felt encouraged to explore their interests and plan for the future. The items included: (Q8, Q9, Q10,) (See survey instrument in Annex 1)

4. Relationships (3 Items)

This category measured participants' perceptions of their relationships with adults and peers. The items included: (Q1, Q16, Q17,) (See survey instrument in Annex 1)

Sample

The survey was administered to **147 youth participants (n = 147)** across various overnight camps. Some youth did participate in more than 1 camp, therefore the 147 includes some duplicated youth. These participants represented diverse backgrounds and attended camps focusing on different themes, such as 4-H Archery Camp, Game of Life 4-H Teen Camp, Down the Rabbit Hole 4-H Pre-Teen Camp, Healthy Living 4-H Camp, Paint & Poetry 4-H Camp, and 4-H Outdoor Explorers Camp.

Data Analysis

Responses were aggregated and analyzed using descriptive statistics, including means, standard deviations, and ranges, to evaluate the impact of camp participation on each of the four categories. Mean scores were computed for each category (Engagement, Belonging, Sparks, and Relationships), providing an overview of participants' experiences. Additionally, the variability and distribution of responses were examined to identify patterns and areas for improvement.

This survey-based methodology provided valuable insights into the effectiveness of overnight camps in fostering engagement, belonging, sparks, and relationships among youth participants.

Limitations:

Self-Reported Data: Surveys rely on participants’ self-perceptions and honesty, which can introduce bias:

Lack of Longitudinal Insights: Surveys typically provide a snapshot of participants’ perceptions at a single point in time, they do not account for changes in participants’ attitudes or experiences over time, making it difficult to assess long-term impacts.

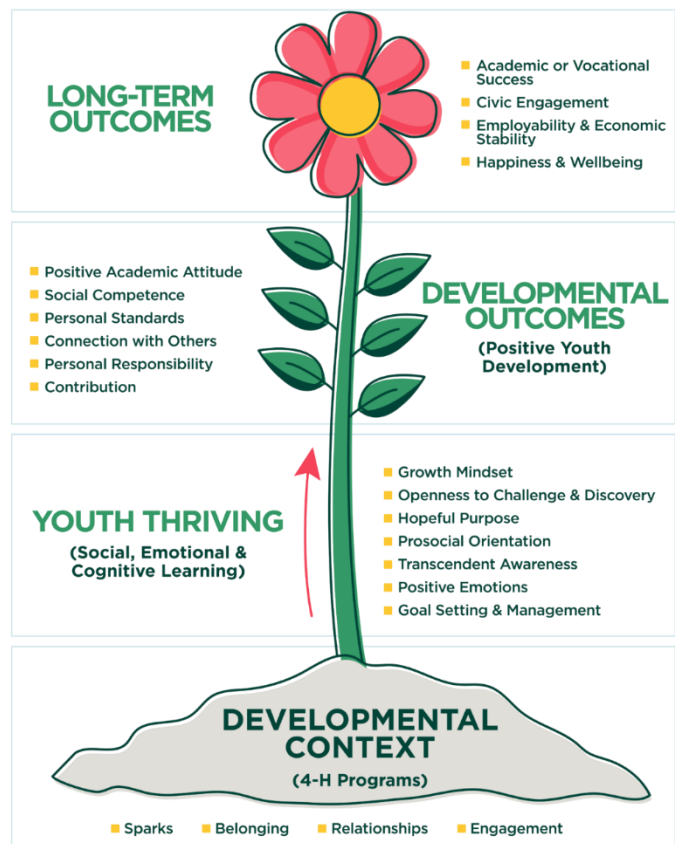
Response Scale Limitations the Likert scale used (1 = No, 5 = Yes) has inherent constraints as responses may cluster around the middle (e.g., "3 = Sometimes"), which could obscure significant differences or participants may overuse extreme values (e.g., always selecting "5 = Yes") or avoid them entirely, leading to skewed results.

Framework Used

The 4-H framework used in the evaluation is the 4-H Thriving Model and is depicted in the image below. The model illustrates a holistic approach to Positive Youth Development (PYD), emphasizing the interconnectedness of developmental contexts, youth thriving, developmental outcomes, and long-term outcomes. The structure is represented as a flower, symbolizing growth, flourishing, and *thriving*. In this evaluation we focused on the developmental context described below:

1. Developmental Context (Root Level)

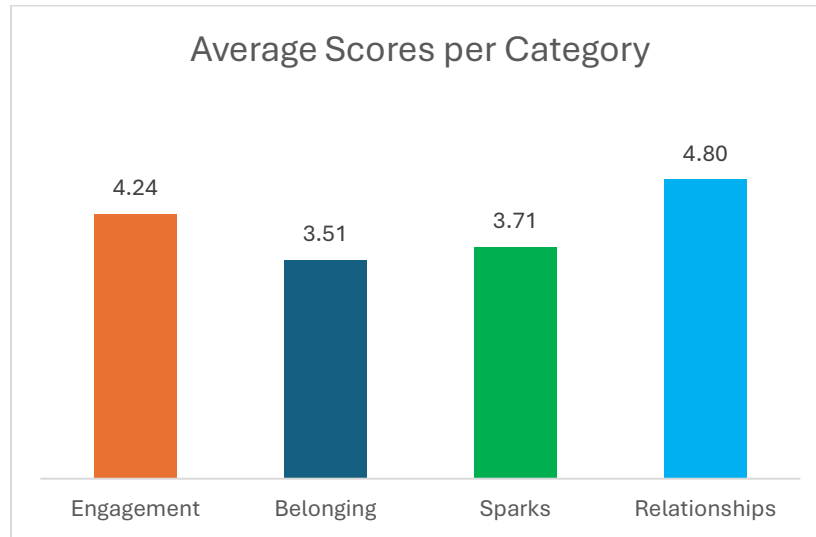
The foundation of the framework is the 4-H high quality programs, which provide a nourishing environment fostering Sparks, Belonging, Relationships, and Engagement. These elements form the "soil" that supports youth growth, ensuring a safe and supportive environment for social, emotional, and cognitive learning.



Findings

Overall

This analysis evaluates the impact of overnight camps on four key areas: **Engagement**, **Belonging**, **Sparks**, and **Relationships**, based on the responses to 27 questions. Scores ranged from 1 to 5, where higher scores indicate more positive experiences. Below is a detailed analysis of each category.



	Engagement	Belonging	Sparks	Relationships
count	147	147	145	147
mean	4.24	3.51	3.71	4.80
std	0.93	0.48	1.22	0.48
min	1	2	1	3
25%	4	3.3	3	5
50%	4	3.7	4	5
75%	5	3.7	5	5
max	5	5	5	5

Sparks

This category measures whether participants felt encouraged to pursue their interests or “spark” and plan for the future.

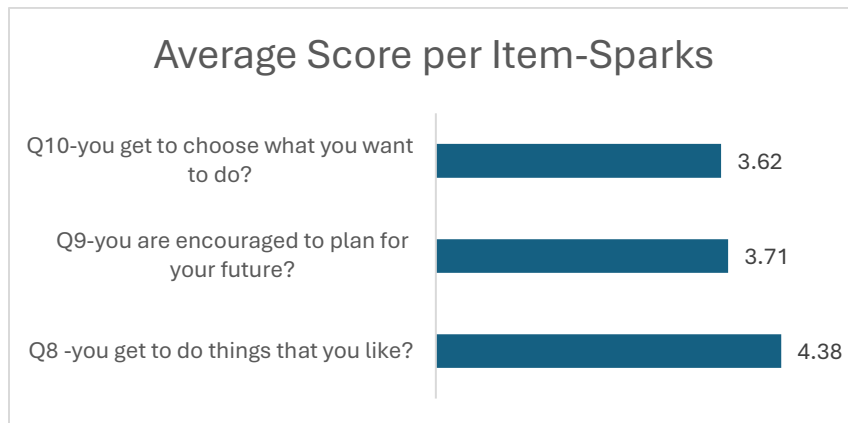
Results:

- Mean Score: 3.91
- Standard Deviation: 0.82
- Range: 1.0 to 5.0

Analysis:

With a mean score of 3.91, participants reported feeling moderately supported in exploring their interests. The higher standard deviation (0.82) and broad range suggest that some participants had limited opportunities to engage in their passions or plan for their futures.

	Statement	count	mean	std	min	25%	50%	75%	max
Sparks	Q8- you get to do things that you like?	146	4.38	0.84	1	4	5	5	5
	Q9- you are encouraged to plan for your future?	145	3.71	1.22	1	3	4	5	5
	Q10- you get to choose what you want to do?	146	3.62	1.15	1	3	4	5	5



Belonging

This category focuses on participants' sense of safety, inclusion, and respect from peers and staff.

Results:

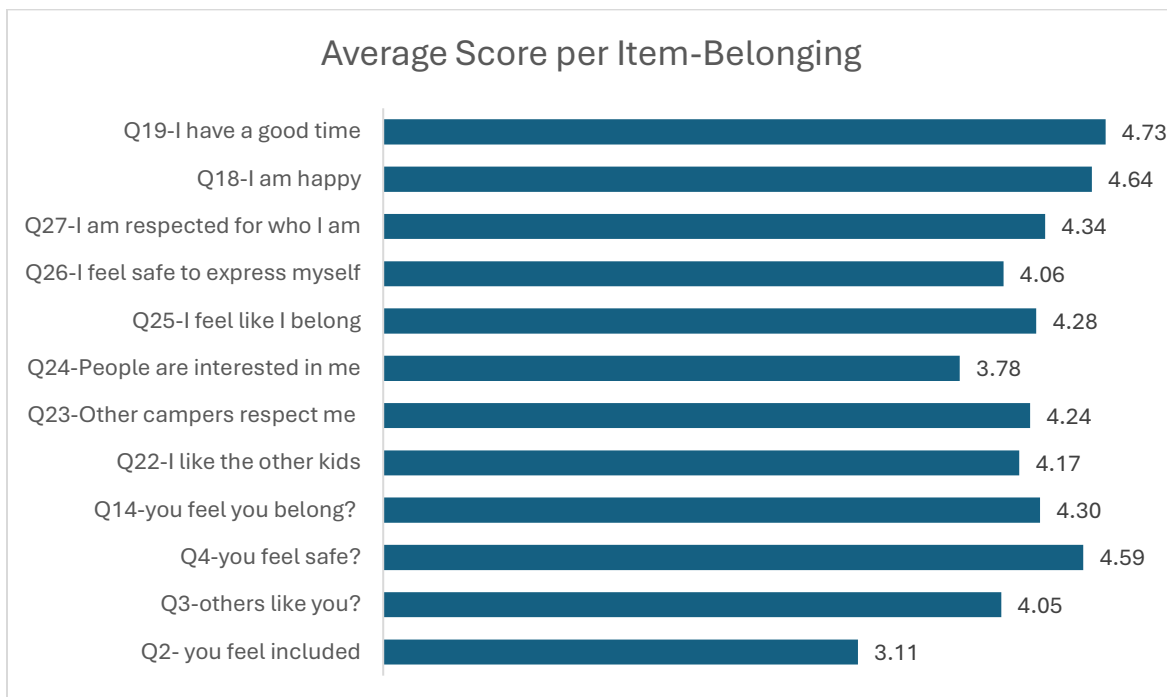
- **Mean Score:** 4.11
- **Standard Deviation:** 0.56
- **Range:** 2.54 to 5.0

Analysis:

A high average score of 4.11 shows that most participants felt a strong sense of belonging during the camps. The relatively low standard deviation (0.56) indicates consistent positive experiences across participants. However, the minimum score suggests that a few individuals might have struggled with inclusion or safety

	Statement	count	mean	std	min	25%	50%	75%	max
Belonging	Q2- you feel left out?	147	1.89	0.99	1	1	2	2	5
	Q3-others like you?	146	4.05	0.90	1	4	4	5	5

Q4-you feel safe?	147	4.59	0.74	1	4	5	5	5
Q14-you feel you belong?	146	4.30	0.90	1	4	5	5	5
Q22-I like the other kids	144	4.17	0.77	2	4	4	5	5
Q23-Other campers respect me	144	4.24	0.82	2	4	4	5	5
Q24-People are interested in me	143	3.78	1.08	1	3	4	5	5
Q25-I feel like I belong	144	4.28	0.90	1	4	4	5	5
Q26-I feel safe to express myself	144	4.06	1.12	1	4	4	5	5
Q27-I am respected for who I am	143	4.34	0.94	1	4	5	5	5
Q18-I am happy	145	4.64	0.61	1	4	5	5	5
Q19-I have a good time	145	4.73	0.54	3	5	5	5	5



Relationships

This category evaluates participants' interactions with adults and peers, including respect, fairness, and feeling cared for.

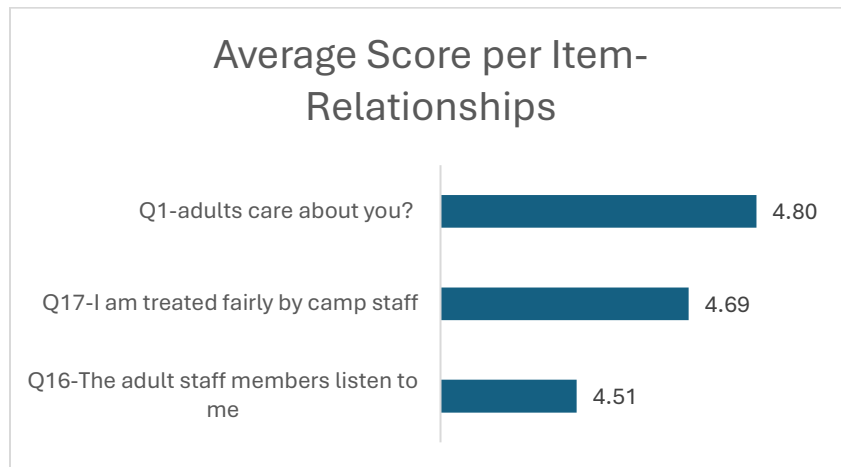
Results:

- Mean Score: 4.67
- Standard Deviation: 0.55
- Range: 2.0 to 5.0

Analysis:

Relationships scored the highest among all categories, with an average of 4.67. This indicates that participants felt well-supported and respected by camp staff and peers. The low standard deviation (0.55) suggests that this was a consistent experience across most participants. However, a few individuals (minimum score of 2.0) may have had less positive experiences.

	Statement	count	mean	std	min	25%	50%	75%	max
Relationships	Q1-adults care about you?	147	4.80	0.48	3	5	5	5	5
	Q16-The adult staff members listen to me	144	4.51	0.85	1	4	5	5	5
	Q17-I am treated fairly by camp staff	145	4.69	0.68	1	5	5	5	5



Engagement

This category includes questions assessing leadership opportunities, decision-making, and the ability to teach or learn independently.

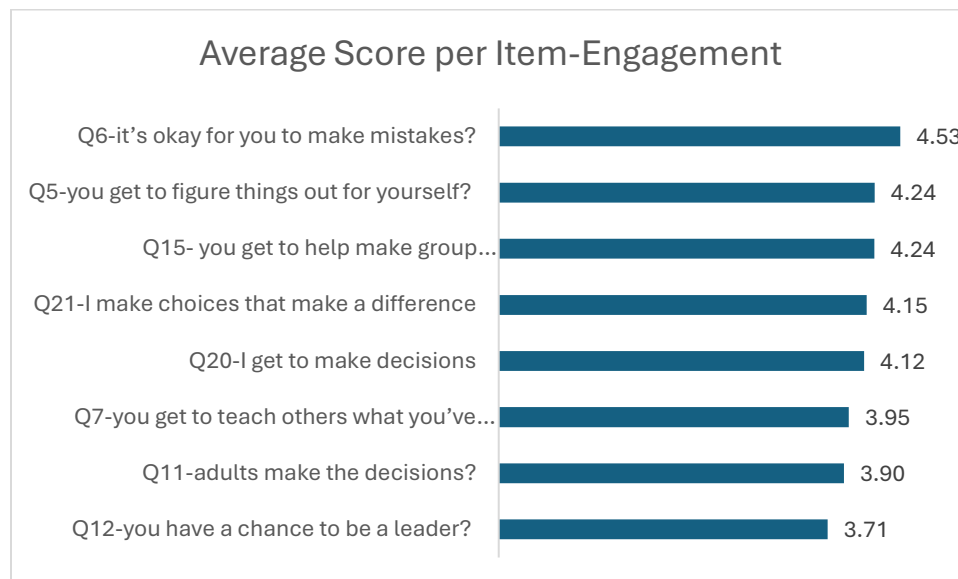
Results:

- Mean Score: 4.11
- Standard Deviation: 0.80
- Range: 2.0 to 5.0

Analysis:

The mean score of 4.11 indicates that participants generally felt engaged during the camps. A standard deviation of 0.80 suggests moderate variability, meaning some participants reported lower levels of engagement. The minimum score of 2.0 implies that a few individuals might not have felt included in leadership or decision-making opportunities.

	Statement	count	mean	std	min	25%	50%	75%	max
Engagement	Q11-adults make the decisions?	145	3.90	0.96	1	3	4	5	5
	Q12-you have a chance to be a leader?	146	3.71	1.21	1	3	4	5	5
	Q15-you get to help make group decisions?	146	4.24	0.96	1	4	5	5	5
	Q20-I get to make decisions	145	4.12	1.05	1	4	4	5	5
	Q21-I make choices that make a difference	144	4.15	4.40	1	3	4	5	5
	Q5-you get to figure things out for yourself?	147	4.24	0.93	1	4	4	5	5
	Q6-it's okay for you to make mistakes?	145	4.53	0.76	1	4	5	5	5
	Q7-you get to teach others what you've learned?	146	3.95	1.19	1	3	4	5	5



Camp Experience

Analysis of Items Related to Youth Camp Experience

The following analysis examines the importance of specific aspects of the camp experience based on the data provided. Scores range from 1 to 5, where higher scores indicate greater satisfaction or importance. The analysis considers mean scores, variability (standard deviation), and distribution of responses.

1. Good and Nutritious Meals (Q28)

- **Mean:** 4.73
- **Standard Deviation:** 0.51

- **Range:** 3 to 5

Analysis:

Nutritious meals scored very high, with a mean of 4.73 and minimal variability. Most participants rated this aspect positively, reflecting the essential role of well-prepared meals in creating a positive camp experience. The small range of responses suggests consistent satisfaction across participants.

2. Making New Friends (Q29)

- **Mean:** 4.27
- **Standard Deviation:** 1.01
- **Range:** 1 to 5

Analysis:

This item had a relatively lower mean score and higher variability compared to other items. While the majority rated it positively, the standard deviation of 1.01 suggests that not all participants felt equally successful in forming new friendships.

3. Being Outside (Q30)

- **Mean:** 4.37
- **Standard Deviation:** 0.87
- **Range:** 1 to 5

Analysis:

Participants rated the outdoor experience positively, with a mean score of 4.37. However, the range from 1 to 5 and the standard deviation of 0.87 indicate that some participants may not have enjoyed or prioritized outdoor activities.

4. Educational Workshops (Q31)

- **Mean:** 4.34
- **Standard Deviation:** 0.97
- **Range:** 0 to 5

Analysis:

Educational workshops were well-received, with a mean score of 4.34. The wider range of responses (including a minimum score of 0) and the standard deviation of 0.97 suggest some variability in how participants perceived the value of these workshops.

5. Organized Activities and Games (Q32)

- **Mean:** 4.48
- **Standard Deviation:** 0.79
- **Range:** 1 to 5

Analysis:

This item scored highly, with a mean of 4.48 and relatively low variability. Most participants appreciated the organized activities and games, which contributed to their overall enjoyment and engagement.

6. Your Cabin Experience (Q33)

- **Mean:** 4.72
- **Standard Deviation:** 0.55
- **Range:** 2 to 5

Analysis:

The cabin experience received one of the highest ratings, with a mean score of 4.72 and low variability. This suggests that most participants had positive experiences in their cabins, likely reflecting the quality of accommodations and the social environment.

7. The Teen Counselors (Q34)

- **Mean:** 4.68
- **Standard Deviation:** 0.60
- **Range:** 2 to 5

Analysis:

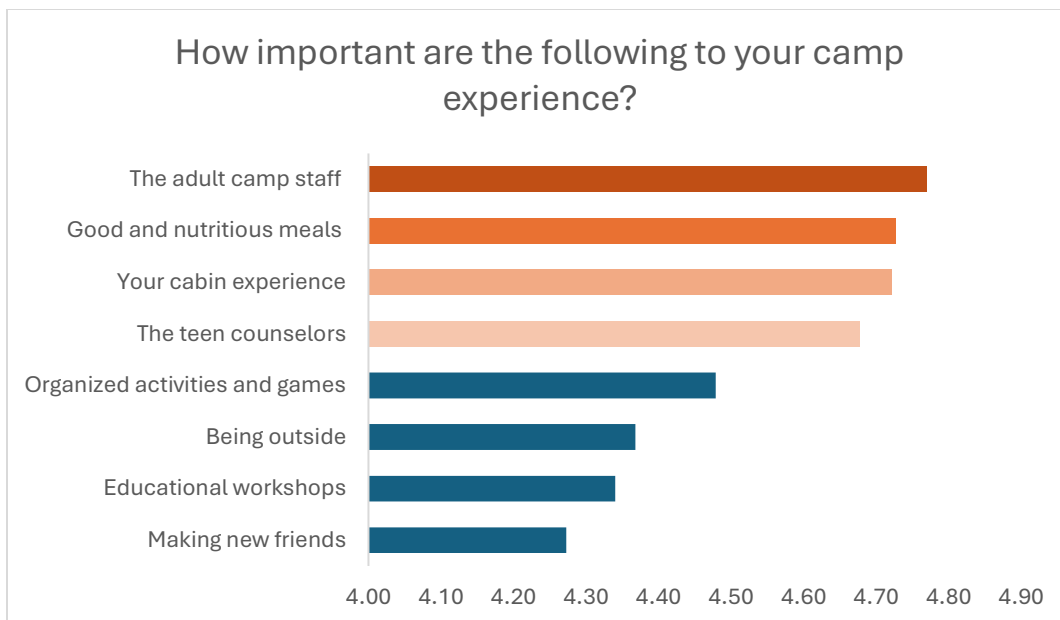
Teen counselors were highly regarded, with a mean score of 4.68 and low variability. Most participants valued their interactions with teen counselors, who likely served as relatable role models and sources of support.

8. The Adult Camp Staff (Q35)

- **Mean:** 4.77
- **Standard Deviation:** 0.48
- **Range:** 3 to 5

Analysis:

The adult camp staff received the highest overall rating, with a mean score of 4.77 and minimal variability. This indicates that participants overwhelmingly valued the professionalism, support, and care provided by adult staff.



Questions	count	mean	std	min	25%	50%	75%	max
Q28-Good and nutritious meals	143	4.73	0.51	3	5	5	5	5
Q29-Making new friends	143	4.27	1.01	1	4	5	5	5
Q30-Being outside	144	4.37	0.87	1	4	5	5	5
Q31-Educational workshops	144	4.34	0.97	0	4	5	5	5
Q32-Organized activities and games	144	4.48	0.79	1	4	5	5	5
Q33-Your cabin experience	144	4.72	0.55	2	5	5	5	5
Q34-The teen counselors	143	4.68	0.60	2	4	5	5	5
Q35-The adult camp staff	144	4.77	0.48	3	5	5	5	5

Qualitative analysis:

The favorite thing about the camp this year from youth perspective

The responses were grouped into themes based on recurring activities, experiences, and sentiments. Here's a summary:

Theme	Frequency	Examples
Food	26	"The food was amazing," "Hans cooking and helping out," "The Chef Hans! Great food."
Archery	22	"Archery was my favorite," "Doing archery + being with my friends," "Archery and shooting."
Making Friends	18	"Making new friends," "Hanging out with friends," "Being with friends in a cabin together."
Cabin Time	16	"Cabin time," "Cabin and sleeping," "Friends and cabin time."
Workshops	12	"Sewing and cosmetic science workshop," "Making smoothies," "Duct tape fashion show."
Rock Climbing	8	"Climbing the rock wall," "Cathedral Gorge," "Climbing the mountains."
Campfire and Smores	6	"Campfire activity," "Eating marshmallows near the campfire," "Smores at the campfire."
Karaoke and Talent	5	"My favorite part was karaoke," "Talent show," "Singing in a trio for karaoke."
Outdoor Activities	5	"Water games," "Exploring the wilderness," "Basketball and volleyball."
Team Building	3	"Team-building activities," "Problem-solving execution in team activities."

2. Key Drivers of Positive Experiences

- **Food and Dining Experience:** The emphasis on Hans' cooking and the quality of food indicates that dining was a key source of enjoyment.
- **Structured Activities:** Archery and workshops were frequently cited as favorite parts of the camp, showing the importance of providing engaging and skill-oriented activities.
- **Social Connections:** Many participants valued making new friends, spending time with cabin mates, and group activities like karaoke or campfire sessions.
- **Physical Challenges:** Activities like rock climbing, water games, and hiking stood out as memorable highlights for several participants.

3. Emotional Sentiments

- **Excitement and Engagement:** Participants frequently expressed enthusiasm for various activities, especially archery and workshops.
- **Personal Growth:** Some responses highlighted learning new skills, overcoming anxiety, and discovering new hobbies (e.g., "I learned a lot about myself and overcame anxiety").
- **Community and Belonging:** Multiple mentions of "friends," "cabin time," and "encouraging people" reflect the importance of social bonding and community at the camp.

4. Areas for Potential Improvement

- **Diversity of Activities:** Some participants mentioned specific activities (e.g., karaoke, campfire, team-building) less frequently, suggesting these areas might be less engaging or widely enjoyed.
- **Unstructured Time:** While activities like "sitting outside" and "chilling under the tree" were appreciated, enhancing the structure of free time could benefit participants.

5. Thematic Insights

- **Top Experiences:**
 - Archery was the most frequently mentioned and appeared across multiple responses as a favorite activity.
 - Food was universally praised, particularly the meals prepared by Hans.
 - Making friends and socializing were key to the camp's positive atmosphere.
- **Unique Highlights:**
 - Some responses reflected specific or unique activities, like rock climbing and the talent show, which resonated deeply with participants.

The least favorite thing about the camp this year from youth perspective:

The responses indicate varied experiences regarding participants' least favorite aspects of the camp.

Below is a thematic analysis of the responses, grouped into common categories, with detailed insights for each.

1. Identified Themes and Frequencies

Theme	Frequency	Examples
Heat/Weather	18	"The heat," "It was hot outside," "I have had art block due to the heat."
Bugs	15	"The amount of bugs," "My roommates and I constantly got bugs in our room."
Cabin Time Too Short	12	"Not enough cabin time," "We only had a bit of time in the cabin."
Activities (Boring/Difficult)	11	"Long boring activities," "I was horrible at sewing, so I don't like it."
Interpersonal Conflicts	10	"Some kids were rude," "People holding transphobic or racist beliefs made me uncomfortable."
Physical Fatigue	9	"Walking too much," "Walking up and down the hill repeatedly."
Separation from Friends	8	"Being separated from my friends," "Couldn't hang out in others' cabins."
Homesickness	6	"Getting homesick," "Missing my family."
Allergies/Illness	5	"My allergies," "I was sick," "My least favorite was my running nose."

Broken/Uncomfortable Facilities	4	"The toilet being briefly broken," "No screen doors on the rooms."
Noise/Room Issues	3	"People sneaking out at night," "The lights-out time," "Sleeping in the cabin."
Unstructured Time/Choices	3	"How you never really got to choose what to do," "Not exploring more during cabin time."

2. Key Findings

1. Environmental Discomfort:

- Heat and bugs were the most frequently cited issues, significantly impacting the overall experience.
- Suggestions like shaded areas, cooling options, and bug repellents could mitigate this dissatisfaction.

2. Activity-Related Challenges:

- Some participants found activities boring or difficult, particularly sewing, bracelet making, and ice breakers.
- Offering a wider variety of engaging and flexible activities could enhance satisfaction.

3. Social and Interpersonal Issues:

- Separation from friends during activities or cabin time was frequently mentioned, highlighting the importance of social bonds in camp satisfaction.
- Interpersonal conflicts, including rude behavior and discriminatory remarks, created discomfort for some participants.

4. Homesickness and Physical Fatigue:

- Younger or first-time campers struggled with homesickness, while others found the physical demands of walking or climbing tiring.

5. Time Management and Structure:

- Several participants felt that cabin time was too short, or they lacked autonomy in activity choices.
- Incorporating more free time or opportunities to personalize schedules could improve perceptions.

3. Positive Observations

Interestingly, a portion of responses indicated no dissatisfaction, with participants explicitly stating:

- "Nothing, it was great."
- "I liked everything."

- "Everything was fine."

This suggests that while some areas need improvement, many participants had overwhelmingly positive experiences.

Conclusions and Recommendations

The data demonstrates that overnight camps have a generally positive impact on youth participants, particularly in fostering strong relationships and a sense of belonging. Engagement and sparks were slightly lower, indicating potential areas for growth.

Sparks

Camps offering varied activities likely performed better in this area, while camps with rigid programming may have limited some participants' ability to explore their interests.

Recommendations:

- Incorporate a wider variety of activities to cater to diverse interests.
- Provide opportunities for self-directed projects or goal-setting sessions.
- Offer mentorship programs to inspire participants to think about their futures.

Belonging

The structured group settings and focus on community likely fostered a sense of belonging. Camps promoting team building and inclusivity were likely to have higher scores in this category.

Recommendations:

- Implement activities that emphasize teamwork and mutual respect.
- Establish clear anti-bullying policies and conflict resolution mechanisms.
- Offer personalized check-ins to support individuals who feel left out.

Relationships

Strong relationships reflect the effectiveness of staff training and the creation of a positive, supportive environment. Camps prioritizing mentorship and open communication likely excelled in this area.

Recommendations:

- Maintain high levels of staff training focused on empathy and fairness.
- Regularly check in with participants to address concerns promptly.

- Encourage peer support systems to enhance positive interactions.

Engagement

Camps that emphasized collaborative activities, leadership opportunities, and decision-making likely fostered higher engagement. However, variability could reflect differences in how camps were structured or individual participants' preferences.

Recommendations:

- Increase opportunities for all participants to take on leadership roles.
- Facilitate team-based decision-making exercises.
- Regularly evaluate participant feedback to ensure activities are inclusive.

Overall Impacts of Camps

The camp appears to have been a successful and engaging experience for participants, with food, archery, and social connections as standout highlights. Addressing less frequently mentioned activities and enhancing unstructured time could further improve satisfaction and engagement.

Key Recommendations Across Categories:

1. **Customize Programming:** Ensure camps provide diverse activities that cater to different interests and encourage leadership.
2. **Foster Inclusivity:** Create safe and inclusive spaces through team-building exercises and active monitoring of participant dynamics.
3. **Mentorship Opportunities:** Pair participants with mentors to enhance their future planning and confidence.
4. **Feedback Systems:** Regularly gather and act on participant feedback to improve programming.
5. **Expand Popular Activities:**
 - Offer more time slots for archery and workshops, given their high levels of engagement.
 - Consider variations of these activities to keep them fresh and engaging for returning participants.
6. **Enhance Social Bonding Opportunities:**
 - Provide structured team-building activities and icebreakers to encourage deeper social connections.

7. Increase Focus on Underserved Activities:

- Develop more dynamic campfire sessions or water-based activities to broaden appeal.
- Create more interactive karaoke or talent shows to draw participation.

8. Gather Further Feedback:

- Regularly survey participants to ensure evolving preferences and needs are met.

Recommendations to improve the camp:

1. Address Environmental Discomfort:

- Provide cooling stations or fans in outdoor areas.
- Offer bug zappers or repellents in cabins.

2. Improve Activity Variety and Flexibility:

- Design activities to appeal to diverse skill levels and interests.
- Allow participants to choose between multiple activities in a given time slot.

3. Foster Social Bonds:

- Create more opportunities for participants to stay with friends during activities.
- Encourage team-building exercises to reduce conflicts and strengthen friendships.

4. Balance Physical and Rest Time:

- Incorporate structured breaks to alleviate fatigue from walking or climbing.
- Extend cabin time or include quiet, low-energy activities.

5. Enhance Inclusivity and Belonging:

- Address issues of discrimination or inappropriate behavior swiftly.
- Encourage open communication channels for reporting concerns among youth.

The analysis highlights environmental discomfort (heat, bugs), social dynamics (separation from friends, conflicts), and activity-related dissatisfaction as the key areas for improvement. Addressing these aspects can significantly enhance the overall camp experience and satisfaction for future participants.

Appendix A

Evaluation of 4-H Camper Experience Survey

Is 4-H camp a place where...	Circle One				
	<i>Yes</i>	<i>Most of the time</i>	<i>Sometimes</i>	<i>Not really</i>	<i>No</i>
adults care about you?	5	4	3	2	1
you feel left out?	5	4	3	2	1
others like you?	5	4	3	2	1
you feel safe?	5	4	3	2	1
you get to figure things out for yourself?	5	4	3	2	1
it's okay for you to make mistakes?	5	4	3	2	1
you get to teach others what you've learned?	5	4	3	2	1
you get to do things that you like?	5	4	3	2	1
you are encouraged to plan for your future?	5	4	3	2	1
you get to choose what you want to do?	5	4	3	2	1
adults make the decisions?	5	4	3	2	1
you have a chance to be a leader?	5	4	3	2	1
you learn about ways to help your community?	5	4	3	2	1
you feel you belong?	5	4	3	2	1
you get to help make group decisions?	5	4	3	2	1
While at 4-H camp...	Circle One				
	<i>Very much</i>				<i>Very little</i>
The adult staff members listen to me	5	4	3	2	1
I am treated fairly by camp staff	5	4	3	2	1
I am happy	5	4	3	2	1
I have a good time	5	4	3	2	1
I get to make decisions	5	4	3	2	1
I make choices that make a difference	5	4	3	2	1

I like the other kids	5	4	3	2	1
Other campers respect me	5	4	3	2	1
People are interested in me	5	4	3	2	1
I feel like I belong	5	4	3	2	1
I feel safe to express myself	5	4	3	2	1
I am respected for who I am	5	4	3	2	1

How important are the following to your camp experience?	Circle One				
	<i>Very Important</i>	<i>Important</i>	<i>Somewhat Important</i>	<i>A Little Important</i>	<i>Not at All Important</i>
Good and nutritious meals	5	4	3	2	1
Making new friends	5	4	3	2	1
Being outside	5	4	3	2	1
Educational workshops	5	4	3	2	1
Organized activities and games	5	4	3	2	1
Your cabin experience	5	4	3	2	1
The teen counselors	5	4	3	2	1
The adult camp staff	5	4	3	2	1

What was your favorite thing about camp this year?	
What was your least favorite thing about camp this year?	