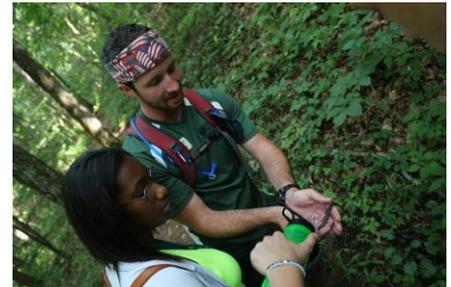


Situation and Response

Navy Child and Youth Programs offers programming for children and youth across the world at navy installations beginning at six weeks old to age eighteen for military dependents. Navy CYP sought 4-H partners who could provide residential, overnight camping programs away from navy installations to assist youth in developing life skills such as resiliency while also being exposed to STEAM practices and experiences. Due to the dearth of scientists in the pipeline for civilian and military careers, this aligns with the Office of Navy Research’s outreach programming for K-12 youth.



The University of Georgia planned and coordinated a summer camp in response to this situation. The nine day program for high school Navy dependents from two different Navy installations on opposite coasts provided teens and CYP staff opportunities to explore STEAM concepts through programming at Wahsega 4-H Center in forest ecology, stream ecology, and other environmental science topics.



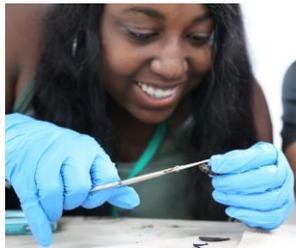
Impact

At the conclusion of the program, an evaluation was distributed to both youth and Navy staff participants. Of the youth, 52% of the respondents were male and 42% were female. The racial breakdown of participants is located in the figure to the right.

The average age of youth participants was 15 years old and the most prevalent grade of participants was 10. 88% of the participants indicated that they were more likely to participate in 4-H as a result of the camping program.

Resiliency and Life Skill Items	
Agreed	Because of my camp experience,
88%	I am better at: Working well with others
94%	I am better at: Listening to and understanding opinions that are different from my own.
100%	I am better at: Helping a group be successful.
94%	I am better at: Placing group goals above the things I want
76%	I feel more connected with other kids from military families.
76%	I met people that I plan to stay in touch with.
82%	I am better at getting to know more things about my friends.
94%	I am better at understanding my friends’ feelings.
94%	I am better at choosing friends that will be a good influence on me.

Navy STEAM Camp Impact and Evaluation Report



In addition to the Likert style questions asked, four questions were identified with an open response. Using a content analysis, several themes were created to identify the overriding concepts important to youth.

Three themes emerged from the most important things at camp. The most prevalent theme was the importance of teamwork. A second theme related the content of the camp was interacting with nature and identifying more nature terms. Related to the other two themes, several youth indicated the confidence they developed by the physical and mental challenges offered by the camp. One dominant theme emerged about being with other military youth. The single theme was being able to relate to other military youth and the support that they provide.

The feedback from all the participants regarding their favorite aspect of camp fit within two themes: people and programming. While one youth indicated that the “science I learned” was a favorite aspect, another indicated that camp including a “long list of fun, diverse activities.” The other theme was related to the people youth met and “the social interaction with other people.”



Finally, youth were asked one thing they would change about camp. The primary theme was nothing, with some adding “it is perfect.” Several youth indicated having renovated bathhouses and/or cabins with “wifi” should change. Two youth indicated they wanted a longer camp and one with more people.

Agreed	Because of my camp experience,
88%	I get excited about new discoveries.
94%	I want to learn more about science.
94%	I like science.
35%	I would like a job in a science related field.
53%	I do science activities that are not for school
100%	I think science will be important in my future.
94%	I think science is useful in solving everyday problems.



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