

# Out of the Box: Reaching Diverse Audiences in Innovative Ways Through the Use of 4-H STEAM Kits University of Connecticut Extension

Marc Cournoyer  
Heidi Herz  
Sara Tomis  
Pamela Gray (retired)

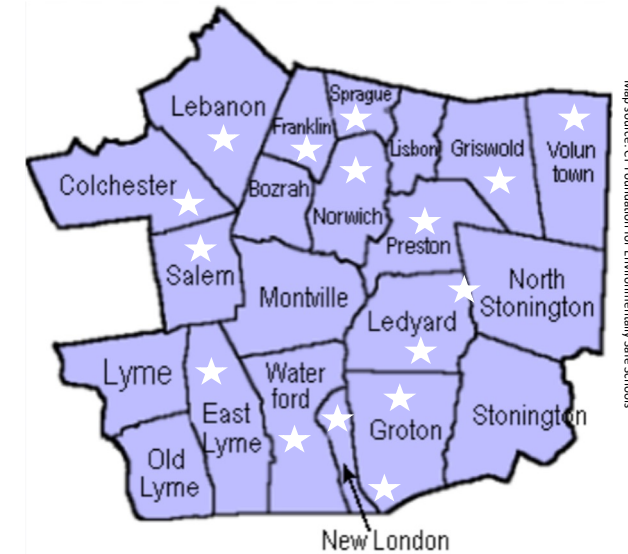
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# Background

- Urban youth are a historically underserved audience
- COVID-19 pandemic amplified challenges
- There is a need for a broader reach with the same or fewer resources



# Program Objectives

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## Objective #1:

Improve STEAM literacy among the following youth audiences:

- **Urban**
- Suburban
- Rural
- Military
- Tribal

## Objective #2:

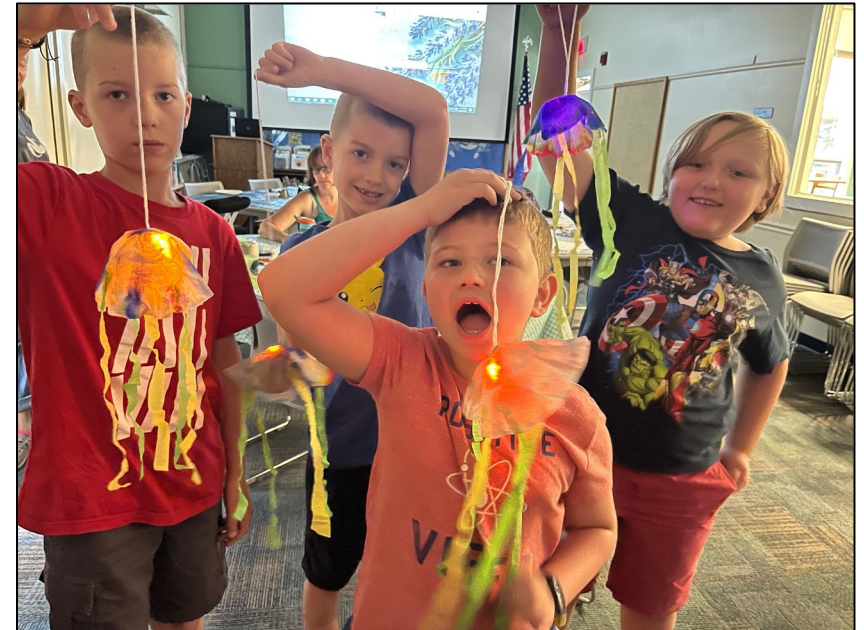
Advance the following skills through the 4-H model of experiential learning:

- Communication
- Self-expression
- Critical thinking
- Problem solving

# Approach & Methodology

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- Hybrid modality
  - Virtual and physical aspects to accommodate diverse needs and contexts
- Use of existing relationships and infrastructure
  - Libraries as key community spaces
- Maximization of time and resources
- Salient and appropriate for broad audience



# Program Components

- Kit containing all necessary activity materials
- Educational video
- Instruction sheet
- Book recommendations
- Career connection
- Supplemental materials (ex: puzzles, coloring sheets, articles)



# Impacts & Feedback

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## Youth participation (Quant.)

168 youth in 2020

147 youth in 2021

205 youth in 2022

286 youth in 2023

## Observations from parents & librarians (Qual.)

- Improvements in knowledge in specific STEAM topics
- Enhancement of identified skills
- Enthusiasm and motivation
- Teamwork among in-person participants
- Ease of implementation
- Strengthening community partnerships

# Thank you!

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Questions?  
Contact Marc Cournoyer  
[marc.cournoyer@uconn.edu](mailto:marc.cournoyer@uconn.edu)

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