

Wisconsin 4-H Project Guide

YOUTH LEADERSHIP

Youth Leadership LDR

Resources: 07903, Leadership Mentor Guide for Grades K-5
07904, Leadership Mentor Guides for Grades 6-12

YOUTH LEADERSHIP 1

What you can do in this project:

- Assess your leadership skills
- Practice effective communication skills
- Set goals and resolve conflict
- Plan a group event

Grades: 3-5

Resource: 07905, My Leadership Workbook for Grades 3-5

YOUTH LEADERSHIP 2

What you can do in this project:

- Explore how leaders are different
- Develop a multi-media presentation
- Set and achieve team goals
- Practice teamwork

Grades: 6-8

Resource: 07906, My Leadership Journal for Grades 6-8

YOUTH LEADERSHIP 3

What you can do in this project:

- Build trust in a group
- Assess your own strengths and weaknesses
- Write vision and mission statements
- Contribute to a group project

Grades: 9-12

Resource: 07907, My Leadership Portfolio for Grades 9-12

YOUTH LEADERSHIP, YOUTH LEADER

AMBASSADORS, LEADER

AMBASSADORS

YOUNGER MEMBERS

EXPLORING, LEADER

Resources: 08172, Exploring Treasures of 4-H Helper's Guide

EXPLORING

What you can do in this project:

- Learn about the 4-H program
- Sample a variety of projects offered in 4-H
- Learn about yourself and others

Grades: 3- or first time in 4-H 4th graders

Resource: 08171, Exploring the Treasures of 4-H

CLOVERBUDS, LEADER

Resources: 05560, 4-H Discovery Project for 6-8 Yr. Olds

CLOVERBUDS 1

What you can do in this project:

- Learn about your 4-H club or group
- Begin developing different skills, e.g., working with others
- Explore your community
- Discover areas of project interest

Grade: Kindergarten

Resources: 05561, Cloverbuds – Activity Sheets
05562, Cloverbuds – Program Record
05563, Participation Summary

CLOVERBUDS 2

What you can do in this project:

- Learn about 4-H activities and events
- Learn about working together as a club or team
- Share with others what you have learned

Grade: 1

Resources: See Cloverbuds 1

CLOVERBUDS 3

What you can do in this project:

- Begin learning about specific 4-H project areas
- Learn to complete projects as an individual
- Share with others what you have learned

Grade: 2

Resources: See Cloverbuds 1

CLOVERBUDS, YOUTH LEADER

SERVICE LEARNING & CITIZENSHIP

SERVICE LEARNING LEADER

Resource: 08184, Service Learning Helper's Guide

SERVICE LEARNING 1

What you can do in this project:

- Learn to give back to your community
- Reflect on your experiences
- Identify community needs
- Plan a service project and execute the idea

Grades: 5-8

Resource: 08182, Agents of Change +CD

SERVICE LEARNING 2

What you can do in this project:

- Plan and implement your own service project
- Share your project plan and outcome with others
- Conduct an evaluation of your project

Grades: 9-12

Resource: 08183, Raise Your Voice +CD

SERVICE LEARNING, YOUTH LEADER

CITIZENSHIP LEADER

Resource: 08154, Citizenship Guide's Handbook

CITIZENSHIP

What you can do in this project:

- Discover and discuss public issues
- Plan a project to change or improve your community

Grades: 4-12

Resource: 08153, Citizenship Adventure Kit

SELF-DETERMINED

SELF DETERMINED, LEADER

SELF-DETERMINED

What you can do in this project:

- Create your own project or expand on an old one
- Select a project, develop a plan, identify resources
- Carry out and evaluate your plan

Grades: 3-13

Resource: 4H272, Designing Your Own Project

SELF-DETERMINED, YOUTH LEADER

ANIMAL SCIENCES

BEEF, LEADER

Resources: 08146, Beef Helper's Guide
117R, Beef Resource Handbook

BEEF 1

What you can do in this project:

- Identify various beef breeds
- Identify parts of a beef animal
- Alter-break and show a calf
- Fit and judge beef cattle
- Recognize and raise a healthy animal

Grades: 3-5

Resources: 08143, Bite Into Beef
4H450, Judging Breeding & Market Cattle
MA, Meat Animal Project Record

BEEF 2

What you can do in this project:

- Present oral reasons during judging
- Learn about feed ingredients, behavior and parasites
- Study how to do nose-print identification
- Learn beef carcass composition & retail meat cuts

Grades: 6-8

Resources: 08144, Here's The Beef
MA, Meat Animal Project Record

BEEF 3

What you can do in this project:

- Explore selection and judging
- Learn about careers, health, reproduction, etc.
- Discover how to market your animal & by-products

Grades: 9-12

Resources: 08145, Leading the Charge
MA, Meat Animal Project Record

BEEF MAP (Meat Animal Production)

(Use if you weigh-in an animal for Quality Meats Project)

BEEF YOUTH LEADER

DAIRY GOAT LEADER

Resource: 08355, Dairy Goat Helper's Guide

DAIRY GOAT 1

What you can do in this project:

- Gain hands-on experiences in the goat project
- Select, manage, fit and show goats
- Learn responsible goat ownership

Grades: 3-5

Resource: 08352, Getting Your Goat

DAIRY GOAT 2

What you can do in this project:

- Learn to keep your goat healthy
- Feed your goat for maximum production
- Prepare for kidding
- Develop judging skills
- Learn how to milk a goat properly

Grades: 608

Resource: 08353, Stepping Out

DAIRY GOAT 3

What you can do in this project:

- Learn about genetics, disease and breeding
- Study body-condition scoring and linear appraisal
- Understand bio-security and prevention measures
- Gain leadership and explore career opportunities

Grades 9-12

Resource: 08354, Showing the Way

DAIRY GOAT, YOUTH LEADER

MEAT GOAT, LEADER

Resource: 07912, Meat Goat Helper's Guide

MEAT GOAT 1

What you can do in this project:

- Identify meat goat breeds and parts
- Learn to select a good animal
- Feed and care for a meat goat
- Develop a budget for a meat goat project

Grades 3-4

Resource: 07909, Just Browsing

MEAT GOAT 2

What you can do in this project:

- Recognize meat goat diseases
- Select a veterinarian and purchase breeding stock
- Understand reproduction cycle and keep records
- Fit and show meat goats

Grades 5-8

Resource: 07910, Get Growing with Meat Goats

MEAT GOAT 3

What you can do in this project:

- Learn to control diseases Understand bio-security and quality assurance
- Formulate rations
- Evaluate goat pastures

Grades: 9-12

Resource: 07911, Meating the Future

MEAT GOAT, YOUTH LEADER

DAIRY LEADER

Resource: 08164, Dairy Cow Helper's Guide

DAIRY 1

What you can do in this project:

- Identify dairy breeds
- Study and identify parts of the dairy cow
- Learn how to select quality dairy calves
- Fit and show a calf
- Identify stages of calving and care
- Assemble tools needed for packing a show box

Grades: 3-5

Resources: 08161, Cowabunga
CANADA1, Showmanship, Leading to Win
4H501, Dairy Cattle Judging Made Easy – CD
LDR, Lifetime Dairy Record

DAIRY 2

What you can do in the project:

- Learn about housing and hay quality
- Learn about milking and food safety
- Explore ways to keep an animal healthy
- Observe Animal behavior

Grades: 6-8

Resources: 08162, Moving Ahead

4H502, The Rules Are Black & White

CANADA2, Preparing to Lead

MPA, Managerial Project Agreement

DAIRY 3

What you can do in this project:

- Practice mastitis detections
- Learn to balance rations
- Practice pregnancy detection and delivery of a calf
- Learn body-conditioning scoring
- Promote dairy projects
- Explore various dairy industry career

Grades: 9-12

Resources: 08163, Rising to the Top

HMR, WI 4-H Dairy Heifer Mgmt. Record

DAIRY, YOUTH LEADER

HORSE/HORSELESS HORSE LEADER

Resources: 08058, Horse Helper's Guide

HORSE 1

What you can do in this project:

- Learn horse behavior and terms
- Study breeds and identify body parts
- Saddle, groom and bridle your horse
- Practice horse safety and horse selection

Grades: 3-5

Resources: 08053, Giddy Up & Go

CO200, Horses & Horsemanship

CO201, Horse Science

4H180, Pleasure Riding

HORSE 2

What you can do in this project:

- Practice horsemanship and judging
- Understand horse selection and training
- Learn about tack, feeding and diseases
- Practice showing a horse and trail riding

Grades: 6-8

Resource: 08054, Head, Heart & Hooves

HORSE 3

What you can do in this project:

- Explore horse breeding, genetics and heredity
- Understand horse diseases and prevention
- Learn about fencing, pasturing and housing
- Explore horse-related careers

Grades: 9-12

Resource: 08055, Stable Relationships

HORSE 4

What you can do in this project:

- Train a horse
- Practice a round-pen workout
- Learn English and Western style bridles
- Understand equitation and riding styles

Grades: 3-7

Resource: 08056, Riding the Range

HORSE 5

What you can do in this project:

- Learn to set goals
- Compare costs of show clothing
- Present your horse in showmanship classes
- Rate your showmanship skills
- Practice proper show ethics

Grades: 8-12

Resource: 08057, Jumping to New Heights

HORSELESS HORSE 1

What you can do in this project:

- You do not need a horse in this project
- Explore horse behavior, terms and breeds
- Identify body parts
- Learn grooming, saddling and bridling
- Learn about safety and equipment

Grades: 3-5

Resource: 08053, Giddy Up and Go

4H266, Horses are Fun-Horseless Horse

HORSELESS HORSE 2

What you can do in this project:

- Learn about horsemanship
- Explore judging and oral reasons
- Learn selection, training and showing
- Practice trail riding skills

Grades: 6-8

Resource: 08054, Head, Heart & Hooves

HORSELESS HORSE 3

What you can do in this project:

- Explore horse breeding, genetics and heredity
- Understand horse disease and prevention
- Learn about fencing, pasturing and housing
- Explore horse-related careers

Grades: 9-12

Resource: 08055, Stable Relationships

HORSE/HORSELESS HORSE YOUTH LEADER

DRAFT HORSE

What you can do in this project:

- Explore different breeds and characteristics
- Learn conformation, selection and nutrition
- Practice harnessing and hitching

Grades: 6-8

Resource: 4H181, Draft Horse

CLOTHES HORSE, LEADER

Resource: 4H360, 4-H Clothes Horse Activity Guide

CLOTHES HORSE

What you can do in this project:

- Learn how to make riding apparel and equipment
- Develop sewing and creative skills
- Understand textile selection and care

Grades: 3-12

Resources: 4H374, Additional Patterns for Clothes Horse

4H389, Horse & Riding Attire

CLOTHES HORSE, YOUTH LEADER

LLAMAS, LEADER

LLAMAS 1

LLAMAS 2

LLAMAS 3

LLAMAS, YOUTH LEADER

SWINE, LEADER

Resources: 08068, Swine Helper's Guide
134R, Swine Resource Handbook

SWINE 1

What you can do in this project:

- Identify swine breeds, feeds and animal parts
- Practice judging market hogs
- Identify pork meat cuts
- Practice fitting and showing a hog

Grades: 3-5

Resources: 08065, The Incredible Pig
4H412, Judging Breeding & Market Swine
MA, Meat Animal Project Record

SWINE 2

What you can do in this project:

- Make a swine health care plan
- Identify diseases
- Assemble tack and pack a show box
- Plan and organize a facility expansion
- Complete a plan for a new pork product

Grades: 6-8

Resources: 08066, Putting the Oink in the Pig
MA, Meat Animal Project Record

SWINE 3

What you can do in this project:

- Learn to make breeding and culling decisions
- Judge a class of breeding gilts
- Design a preventative herd health plan
- Manage a feeding program

Grades: 9-12

Resources: 08067, Going Whole Hog
MA, Meat Animal Project Record

SWINE MAP (Meat Animal Production)

(Use if you weigh-in an animal for the Quality Meats Project)

SWINE, YOUTH LEADER

POULTRY, LEADER

Resource: 06366, Poultry Helper's Guide

POULTRY 1

What you can do in this project:

- Identify poultry breeds
- Learn parts of the bird
- Learn parts and functions of the egg
- Learn how to select and handle poultry
- Fit and show poultry

Grades: 3-5

Resources: 06363, Scratching the Surface
CIR878, From Egg to Chick
MA, Meat Animal Project Record

POULTRY 2

What you can do in this project:

- Observe a healthy flock
- Select and judge broilers
- Discover how an egg is formed
- Prevent poultry diseases
- Discover how chicks imprint

Grades: 6-8

Resources: 06364, Testing Your Wings
4H281, Poultry for Fun & Food
A23880, Chicken Breeds & Varieties
MA, Meat Animal Project Record

POULTRY 3

What you can do in this project:

- Organize a judging clinic
- Manage a laying flock
- Discover qualities of eggs
- Handle poultry products safely
- Process a chicken

Grades: 9-12

Resources: 06365, Flocking Together
MA, Meat Animal Project Record

WATERFOWL

What you can do in this project:

- Learn about waterfowl breeds and parts
- Handle waterfowl properly
- Select and prepare waterfowl for market
- Incubate and exhibit waterfowl

Grades: 3-12

Resources: A3311, Raising Waterfowl
MA, Meat Animal Project Record

TURKEYS

What you can do in this project:

- Learn about buying poultry
- Prepare a brooding area
- Raise range turkeys
- Feed and water turkeys
- Identify diseases

Grades: 3-12

Resources: NCR060, Small Turkey Flock Management
MA, Meat Animal Project Record

BANTAMS

What you can do in this project:

- Discover bantam breeds and breed characteristics
- Learn how to get started raising bantams
- Select and mate bantams
- Incubate and rear their young
- Learn to feed and house birds
- Fit and show bantams

Grades: 3-12

Resources: NCR209, Bantams
MA, Meat Animal Project Record

PIGEONS

What you can do in this project:

- Learn about buying, banding and feeding
- Understand about proper housing and behavior
- Learn about grooming and exhibiting

Grades: 3-12

Resource: 4H135, Pigeons

POULTRY, YOUTH LEADER

POULTRY, EXOTIC BIRDS (Ostrich, Emu) POULTRY, GAME BIRDS (Quail, Pheasant)

SHEEP, LEADER

Resources: 06370, Sheep Helper's Guide
194R, Sheep Resource Handbook

SHEEP 1

What you can do in this project:

- Identify sheep breeds and body parts
- Observe sheep behavior
- Identify uses of wool and other by-products
- Fit and show sheep

Grades: 3-5

Resources: 06367, Lambs, Rams & You
4H421, Judging Breeding & Market Sheep
MA, Meat Animal Project Record

SHEEP 2

What you can do in this project:

- Learn to identify sheep parasites
- Promote meat safety
- Judge wool
- Diagnose sheep diseases
- Use medications safely
- Explore careers

Grades: 6-8

Resources: 06368, Shear Delight
MA, Meat Animal Project Record

SHEEP 3

What you can do in this project:

- Set sheep production goals
- Plan sheep related activities
- Market sheep products and teach others
- Plan a judging contest
- Explore careers

Grades: 9-12

Resources: 06369, Leading the Flock
MA, Meat Animal Project Record

SHEEP MAP (Meat Animal Production)
(Use if you weigh-in an animal for the Quality Meats Project)

SHEEP, YOUTH LEADER

CATS, LEADER

Resource: 08151, Cat Helper's Guide

CATS 1

What you can do in this project:

- Select a cat
- Identify cat breeds
- Name the parts of a cat
- Handle and groom a cat
- Care for its health
- Create a budget

Grades: 3-5

Resource: 08148, Purr-fect Pals

CATS 2

What you can do in this project:

- Learn about cat senses and sounds
- Explore tricks to teach a cat
- Traveling with a cat
- Learn about feeding and emergency care
- Detect signs of illness and health issues

Grades: 6-8

Resource: 08149, Climbing Up!

CATS 3

What you can do in this project:

- Explore veterinary procedures
- Learn reproduction and cat body systems
- Learn showmanship and cat behavior
- Explore community laws and animal welfare

Grades: 9-12

Resource: 08150, Leaping Forward

CATS, YOUTH LEADER

DOGS, LEADER

Resources: 08169, Dog Helper's Guide
4H458, 4-H Dog Judging Guidelines

DOG 1

What you can do in this project:

- Learn basic skills for dog care and training
- Discover different dog breeds
- Study and identify dog body parts
- Learn how to keep a dog healthy and groomed

Grades: 3-5

Resources: 08166, Wiggles and Wags
4H436, The Basics of Training Your Dog

DOG 2

What you can do in this project:

- Explore dog health and nutrition
- Discover genetic problems and population control
- Learn showmanship and training techniques
- Learn about show-ring ethics

Grades: 6-8

Resources: 08167, Canine Connection
4H439, Dog Obedience-Novice & Beyond

DOGS 3

What you can do in this project:

- Investigate responsible breeding
- Care for geriatric dogs
- Train service dogs
- Explore careers related to dogs

Grades: 9-12

Resources: 08168, Leading the Pack
4H437, A Guide To Showmanship

DOGS, YOUTH LEADER

DOG OBEDIENCE TRAINING, LEADER

DOG OBEDIENCE TRAINING

DOG OBEDIENCE, YOUTH LEADER

RABBITS, LEADER

Resource: 08083, Rabbit Helper's Guide

RABBITS 1

What you can do in this project:

- Learn about selecting and handling rabbits
- Identify rabbit breeds and body parts
- Explore health issues and feeding

Grades: 3-8

Resource: 08080, What's Hopping?

RABBITS 2

What you can do in this project:

- Learn to select show rabbits
- Give oral reasons and judge rabbits
- Learn to tattoo
- Detect diseases
- Keep records of animals

Grades: 6-8

Resource: 08081, Making Tracks

RABBITS 3

What you can do in this project:

- Learn about breeding and genetics
- Design a rabbitry
- Market rabbits
- Learn about disease prevention and rabbit registration

Grades: 9-12

Resource: 08082, All Ears

RABBITS, YOUTH LEADER

VETERINARY SCIENCE, LEADER

Resources: 08051, Veterinary Science Helper's Guide

4H192, Veterinary Science

4H323, The Normal Animal – Leader's Guide

VETERINARY SCIENCE 1

What you can do in this project:

Learn different breeds of animals

Interpret animal behavior

Identify feed nutrients

Describe animal life stages and systems

Grades: 3-5

Resources: 08048, From Airedales to Zebras

4H334, Adventure Notebook

4H131, The Normal Animal

VETERINARY SCIENCE 2

What you can do in this project:

- Create health records for your animal
- Conduct food safety experiments
- Discover importance of immunity and bio-security
- Consider ethics and animal welfare

Grades: 6-8

Resources: 08049, All Systems Go

4H048, Animal Disease

VETERINARY SCIENCE 3

What you can do in this project:

- Investigate the importance of genetics
- Understand diseases that spread from animals to humans
- Learn about diversity of veterinary careers

Grades: 9-12

Resources: 08050, On the Cutting Edge

4H133, Animal Health

VETERINARY SCIENCE, YOUTH LEADER

CAVIES, LEADER

CAVIES

CAVIES, YOUTH LEADER

CAGE BIRDS, LEADER

CAGE BIRDS

CAGE BIRDS, YOUTH LEADER

TROPICAL FISH, LEADER

TROPICAL FISH

TROPICAL FISH, YOUTH LEADER

PETS, LEADER

Resource: 06362, Pet Helper's Guide

PETS 1

What you can do in this project:

- Explore your favorite pet or select a pet
- Identify pet body parts
- Learn to provide a safe environment
- Design a space for your pet

Grades: 3-5

Resource: 06359, Pet Pals

PETS 2

What you can do in this project:

- Explore animal digestion and feeding
- Shop for pet supplies
- Determine the animal's sex and proper health
- Study pet behavior and communication

Grades: 6-8

Resource: 06360, Scurrying Ahead

PETS 3

What you can do in this project:

- Explore pet products
- Teach others about pets
- Understand how genetics work
- Explore animal welfare issues

Grades: 9-12

Resource: 06361, Scaling the Heights

PETS, YOUTH LEADER

PYGMY GOAT, LEADER

PYGMY GOAT

PYGMY GOAT, YOUTH LEADER

EXOTIC ANIMALS, LEADER

EXOTIC ANIMALS

EXOTIC ANIMALS, YOUTH LEADER

SELF-DETERMINED, ANIMAL SCIENCES

ARTS & COMMUNICATION

PHOTOGRAPHY, LEADER

PHOTOGRAPHY 1

What you can do in this project:

- Explore the camera and learn to use it properly
- Learn the basics of lighting and composition
- Learn the use of different light sources
- Shoot photos that tell a story

Grades: 3-5

Resource: PC1, Focus on Photography

PHOTOGRAPHY 2

What you can do in this project:

- Learn about camera adjustments
- Learn about film speed, shutter speed and aperture
- Take silhouettes, candid's, action shots and others

Grade: 6-8

Resource: PC2, Controlling the Image

PHOTOGRAPHY 3

What you can do in this project:

- Learn about wide-angle and telephoto lenses
- Explore the use of light meters and studio lighting
- Experiment with special effect photos
- Take still life photos and portraits

Grades: 9-12

Resource: PC3, Mastering Photography

SCRAPBOOKING

VIDEOGRAPHY

What you can do in this project:

- Learn storytelling, editing and lighting
- Experiment with camera handling and editing
- Learn to plan a project with the use of sound and titles
- Show and review your production

Grades: 9-12

Resource: IS401, Action! Making Videos and Movies

PHOTOGRAPHY, YOUTH LEADER

COMMUNICATIONS, LEADER

Resources: 08159, Communications Helper's Guide

COMM04, Voices From The Past

COMM05, It's All in the Family

COMM07, Communication Activities for 4-H Clubs

COMMUNICATIONS 1

What you can do in this project:

- Engage in non-verbal, verbal and written activities
- Strengthen your personal communication skills
- Encrypt codes, write songs and give directions

Grades: 3-5

Resource: 08156, Picking Up The Pieces

COMMUNICATIONS 2

What you can do in this project:

- Learn to become a confident communicator
- Present oral reasons, plan and present speeches
- Practice making good first impressions

Grades: 6-8

Resource: 08158, The Perfect Fit

COMMUNICATIONS, YOUTH LEADER

DEMONSTRATIONS, LEADER

DEMONSTRATIONS

DEMONSTRATIONS, YOUTH LEADER

SPEAKING, LEADER

SPEAKING

What you can do in this project:

- Plan, practice and present an effective speech
- Gain confidence in public speaking
- Plan, practice and present an effective demonstration

Grades: 9-12

Resources: COMM02, 4-H Public Speakers Handbook

COMM06, 4-H Public Speaking Opportunities

SPEAKING, YOUTH LEADER

POSTERS, LEADER

POSTERS

Grades: 3-12

Resource: 4H23, Say It with Posters

POSTERS, YOUTH LEADER

CREATIVE WRITING, LEADER

CREATIVE WRITING

What you can do in this project:

- Explore language and creative expression
- Stimulate your creativity and self-expression
- Enrich your joy of book reading

Grades: 3-12

Resources: COMM01, Creative Wordworking

COMM03, Crazy About Books Reading Circle

CREATIVE WRITING, YOUTH LEADER

ARTS & CRAFTS, LEADER

Resource: 07597, Arts & Crafts – A Palette of Fun

ART 1

What you can do in this project:

- Learn art through cutting, pasting and drawing
- Explore sculpting and constructing with fibers
- Paint and print using different materials

Grades: 3-6

Resources: 23112, Elements & Principles of Design Card

4H472, Palette of Fun Member Sheet & Introduction

ART 2

What you can do in this project:

- Explore art techniques, culture and history of art
- Learn artistic challenges in drawing, fiber arts and sculpting
- Develop graphic design techniques

Grades: 7-12

Resources: 08140, Advanced Visual Arts: Sketchbook Crossroad

08141, Advanced Visual Arts: Portfolio Pathways

ART 3

ART – CELEBRATE ART

ART – ART IN YOUR FUTURE

ARTS & CRAFTS, YOUTH LEADER

LEATHERCRAFT LEADER

Resource: CIR006, Adventures in Leather craft Leaders Guide

LEATHERCRAFT

What you can do in this project:

- Learn about the characteristics and uses of leather
- Use tools and equipment
- Make patterns and original designs
- Explore various leather craft techniques

Grades: 3-12

Resource: 4H149, Adventures in Leather craft Members Guide

LEATHERCRAFT, YOUTH LEADER

STENCIL PAINTING, LEADER

STENCIL PAINTING

STENCIL PAINTING, YOUTH LEADER

BLOCK PRINTING, LEADER

Resource: CIR008, Block Printing Leader Guide

BLOCK PRINTING

What you can do in this project:

- Design and cut blocks from different materials
- Print designs on cloth and paper
- Create your own original designs

Grades: 5-12

Resource: 4H156, Block Printing Member Guide

BLOCK PRINTING, YOUTH LEADER

METAL ENAMELING, LEADER

Resource: CIR009, Metal Enameling Leader Guide

METAL ENAMELING

What you can do in this project:

Try enameling earrings, pins, and other jewelry

Learn to attach fasteners

Create original designs and patterns

Grades: 5-12

Resource: 4H158, Metal Enameling Members Guide

METAL ENAMELING, YOUTH LEADER

DRAWING & PAINTING, LEADER

DRAWING & PAINTING

What you can do in this project:

- Learn to draw with pencil, chalk, crayon, etc.
- Learn to blend and shade
- Make surface rubbings
- Paint with watercolor, oil and acrylics
- Mix colors

Mat and frame your artwork

Grades: 3-12

Resource: 4H169, Drawing & Painting

DRAWING & PAINTING, YOUTH LEADER

FOLKS ARTS, LEADER

Resource: NCR534, Folk Arts Leader Guide

FOLK ARTS

What you can do in this project:

- Explore traditional folk arts
- Learn more from your family and community
- Learn storytelling
- Decorate eggs and make baskets

Grades: 5-12

FOLK ARTS, YOUTH LEADER

TIE DYING

STRING/WIRE ART

CALLIGRAPHY

PLASTERCRAFT

ROCK ART

SOAP MAKING

LIQUID EMBROIDERY

SOAP CARVING

FIBER ARTS

WEARABLE ART

WOOD ART

CANDLE MAKING

MACRAME, LEADER

MACRAME

MACRAME, YOUTH LEADER

BASKETRY, LEADER

BASKETRY

BASKETRY, YOUTH LEADER

CREATIVE/CROSS STITCHERY, LEADER

CREATIVE/CROSS STITCHERY

CREATIVE/CROSS STITCHERY, YOUTH LEADER

GLASSWORK, LEADER

GLASSWORK

GLASSWORK, YOUTH LEADER

WOOD BURNING, LEADER

WOOD BURNING

WOOD BURNING, YOUTH LEADER

RUBBER STAMPING, LEADER

RUBBER STAMPING

RUBBER STAMPING, YOUTH LEADER

POTTERY, LEADER

POTTERY

POTTERY, YOUTHLEADER

WEAVING, LEADER

WEAVING

WEAVING, YOUTH LEADER

RUG HOOKING, LEADER

RUG HOOKING

RUG HOOKING, YOUTH LEADER

JEWELRY MAKING, LEADER

JEWELRY MAKING

JEWELRY MAKING, YOUTH LEADER

CERAMICS, LEADER

CERAMICS

CERAMICS, YOUTH LEADER

NEEDLEPOINT, LEADER

NEEDLEPOINT

NEEDLEPOINT, YOUTHLEADER

THEATRE ARTS, LEADER

Resource: 08073, Theatre Arts Helper's Guide

THEATRE ARTS 1

What you can do in this project:

- Study acting, sound, movement, voice and speech
- Learn different ways to play a scene
- Try pantomime, clowning and improvisation

Grades: 3-5

Resource: 08070, Play the Role

THEATRE ARTS 2

What you can do in this project:

- Become a puppeteer
- Investigate the history of puppets
- Explore types of puppets and puppet characters
- Use puppets in community service work
- Plan and present a puppet show

Grades: 6-8

Resource: 08071, Become a Puppeteer!

THEATRE ARTS 3

What you can do in this project:

- Study costumes, makeup, stage sets, props and sound
- Learn stage management
- Create sounds and disguises
- Make up your own character and bring it to life

Grades: 9-12

Resource: 0708=72, Set the Stage

THEATRE ARTS 4

THEATRE ARTS, YOUTH LEADER

CLOWNING, LEADER

CLOWNING

What you can do in this project:

- Discover the history of clowning
- Develop your own character
- Design your own makeup, costume and props

Grades: 3-12

Resource: 4H265, Enter the Clowns

CLOWNING, YOUTH LEADER

PUPPETRY, LEADER

PUPPETRY

PUPPETRY, YOUTH LEADER

JUGGLING, LEADER

JUGGLING

JUGGLING, YOUTH LEADER

MUSIC, LEADER

Resource: 4H351, Sing Along Songbook

MUSIC

What you can do in this project:

- Gain a greater appreciation for music
- Explore different ways to participate
- Listen, perform and compose various types of music
- Teach other and make instruments

Grades: 3-12

Resource: 4H620MP, Youth & 4-H Music Project Guide

MUSIC, YOUTH LEADER

DANCE, LEADER

DANCE

DANCE, YOUTH LEADER

COMPUTERS, LEADER

COMPUTERS 1

What you can do in this project:

- Learn about hardware, software and components
- Explore how computers work
- Learn the various programs and their features
- Visit the project's interactive website

Grades: 3-5

Resource: 08346, Newbie Know How

COMPUTERS 2

What you can do in this project:

- Build and repair a computer
- Identify the components and how they work together
- Learn to upgrade and create connections
- Install operating systems

Grades: 6-8

Resource: 08347, Inside the Box

COMPUTERS 3

What you can do in this project:

- Discover how to create and manage networks
- Make decisions about network management
- Explore security issues and troubleshooting

Grades: 9-12

Resource: 08348, Peer to Peer

COMPUTERS, YOUTH LEADER

SELF-DETERMINED, ARTS & COMMUNICATION

FAMILY, HOME & HEALTH

INTERGENERATIONAL PROGRAMS, LDR.

Resource: NCR548, Walk in My Shoes, Leader Guide

INTERGENERATIONAL PROGRAMS

What you can do in this project:

- Learn to understand older people better
- Let them share their stories and experiences
- Explore what happens as you grow older

Grades: 5-12

Resource: NCR591, Walk in My Shoes, Member Guide

INTERGENERATIONAL, YOUTH LEADER

CHILD DEVELOPMENT, LEADER

Resource: 08078, Child Development Helper's Guide

CHILD DEVELOPMENT 1

What you can do in this project:

- Find out how you grow and develop
- Learn about the development of babies and toddlers
- Learn how to make toys safe for small children

Grades: 3-4

Resource: 08075, On My Own

CHILD DEVELOPMENT 2

What you can do in this project:

- Learn how to take care of yourself and others
- See what makes your family special
- Discover how to match toys to ages of children
- Develop family rules
- Check for safety hazards

Grades: 5-6

Resource: 08076, Growing With Others

CHILD DEVELOPMENT 3

What you can do in this project:

- Explore how to be an effective parent
- Gain experience as a teacher or coach
- Make babysitting and first-aid kits
- Check out child development careers

Grades: 7-10

Resource: 08077, Growing in Communities

CHILD DEVELOPMENT, YOUTH LEADER

CLOTHING, LEADER

Resource: 08063, Sewing Expressions Helper's Guide

CLOTHING 1

What you can do in this project:

- Identify sewing tools and machine parts
- Thread a sewing machine and identify fabrics
- Select and purchase a pattern
- Sort clothes for laundry and remove stains
- Donate a sewing project

Grades: 3-5

Resources: 08060, Under Construction
07198, Let's Sew! Beginner's Sewing Guide

CLOTHING 2

What you can do in this project:

- Identify types of fabric constructions
- Sew different buttonholes and seam finishes
- Use pressing tools and thread a serger
- Research different laundry products

Grades: 6-8

Resource: 08061, Fashion Forward

CLOTHING 3

What you can do in this project:

- Use specialized sewing tools or equipment
- Combine patterns to create a design
- Create outdoor wear
- Design and embellish a garment
- Use a computer to print on fabric

Grades: 9-12

Resource: 08062, Refine Design

CLOTHING, YOUTH LEADER

WOOL SPINNING

QUILTING, LEADER

QUILTING

QUILTING, YOUTH LEADER

CROCHETING, LEADER

CROCHETING 1

What you can do in this project:

- Learn to select and purchase yarn, thread and equipment
- Explore crocheting and finishing techniques
- Understand care instructions for crocheted items

Grades: 3-12

Resource: CC1403, Crochet Made Easy

CROCHETING 2

CROCHETING 3

CROCHETING, YOUTH LEADER

CANDY MAKING, LEADER

CANDY MAKING

CANDY MAKING, YOUTH LEADER

CAKE DECORATING, LEADER

CAKE DECORATING 1

CAKE DECORATING 2

CAKE DECORATING 3

CAKE DECORATING, YOUTH LEADER

FOODS & NUTRITION, LEADER

FOODS & NUTRITION 1

What you can do in this project:

- Learn what is good to eat and how to fix simple foods
- Fix pizza, pancakes, fruit kabobs and granola bars
- Explore why calcium is important to our bodies
- Understand TV commercial messages about food

Grades: 3-4

Resource: 07144, Six Easy Bites

FOODS & NUTRITION 2

What you can do in this project:

- Make main dishes, e.g., meatballs, pasta and salads
- Learn to make basic muffins and biscuits
- Learn to change recipes
- Reduce fat content in recipes
- Discover how to store fruit and vegetables

Grades: 5-6

Resource: 07146, Tasty Tidbits

FOODS & NUTRITION 3

What you can do in this project:

- Learn to evaluate nutrition information and fad diets
- Develop your own exercise program
- Learn how to cook different cuts of meat
- Learn to divide large-quantity packages for family use
- Make baked chicken, breadsticks and stir-fried vegetables

Grades: 7-9

Resource: 07148, You're the Chef

FOODS & NUTRITION 4

What you can do in this project:

- Learn how to make jelly, bake fish and marinate meat
- Conduct a food activity with young children
- Learn to divide recipes and make substitutions
- Plan menus on a budget

Grades 10-12

Resource: 07150, Foodworks

FOODS & NUTRITION 5

FOODS & NUTRITION, YOUTH LEADER

MICROWAVE, LEADER

MICROWAVE 1

MICROWAVE 2

MICROWAVE 3

MICROWAVE 4

MICROWAVE, YOUTH LEADER

BREADS, LEADER

BREADS

BREADS, YOUTH LEADER

FOOD PRESERVATION, LEADER

FOOD PRESERVATION 1

What you can do in this project:

- Learn the basics of preserving food safely
- Use UW-Extension Safe Food Preservation Series

Grades: 6-12

Resources: B0430, Canning Fruits Safely

B1159, Canning Vegetables Safely

B2909, Making Jams, Jellies & Fruit Preserves

B3278, Freezing Fruits & Vegetables

FOOD PRESERVATION 2

What you can do in this project:

- Continue learning food preservation techniques
- Use UW-Extension Safe Food Preservation Series

Grades: 6-12

Resources: B2267, Homemade Pickles & Relishes

B2605, Tomatoes Tart & Tasty

B3345, Canning Meat, Wild Game, Poultry & Fish

B3570, Canning Salsa Safely

FOOD PRESERVATION 3

FOOD PRESERVATION, YOUTH LEADER

PERSONAL FINANCE, LEADER

Resource: 07712, Financial Champions Helper's Guide

PERSONAL FINANCE1

What you can do in this project:

- Learn money management skills
- Learn how to live on a budget

Grades: 6-8

Resource: 07710, Money FUNdamentals

PERSONAL FINANCE 2

What you can do in this project:

- Learn about wants and needs, values and goal setting
- Explore ways to use and save money
- Learn the benefits and drawbacks of credit
- Survey and select financial services

Grades: 9-12

Resource: 07711, Money Moves

PERSONAL FINANCE, YOUTH LEADER

ENTREPRENEURSHIP, LEADER

Resource: 08036, Entrepreneurship Helper's Guide

ENTREPRENEURSHIP

What you can do in this project:

- Practice the skills needed to be an entrepreneur
- Explore businesses, products, marketing and pricing
- Create a business plan and start your own business

Grades: 7-12

Resource: 08035, Entrepreneurship: Be the E

ENTREPRENEURSHIP, YOUTH LEADER

WORKFORCE READINESS, LEADER

Resource: 08192, Get in the Act! Take 1 Helper's Guide

WORKFORCE READINESS

What you can do in this project:

- Explore what it takes to get your first job
- Discover how to assess job possibilities in the community
- Create job scenarios
- Recognize your learning styles and personal qualities

Grades: 6-9

Resource: 08191, Get in the Act! Take 1 (with CD)

WORKFORCE READINESS, YOUTH LEADER

HOME ENVIRONMENT, LEADER

HOME ENVIRONMENT 1

What you can do in this project:

- Learn about home care
- Learn to sand and finish a simple wood item
- Make small home decorative items for the home
- Explore the world of home interior design

Grades: 3-5

Resource: 4H425, Exploring Your Home

HOME ENVIRONMENT 2

What you can do in this project:

- Become more involved with activities around the home
- Learn to handle home tasks and entertain guests
- Refinish wood furnishings and make other home items

Grades: 6-7

Resource: 4H426, Living With Others

HOME ENVIRONMENT 3

What you can do in this project:

- Learn the principles of home design
- Learn scale, balance and proportion in home design
- Use the principles of design to arrange your home
- Create storage centers and restore furniture

Grades: 8-9

Resource: 4H427, Where I Live

HOME ENVIRONMENT 4

What you can do in this project:

- Focus on the application of design fundamentals
- Learn about purchasing furnishings for the home
- Restore or make a heritage item

Grades: 10-12

Resource: 4H465, In My Home

HOME ENVIRONMENT 5

HOME ENVIRONMENT, YOUTH LEADER

KNITTING, LEADER

KNITTING 1

What you can do in this project:

- Discover what to consider when buying yarn or tools
- Learn knitting and finishing techniques
- Correct knitting errors
- Learn how to care for your knitted items

Grades: 3-12

Resource: CC1402, Knitting Made Easy

KNITTING 2

KNITTING 3

KNITTING, YOUTH LEADER

CONSUMER SAVVY, LEADER

Resource: 08033, Consumer Savvy Helper's Guide

CONSUMER SAVVY 1

What you can do in this project:

- Learn your shopping style
- Use the yellow pages to find goods and services
- Know the difference between wants and needs
- Write a savings and spending plan
- Start a savings account

Grades: 3-5

Resource: 08030, The Consumer in Me

CONSUMER SAVVY 2

What you can do in this project:

- Identify your personal spending values
- Understand advertising appeal and its affects
- See how peer pressure can influence your purchases
- Understand the risks of shopping on the internet

Grades: 6-9

Resource: 08031, Consumer Wise

CONSUMER SAVVY 3

What you can do in this project:

- Define consumer responsibilities and ethics
- Understand your consumer rights
- Use comparison shopping techniques
- Understand the costs of owning a vehicle

Grades: 10-12

Resource: 08032, Consumer Roadmap

CONSUMER SAVVY, YOUTH LEADER

HEALTH, LEADER

HEALTH 1

What you can do in this project:

- Practice first-aid skills to treat basic injuries
- Learn how to respond to someone who is choking
- Assemble a first-aid kit

Grades: 3-5

Resource: 08174, First Aid in Action

HEALTH 2

What you can do in this project:

- Identify your personal talent areas in health care
- Explore hygiene, nutrition and physical activities

Share what you learn with others

Grades: 6-8

Resource: 08175, Staying Healthy

HEALTH 3

What you can do in this project:

- Design your own fitness plan
- Track your plan and review your progress
- Interview individuals in the health and fitness field

Grades: 9-12

Resource: 08176, Keeping Fit

HEALTH 4 (Risk)

HEALTH 4 (Abstain)

HEALTH 5

HEALTH, YOUTH LEADER

SELF-DETERMINED, FAMILY, HOME, & HEALTH

MECHANICAL SCIENCES

FLYING

RADIO-CONTROLLED PLANE

MODEL ROCKETRY, LEADER

MODEL ROCKETRY

MODEL ROCKETRY, YOUTH LEADER

AUTOMOTIVE, LEADER

AUTOMOTIVE 1

AUTOMOTIVE 2

AUTOMOTIVE 3

AUTOMOTIVE, YOUTH LEADER

BICYCLING, LEADER

Resources: 08336, Bicycle Helper's Guide
08399, Bicycle Fix It! (DVD)

BICYCLING 1

What you can do in this project:

- Learn the essentials for getting started safely
- Exploring the basics toward lifelong cycling
- Learn safety, road rules and planning for a pleasant ride

Grade: 3

Resource: 08334, Bicycling For Fun

BICYCLING 2

What you can do in this project:

- Choose a bike that's right for you
- Practice bike maintenance
- Learn road rules

Grades: 4-6

Resource: 08335, Wheels in Motion

BICYCLING 3

BICYCLING, YOUTH LEADER

ELECTRICITY, LEADER

Resource: 06852, Electric Excitement Helper's Guide

ELECTRICITY 1

What you can do in this project:

- Understand how to use electricity
- Identify electrical materials
- Wire a simple circuit
- Build a compass, flashlight, switch and electric motor

Grades: 4-5

Resource: 06848, Magic of Electricity

ELECTRICITY 2

What you can do in this project:

- Work with electrical equipment
- Learn to read circuit diagrams
- Build a circuit and measure voltages

Communicate in Morse code

Grade: 6-7

Resource: 06849, Investigating Electricity

ELECTRICITY 3

What you can do in this project:

- Develop a basic electrical tool and supply kit
- Understand the symbols on wires and cables
- Locate your home wiring system

Grades: 8-9

Resource: 06850, Wired for Power

ELECTRICITY 4

What you can do in this project:

- Identify electrical and electronic parts and devices
- Learn how to solder and prepare parts for assembly
- Assemble a circuit using a transistor

Grades: 10-12

Resource: 06851, Entering Electronics

ELECTRICITY, YOUTH LEADER

LEGOS, LEADER

LEGOS

LEGOS, YOUTH LEADER

SMALL ENGINES, LEADER

Resource: 08189, Small Engines Helper's Guide

SMALL ENGINES 1

What you can do in this project:

- Learn the basics of small engines
- Explore external engine parts and tools
- Identify the uses of small engines and safety issues

Grades: 3-5

Resource: 08186, Crank It Up!

SMALL ENGINES 2

What you can do in this project:

- Explore the internal parts of engines
- Learn about engine sizes and safety issues
- Explore different jobs related to small engines

Grades: 6-8

Resource: 08187, Warm It Up!

SMALL ENGINES 3

What you can do in this project:

- Tear down and rebuild an engine
- Learn to use diagnostic tools
- Research rules and regulations in using small engines

Grades: 9-12

Resource: 08188, Tune It Up!

SMALL ENGINES, YOUTH LEADER

WELDING, LEADER

WELDING

WELDING, YOUTH LEADER

SCALE MODELS, LEADER

SCALE MODELS

What you can do in this project:

- Assemble and create scale models of trains, cars, etc.
- Learn how to obtain materials you need in construction
- Learn to display your model and judge it

Grades: 3-12

Resource: 4H424, Guidelines for Building Scale Models

MODEL CARS

MODEL RAILROAD

REMOTE-CONTROLLED CARS

SCALE MODELS, YOUTH LEADER

TRACTORS, LEADER

TRACTORS 1

What you can do in this project:

- Learn and identify parts of the tractor
- Understand the basics of Tractor maintenance
- Learn about different fuels and engine cooling systems
- Research different safety features and learn safety rules

Grades: 3-4 (little or no experience)

Resource: 4H961, Starting Up: Getting to Know Your Tractor

TRACTORS 2

What you can do in this project:

- Practice farm and tractor safety
- Understand the mechanics of engines
- Identify accessory equipment
- Learn the functions of different operational systems

Grades: 5-6 (little or no experience)

Resource: 4H962, Tractor Operations: Gearing Up for Safety

TRACTORS 3

What you can do in this project:

- Learn types of oil systems and fuel safety
- Learn how to hook on a PTO unit
- Learn tractor and machinery maintenance

Grades: 7-9 (some prior experience)

Resource: 4H963, Moving Out: Learning About Your Tractor & Farm Machinery

TRACTORS 4

What you can do in this project:

- Focus on safety and maintenance
- Identify and work with operational systems

Grades: 10-12

Resource: 4H964, Learning More: Learning About Agricultural Tractors and Equipment

TRACTOR CERTIFICATION

(Usually held in June – watch “Clover Connection” for details)

TRACTORS, YOUTH LEADER

WOODWORKING, LEADER

Resource: 06879, Woodworking Helper's Guide

WOODWORKING 1

What you can do in this project:

- Learn safety practices when working with wood and tools
- Use various hand tools, e.g., hammer and saw
- Identify types of nails and wood
- Sand and paint a piece of wood

Grades: 3-4

Resource: 06875, Measuring Up

WOODWORKING 2

What you can do in this project:

- Identify functions of various tools
- Practice safety techniques
- Select a project to build, e.g., birdhouse or foot stool
- Use a screwdriver and combination square

Grades: 4-6

Resource: 06876, Making the Cut

WOODWORKING 3

What you can do in this project:

- Compare different types of hinges
- Enlarge scale-drawn woodworking plans
- Use a hand plane and build a laminated cutting board
- Compare different grades of plywood

Grades: 6-8

Resource: 06877, Nailing It Together

WOODWORKING 4

What you can do in this project:

- Use a table saw, router, powered circular saw and sander
- Learn to make more difficult joints
- Evaluate exotic and veneer woods
- Create inlays and overlays
- Test various adhesives

Grades: 9-12

Resource: 06878, Finishing Up

WOODWORKING 5

WOODWORKING, YOUTH LEADER

SNOWMOBILING, LEADER

SNOWMOBILING

SNOWMOBILING, YOUTH LEADER

OFF-HIGHWAY VEHICLES, LEADER

OFF-HIGHWAY VEHICLES

OFF-HIGHWAY VEHICLES, YOUTH LEADER

SELF DETERMINED, MECHANICAL SCIENCES

NATURAL RESOURCES AND ENVIRONMENTAL EDUCATION

EXPLORING YOUR ENVIRONMENT, LEADER

Resources: 08412, Exploring Your Environment Facilitator Guide
PUB-CE-456, Education Connection
PUBL-ER-001, WI Endangered & Threatened Species

EXPLORING YOUR ENVIRONMENT 1

What you can do in this project:

- Explore the four elements of life: sun, air, water and soil
- Use your senses to explore the environment
- Connect to the environment through plants and animals
- Learn how the environment is affected by pollution

Grades: 5-7

Resource: 08411, Earth's Capacity

EXPLORING YOUR ENVIRONMENT 2

What you can do in this project:

- Explore wildlife habitats and tracking
- Learn about groundwater
- Research pollination and how it works

Grades: 8-10

EXPLORING YOUR ENVIRONMENT 3

What you can do in this project:

- Explore the world of biotechnology
- Learn the features of insect creatures
- Being to understand biodiversity
- Learn what climate has to do with the way we live

Grades: 11-12

Resource: 08410, Ecosystems Services

WILDFLOWERS

What you can do in this project:

- Learn about wildflowers in your neighborhood
- Learn to identify wildflowers and how to collect them
- Discover how humans affect wildflowers

Grades: 3-12

Resource: 4H392, Wildflowers

BIRDS

EXPLORING YOUR ENVIRONMENT, YOUTH LEADER

FORESTRY, LEADER

Resource: 08041, Forestry Helper's Guide

FORESTRY 1

What you can do in this project:

- Identify forest types, forest products and trees
- Age trees by counting rings
- Understand forest competition
- Find a state forest
- Describe how leaves affect rainfall

Grades: 3-5

Resource: 08028, Follow the Path

FORESTRY 2

What you can do in this project:

- Learn how trees move water from soil to canopy
- Diagram a leaf
- Understand major forest changes and their impact
- Select urban tree planting sites

Grades: 6-8

Resource: 08039, Reach for the Canopy

FORESTRY 3

What you can do in this project:

- Recognize different tree fruits
- Create a community forest map
- Identify forest biomes by continent
- Identify an unknown tree using a tree key

Grades: 9-12

Resource: 08040, Explore the Deep Woods

MAPLE SYRUP

FORESTRY, YOUTH LEADER

ADVENTURES, LEADER

Resource: 4H443, 4-H Adventure Project

ADVENTURES

What you can do in this project:

- Learn how to camp safely in all weather conditions
- Investigate camping equipment and clothing
- Build a campfire and cook a meal
- Practice tying knots and first aid
- Learn to use a map and compass

Grades: 3-12

Resource: 4H444, Introduction to Adventures

WINTER TRAVEL

What you can do in this project:

- Discover winter travel on cross-country skis and snowshoes
- Select and take care of equipment and clothing
- Experience a winter overnight campout
- Discover how trees and plants prepare for winter

Grade: 3-12

Resource: 4H448, Winter Travel

CANOEING

What you can do in this project:

- Learn how and where to canoe safely
- Select and care for equipment
- Explore aquatic environments
- Plan a canoe camping trip
- Canoe a river

Grades: 3-12

Resource: 4H447, Canoeing

BICYCLING

What you can do in this project:

- Learn how and where to bicycle safely
- Plan a bicycle camping trip
- Design and build a bicycle obstacle course
- Conduct a bike maintenance check

Grades: 3-12

Resource: 4H446, Bicycling

CAMPING

ROCK CLIMBING

DOWNHILL SKIING

CROSS COUNTRY SKIING

ADVENTURES, YOUTH LEADER

BACKPACKING & HIKING, LEADER

Resource: 08046, Outdoor Adventures Helper's Guide

BACKPACKING & HIKING 1

What you can do in this project:

- Plan a day hike, select items and plan the food
- Learn to organize and pack a backpack
- Select appropriate clothing
- Prepare a first-aid kit
- Learn to use a compass
- Prepare for dangerous weather

Grades: 3-5

Resource: 08043, Hiking Trails

BACKPACKING & HIKING 2

What you can do in this project:

- Plan a camping trip
- Select equipment, including shelter
- Plan a camping trip menu and prepare supplies
- Practice "Leave No Trace" principles while hiking
- Study various organism habitats

Grades: 6-8

Resource: 08044, Camping Adventures

BACKPACKING & HIKING 3

What you can do in this project:

- Select group backpacking gear including a tent
- Design a non-tent backpacking shelter
- Develop a personal conditioning program
- Learn to orient a map and use triangulation

Grades: 9-12

Resource: 08045, Backing Expeditions

BACKPACKING & HIKING, YOUTH LEADER

ENTOMOLOGY (INSECTS) LEADER

Resource: 06856, Entomology Group Helper's Guide
08393, Project Butterfly Wings Facilitator Guide

ENTOMOLOGY (INSECTS) 1

What you can do in this project:

- Learn about insects, their behavior and life history
- Discover the parts of an insect's body
- Collect and compare insects
- Explore how insects communicate and move

Grades: 3-5

Resource: 06853, Creepy Crawlies

08392, Project Butterfly Wings Youth Guide

ENTOMOLOGY (INSECTS) 2

What you can do in this project:

- Learn how an insect protects itself
- Explore insect habitats
- Create an insect display
- Build an insect extractor
- Investigate entomology careers

Grades: 6-8

Resource: 06854, What's Bugging You?

08392, Project Butterfly Wings Youth Guide

ENTOMOLOGY (INSECTS) 3

What you can do in this project:

- Raise and study mealworms and mosquitoes
- Observe a colony of ants
- Make an insect identification key
- Record and collect aquatic insects
- Explore various gardens and habitats

Grades: 9-12

Resource: 06855, Dragons, Houses, & Other Flies

ENTOMOLOGY, YOUTH LEADER

CONSERVATION, LEADER

CONSERVATION

CONSERVATION, YOUTH LEADER

SHOOTING SPORTS, LEADER

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the Wi Shooting Sports Basic 4-H Guidelines.

SHOOTING SPORTS, YOUTH LEADER

ARCHERY, LEADER

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the Wi Shooting Sports Basic 4-H Guidelines.

ARCHERY

What you can do in this project:

Learn the fundamentals of archery marksmanship

Learn rules and safety guidelines

Make archery equipment

Shoot with sights and different bows

Grades: 3-12

ARCHERY, YOUTH LEADER

RIFLE, LEADER

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the Wi Shooting Sports Basic 4-H Guidelines.

RIFLE

What you can do in this project:

- Explore rifle history and the different models
- Learn to sight-in your rifle and score targets
- Learn various shooting positions used in competition
- Learn safe handling procedures and range rules

Ages: Only 12 years old and above can shoot powder burning guns

Resource: 750, Rifle Member Record Book

RIFLE, YOUTH LEADER

HUNTING, LEADER

HUNTING

What you can do in this project:

- Learn the history, philosophy and laws of hunting
- Learn to plan and equip yourself for a hunt

Grade: 3-12

HUNTING, YOUTH LEADER

SHOTGUN, LEADER

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the Wi Shooting Sports Basic 4-H Guidelines.

SHOTGUN

What you can do in this project:

- Learn the basic safety issues with shotgun handling
- Learn shooting fundamentals
- Learn the proper way to carry a shotgun

Ages: Only 12 years old and above can shoot powder burning guns

Resource: 752, Shotgun Member Record Book

SHOTGUN, YOUTH LEADER

MUZZLELOADING, LEADER

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the Wi Shooting Sports Basic 4-H Guidelines.

MUZZLELOADING

What you can do in this project:

- Explore muzzle loading history
- Study different muzzle loading guns and accessories
- Learn how to clean a muzzleloader
- Learn safety issues

Ages: Only 12 years old and above can shoot powder burning guns

MUZZLELOADING, YOUTH LEADER

AIR RIFLE, LEADER

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the Wi Shooting Sports Basic 4-H Guidelines.

AIR RIFLE

What you can do in this project:

- Explore different types of air rifles
- Learn basic safety rules and range commands
- Develop marksmanship
- Learn various shooting positions used in competition

Grades: 3-12

AIR RIFLE, YOUTH LEADER

WILDLIFE, LEADER

WILDLIFE

WILDLIFE HABITAT

WILDLIFE, YOUTHLEADER

TAXIDERMY

REPTILES

WEATHER, LEADER

WEATHER

WEATHER, YOUTH LEADER

RECYCLING, LEADER

RECYCLING

What you can do in this project:

Learn about the impact of solid waste on the environment

Learn to reduce, reuse and recycle

Grades: 3-12

Resource: 4H362, Recycling for Reuse

RECYCLING, YOUTH LEADER

HOME ENERGY, LEADER

HOME ENERGY

HOME ENERGY, YOUTH LEADER

WATER, LEADER

Resource: 4H850, Give Water A Hand – Leader Gde.

WATER

What you can do in this project:

- Identify water conservation and pollution issues
- Explore issues in your home, community or school
- Select an issue to focus on
- Develop and implement a plan

Grades: 3-12

Resource: 4H855, Give Water A Hand – Action Guide

SCIENCE DISCOVERY, LEADER

SCIENCE DISCOVERY 1

SCIENCE DISCOVERY 2

SCIENCE DISCOVERY, YOUTH LEADER

ROCK HOUND

FISHING, LEADER

Resource: 07601, Fishing Adventures Helper's Guide

FISHING 1

What you can do in this project:

- Identify types of tackle
- Organize a tackle box
- Identify different types of bait and fish in your area
- Learn to take proper care of your catch

Grade: 3-5

Resource: 07598, Take the Bait

FISHING 2

What you can do in this project:

- Find fishing information on the Internet
- Cast a spinning rod and reel
- Learn to tie fishing knots
- Select a recipe and cook a fish
- Collect and analyze aquatic life

Grades: 6-8

Resource: 07599, Reel in the Fun

FISHING 3

What you can do in this project:

- Learn to reassemble a fishing reel
- Make artificial flies and lures
- Modify fishing equipment
- Investigate fishing careers

Grades: 9-12

Resource: 07600, Cast in the Future

FISHING 4

FISHING 5

FISHING, YOUTH LEADER

SELF-DETERMINED, ENVIRONMENTAL EDUCATION

PLANT & SOIL SCIENCES

CROPS, LEADER

CORN (CROPS) 1

What you can do in this project:

- Learn about variety selection, germination and planting
- Learn about nutrients, harvesting and storage
- Explore uses and marketing strategies for corn

Grades: 3-12

Resources: 4H355, 4-H Corn Project Manual
4H440, Marketing Your 4-H Crops
4H441, Is Direct Marketing for My Project?
RS1, Record Sheet – Crops Management

FORAGE (CROPS) 2

What you can do in this project:

- Establish and manage a forage crop
- Scout fields for pests, diseases and nutrition shortages
- Take an accurate forage sample
- Study growing techniques

Grades: 3-12

Resources: 4H349, Pest Scouting Alfalfa
4H440, Marketing Your 4-H Crops
4H441, Is Direct Marketing for My Project?
RS1, Record Sheet – Crops Management

SMALL GRAINS (CROPS) 3

What you can do in this project:

- Explore types of grasses, including wheat, oats and barley
- Learn about growing conditions and nutrients
- Practice integrated pest management
- Compare production costs and marketing

Grades: 3-12

Resources: 4H356, 4-H Small Grains Manual
4H440, Marketing Your 4-H Crops
4H441, Is Direct Marketing for My Project?
SI1, Record Sheet – Crops Management

SOYBEANS (CROPS 4)

WEED MANAGEMENT (CROPS 5)

OTHER CROPS

CROPS, YOUTH LEADER

HORTICULTURE, LEADER

HORTICULTURE

HORTICULTURE, YOUTH LEADER

FRUITS, LEADER

FRUITS 1

What you can do in this project:

- Produce fruits from apples to berries
- Select the best fruit cultivar for your home garden

Grades: 3-12

Resources: A1597, growing Strawberries in Wisconsin
A1610, Growing Raspberries in Wisconsin
A1960, Growing Currents, Gooseberries, &
Elderberries in Wisconsin

FRUITS 2

What you can do in this project:

- Produce fruits such as pears and grapes
- Learn about different varieties of cultivars

Grades: 3-12

Resources: A1656, Growing Grapes in Wisconsin
A2072, Growing Pears in Wisconsin

FRUITS 3

OTHER FRUITS

FRUITS, YOUTH LEADER

HERBS, LEADER

HERBS

HERBS, YOUTH LEADER

VEGETABLES, LEADER

Resource: 07166, Gardening Helper's Guide

VEGETABLES 1

What you can do in this project:

- Identify plant parts and their functions
- Explore germination and start a plant from a cutting
- Grow vegetables in containers
- Plan an outdoor garden
- Prepare a vegetable exhibit for show

Grades: 3-5

Resources: 07162, Gardening: See Them Sprout
4H395, Organically Grown – Handbook
4H409, Nature's Herbs
A3306, Exhibiting & Judging Vegetables

VEGETABLES 2

What you can do in this project:

- Learn about plant needs and soil testing
- Start new plants and grow transplants
- Build a compost pile and use mulches

Grades: 6-8

Resource: 07163, Gardening: Let's Get Growing

VEGETABLES 3

What you can do in this project:

- Grow plants in a cold frame
- Make a site analysis and landscape plan
- Compare organic and chemical fertilizers
- Research various insect control methods

Grades: 9-12

Resource: 07164, Gardening: Take Your Pick

VEGETABLES, YOUTH LEADER

HOUSE PLANTS, LEADER

Resource: 07166, Gardening Helper's Guide

HOUSE PLANTS 1

What you can do in this project:

Identify plant parts and their functions
Grow house plants and start a plant from a cutting
Make a dish garden

Prepare house plants for exhibit

Grade: 3-5

Resources: 07162, Gardening: See Them Sprout
4H328, Propagating & Growing House Plants

HOUSE PLANTS 2

What you can do in this project:

- Learn about plant seeds and soil
- Select and start new plants and grow transplants
- Plant a terrarium
- Examine plants for insects and diseases

Grades: 6-8

Resource: 07163, Gardening: Let's Get Growing

HOUSE PLANTS 3

What you can do in this project:

- Take a tour of a horticulture business
- Design a plant experiment
- Teach others how to grow house plants
- Compare different fertilizers; organic and chemical

Grades: 9-12

Resource: 07164, Gardening: Take Your Pick

HOUSE PLANTS, YOUTH LEADER

PLANT CRAFTS, LEADER

PLANT CRAFTS

What you can do in this project:

- Learn to harvest plants
- Use different drying techniques
- Learn how to use plant materials
- Learn how to make dried arrangements, corsages, etc.

Grades: 3-12

Resources: 4H330, Plant Crafts
4H453, Plant Crafts Supplement

PLANT CRAFTS, YOUTH LEADER

FLOWERS, LEADER

Resource: 07166, Gardening Helper's Guide

FLOWERS 1

What you can do in this project:

- Identify flower parts and their functions
- Plant flowers and make flower arrangements
- Give a presentation on flowers
- Prepare a flower exhibit

Grades: 3-5

Resources: 07162, Gardening: See Them Sprout
4H1301A, Forcing Spring Flowering Bulbs
A2935, Evaluating & Judging Flowers & Indoor Plants

FLOWERS 2

What you can do in this project:

- Learn about plant needs and soil testing
- Select and start new plants and grow transplants
- Examine plants for insects and diseases
- Judge a flower exhibit

Grades: 6-8

Resource: 07163, Gardening: Let's Get Growing

FLOWERS 3

What you can do in this project:

- Design a plant experiment
- Make a landscape plan Write instructions on how to force bulbs
- Compare different fertilizers; organic and chemical

Grades: 9-12

Resource: 07164, Gardening: Take Your Pick

FLOWERS, YOUTH LEADER

HOME GROUNDS, LEADER

HOME GROUNDS 1

What you can do in this project:

- Learn about seeding a lawn
- Study proper lawn care and maintenance
- Explore fertilization and pest management techniques

Grades: 3-5

Resource: 4H321, 4-H Lawn Care

HOME GROUNDS 2

What you can do in this project:

- Learn the importance of planting new trees and shrubs
- Explore variety selection and appropriate placement
- Learn basic maintenance: pruning and fertilization

Grades: 6-8

Resources: A3067, Selecting, Planting & Caring for Shade Trees
A1730, Evergreens – Planting & Care

HOME GROUNDS 3

What you can do in this project:

- Explore landscape planning
- Make a plan and put it on paper
- Select, place and plant trees and shrubs
- Maintain your home grounds

Grades: 9-12

Resource: G1923, Planning & Designing Your Home Landscape

HOME GROUNDS, YOUTH LEADER

SOIL SCIENCE, LEADER

SOIL SCIENCE 1

SOIL SCIENCE 2

SOIL SCIENCE 3

SOIL SCIENCE, YOUTHLEADER

SELF DETERMINED, PLANT & SOIL SCIENCES

STEM (Science, Technology, Engineering & Math)

STEM, LEADER

Resource: 08384, The Power of the Wind Facilitator Guide

STEM-Exploring

STEM WIND ENERGY

Resource: 08383, The Power of the Wind Youth Guide

STEM, YOUTH LEADER

AEROSPACE, LEADER

Resource: 06846, Aerospace Adventures Helper's Guide

AEROSPACE 1

What you can do in this project:

- Build an introductory level rocket
- Compare birds and airplanes
- Make a space helmet

Grade: 3

Resource: 06842, Pre-Flight

AEROSPACE 2

What you can do in this project:

- Build straw and paper rockets
- Learn to read a map
- Identify types of aircraft
- Discover how weather affects flying
- Build and fly a kite
- Make a hot-air-balloon model

Grades: 3-5

Resource: 06843, Lift Off

AEROSPACE 3

What you can do in this project:

- Build, exhibit and launch model rockets
- Test a paper hang glider
- Make a flight simulator
- Demonstrate why rockets fly
- Organize a kite-flying contest

Grades: 6-8

Resource: 06844, Reaching New Heights

AEROSPACE 4

What you can do in this project:

- Design and build rockets and box kites
- Build an altitude tracker
- Plan a flight route
- Discover the effects of gravity
- Explore life in space and aerospace careers

Grades: 9-12

Resource: 06845, Pilot in Command

AEROSPACE, YOUTH LEADER

GEOSPATIAL, LEADER

GEOSPATIAL 1

What you can do in this project:

- Discover ways of thinking about geographic positions
- Learn about navigational tools: GIS, GPS, compasses
- Learn to measure distances

Grades: 4-12

Resource: CD8358, Exploring Spaces, Going Places CD ("Getting Out" section)

GEOSPATIAL 2

What you can do in this project:

- Learn how to collect data
- Combine data with geographical positions
- Make maps of home, neighborhood and community

Grades: 4-12

Resource: CD8358, Exploring Spaces, Going Places CD ("On the Trail") Section

GEOSPATIAL 3

What you can do in this project:

- Use multi-layered maps to attempt to solve problems
- Find ways to reduce traffic congestion
- Pinpoint pollution sources

Grades: 4-12

Resource: CD8358, Exploring Spaces, Going Places CD ("Reaching Your Destination") section

GEOCACHING

GEOSPATIAL, YOUTH LEADER

ROBOTICS, LEADER

Resources: 08434, Robotics Platforms Track-DVD

ROBOTICS 1

What you can do in this project:

- Explore and learn about robots arms
- Learn about robot form, function and design
- Build robots from everyday items

Grades:

Resource: 08431, Junk Drawer Robotics Track Level 1: Give Robots a hand
08435, 4-H Robotics Youth Notebook
08430, Virtual Robotics Track DVD

ROBOTICS 2

What you can do in this project:

- Explore and learn about robots that move with legs, wheels and underwater.
- Learn about basic electrical power and motors, and gear system
- Build robots from everyday items

Grades:

Resource: 08432, Junk Drawer Robotics Track Level 2: Robots on the Move
08435, 4-H Robotics Youth Notebook
08430, Virtual Robotics Track DVD

ROBOTICS 3

What you can do in this project:

- Explore and learn about robots sensors and analog and digital systems
- Build basic circuits
- Study basic elements of programming and instruction

Grades:

Resource: 08433, Junk Drawer Robotics Track Level 3: Mechatronics
08435, 4-H Robotics Youth Notebook
08430, Virtual Robotics Track DVD

ROBOTICS, YOUTH LEADER

SCIENCE, LEADER

SCIENCE

SCIENCE, YOUTH LEADER

INTERNATIONAL PROGRAMS

INTERNATIONAL, LEADER

INTERNATIONAL 1

What you can do in this project:

- Explore the world around you through maps
- Track weather in various parts of the world
- Make your family tree by talking with relatives
- Explore where your ancestors came from

Grades: 3-12

Resource: 4H812, And My World

INTERNATIONAL 2

INTERNATIONAL 3

INTERNATIONAL, YOUTH LEADER