

# Kewaunee County 4-H Project List



UW-MADISON EXTENSION  
KEWAUNEE COUNTY



# 4-H Projects

## **How to Select 4-H Projects**

**4-H members . . .** First, make a list of the things you like to do or want to learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are good at that you don't even realize you do well. Then compare your list with the projects described in this guide. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.

Many projects have more than one level. If you've had a lot of experience in an area, you may want to skip the first or beginning level of a project. Many projects also have grade recommendations.

If this is your first year in 4-H, concentrate on doing only two or three projects well. Usually you can spend more than one year in a project unit because there are enough ideas there to span two or three years.

**County Projects...**A  indicates that the project meets at the county level. Members who enroll in projects without a  will need to find alternative resources for the project. Some clubs will have individual project leaders for these project areas but there are not county wide meetings for the project. Other resources may include family members, the community, school or 4-H library, or businesses.

**4-H Leaders. . .** If there are several units within a project and you're a leader for only one, then choose that unit. For example, if you're a Shooting Sports leader for just archery, choose Archery. You'll need to make more than one entry if you're a leader for more than one project unit. For example, if you're a Shooting Sports leader for archery *and* air pistol, choose both.

**\*\*\*Please note:** not all projects will have a category to show under for the county fair. However, the skills gained from those projects (such as public speaking and creative writing) may have a variety of uses in other 4-H venues.

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## YOUTH LEADERSHIP

### AMBASSADORS/TEEN ASSOCIATION

### AMBASSADORS/TEEN ASSOCIATION LEADER

#### YOUTH LEADERSHIP

Literature: *My Leadership Workbook for Grades 3-5*

Grades: 3-5

What you can do in this project:

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

Literature: 07906, *My Leadership Journal for Grades 6-8*

Grades: 6-8

What you can do in this project:

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

Literature: 07907, *My Leadership Portfolio for Grades 9-13*

Grades: 9-13

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

#### YOUTH LEADERSHIP LEADER

Literatures: 07903, *Leadership Mentor Guide for Grades K-5*

07904, *Leadership Mentor Guide for Grades 6-12*



## YOUNGER MEMBERS

Website:

<https://4h.extension.wisc.edu/opportunities/projects/cloverbuds/>

#### CLOVERBUDS

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
- Learn about 4-H activities and events
- Learn about working together as a club or team
- Share with others what you have learned
- Begin learning about specific 4-H project areas
- Learn to complete projects as an individual
- Share with others what you have learned

Grade: Kindergarten – 2<sup>nd</sup> grade

Literatures: 05561, *Cloverbuds – Activity Sheets*

05562, *Cloverbuds – Program Record*

05563, *Cloverbuds – Participation Summary*

#### CLOVERBUDS LEADER

Literatures: 05560, *4-H Discovery Program for 6-8 Yr. Olds*

#### CLOVERBUDS YOUTH LEADER



## SERVICE LEARNING & CITIZENSHIP

#### CITIZENSHIP LEADER

Literature: 08154, *Citizenship Guide's Handbook*

#### CITIZENSHIP YOUTH LEADER

#### LATINO CULTURAL ARTS

What you can do in this project:

- Understand the Latino culture by exploring traditional art
- Make Latino instruments, jewelry, weavings, murals, etc.
- Celebrate Latino holidays, sample foods and tell stories

Grades: 3-8

#### LATINO CULTURAL ARTS LEADER

Literature: 08180, *QueRico! La Cultura Bilingual Helper's Guide*

#### LATINO CULTURAL ARTS YOUTH LEADER

#### SERVICE LEARNING

Literature: 08182, *Agents of Change + CD*

Grades: 5-8

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

Literature: 08183, *Raise Your Voice + CD*

Grades: 9-12

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

#### SERVICE LEARNING LEADER

Literature: 08184, *Service Learning Helper's Guide*

#### SERVICE LEARNING YOUTH LEADER



## SELF-DETERMINED

Website:

<https://4h.extension.wisc.edu/opportunities/projects/start-your-own-project/>

#### SELF-DETERMINED

Literature: 4H272, *Designing Your Own Project*

Grades: 3-13

What you can do in this project:

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

#### SELF-DETERMINED LEADER

#### SELF-DETERMINED YOUTH LEADER

## ANIMAL SCIENCES

Large Animal Website:

<https://4h.extension.wisc.edu/opportunities/projects/large-animals/>

Small Animal Website:

<https://4h.extension.wisc.edu/opportunities/projects/small-animals/>

## ALPACAS

### ALPACA LEADER

### ALPACA YOUTH LEADER

## BEEF

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

Grades: 3-5

What you can do in this project:

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

Literature: 08144, *Here's the Beef*  
MA, *Meat Animal Project Record*

Grades: 6-8

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 and retail meat cuts

Literature: 08145, *Leading the Charge*  
MA, *Meat Animal Project Record*

Grades: 9-13

What you can do in this project:

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

## BEEF LEADER

Literatures: 08146, *Beef Helper's Guide*  
117R, *Beef Literature Handbook*

## BEEF YOUTH LEADER

## CAGE BIRDS

### CAGE BIRDS LEADER

### CAGE BIRDS YOUTH LEADER

## CATS

Literature: 08148, *Purr-fect Pals*

Grades: 3-5

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

*Cat literature continued...*

Literature: 08149, *Climbing Up!*

Grades: 6-8

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

Literature: 08150, *Leaping Forward*

Grades: 9-13

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

## CATS LEADER/YOUTH LEADER

Literature: 08151, *Cat Helper's Guide*

## CAVIES (Guinea Pigs, etc.)

### CAVIES LEADER/YOUTH LEADER

## DAIRY

Literature: 08161, *Cowabunga*  
CANADA1, *Showmanship...Leading to Win*  
4H501, *Dairy Cattle Judging Made Easy – CD*

Grades: 3-5

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

Literature: 08162, *Mooving Ahead*  
4H502, *The Rules are Black and White*  
CANADA2, *Preparing to Lead*  
MPA, *Managerial Project Agreement*

Grades: 6-8

What you can do in this project:

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

Literature: 08163, *Rising to the Top*

Grades: 9-13

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

### DAIRY LEADER

Literature: 08164, *Dairy Cow Helper's Guide*

### DAIRY YOUTH LEADER

### DOGS

Literature: 08166, *Wiggles and Wags*

4H436, *The Basics of Training Your Dog*

Grades: 3-5

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

Literature: 08167, *Canine Connection*

4H439, *Dog Obedience – Novice & Beyond*

Grades: 6-8

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

Literature: 08168, *Leading the Pack*

4H437, *A Guide to Showmanship*

Grades: 9-13

What you can do in this project:

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

### DOGS LEADER

Literature: 08169, *Dog Helper's Guide*

4H458, *4-H Dog Judging Guidelines*

### DOGS YOUTH LEADER

### DAIRY GOAT

Literature: 08352, *Getting Your Goat*

Grades: 3-5

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

### *Dairy goat literature continued...*

Literature: 08353, *Stepping Out*

Grades: 6-8

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

Literature: 08354, *Showing the Way*

Grades: 9-13

What you can do in this project:

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

### DAIRY GOAT LEADER

Literature: 08355, *Dairy Goat Helper's Guide*

### DAIRY GOAT YOUTH LEADER

### MEAT GOAT

Literature: 07909, *Just Browsing*

Grades: 3-4

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

Literature: 07910, *Get Growing with Meat Goats*

Grades: 5-8

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

Literature: 07911, *Meating the Future*

Grades: 9-13

What you can do in this project:

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

### MEAT GOAT LEADER

Literature: 07912, *Meat Goat Helper's Guide*

### MEAT GOAT YOUTH LEADER

### PYGMY GOAT

### PYGMY GOAT LEADER/YOUTH LEADER

## **HORSE**

Literature: 08053, *Giddy Up & Go*  
CO200, *Horses & Horsemanship*  
CO201, *Horse Science*  
4H180, *Pleasure Riding*

Grades: 3-8

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

Literature: 08056, *Riding the Range*

Grades: 3-7

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

Literature: 08055, *Stable Relationships*

Grades: 9-13

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

Literature: 08057, *Jumping to New Heights*

Grades: 8-12

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

## **CLOTHES HORSE**

Literature: 4H374, *Additional Patterns for Clothes Horse*  
4H389, *Horse & Riding Attire*

Grades: 3-12

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

## **CLOTHES HORSE LEADER**

Literature: 4H360, *4-H Clothes Horse Activity Guide*

## **CLOTHES 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

Literature: 4H181, *Draft Horse*

## **HORSELESS HORSE**

Literature: 08053, *Giddy Up & Go*  
4H266, *Horses are Fun- Horseless Horse*

Grades: 3-5

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

Literature: 08054, *Head, Heart & Hooves*

Grades: 6-8

What you can do in this project:

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

Literature: 08055, *Stable Relationships*

Grades: 9-13

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

## **HORSE/ HORSELESS HORSE LEADER**

Literatures: 08058, *Horse Helper's Guide*

## **HORSE/ HORSELESS HORSE YOUTH LEADER**

## **MODEL HORSES**

## **MODEL HORSES LEADER**

## **MODEL HORSES YOUTH LEADER**

## **LLAMAS**

## **PETS**

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

Literature: 06359, *Pet Pals*

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

Literature: 06360, *Scurrying Ahead*

### **Pets Literature Continued...**

Literature: 06361, *Scaling the Heights*

Grades: 9-13

What you can do in this project:

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

### **PETS LEADER**

Literature: 06362, *Pet Helper's Guide*

### **PETS YOUTH LEADER**

### **POULTRY 1**

Literature: 06363, *Scratching the Surface*  
CIR878, *From Egg to Chick*

Grades: 3-5

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

Literature: 06364, *Testing Your Wings*  
4H281, *Poultry for Fun & Food*  
A2880, *Chicken Breeds & Varieties*

Grades: 6-8

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

Literature: 06365, *Flocking Together*

Grades: 9-13

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

Literature: NCR209, *Bantams*

Grades: 3-12

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

### **POULTRY LEADER**

Literature: 06366, *Poultry Helper's Guide*

### **POULTRY YOUTH LEADER**

### **POULTRY PIGEONS**

Literature: 4H135, *Pigeons*

Grades: 3-12

What you can do in this project:

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

### **POULTRY TURKEYS**

Literature: NCR060, *Small Turkey Flock Management*

Grades: 3-12

What you can do in this project:

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

### **POULTRY WATERFOWL (Geese, Ducks, etc)**

Literature: A3311, *Raising Waterfowl*

Grades: 3-12

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

### **RABBITS**

Literature: 08080, *What's Hopping?*

Grades: 3-5

What you can do in this project:

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

Literature: 08081, *Making Tracks*

Grades: 6-8

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

Literature: 08082, *All Ears*

Grades: 9-13

What you can do in this project:

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

### **RABBITS LEADER**

Literature: 08083, *Rabbit Helper's Guide*

### **RABBITS YOUTH LEADER**

### **RABBIT HOPPING**



## **SHEEP**

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

Grades: 3-5

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

Literatures: 06368, *Shear Delight*  
MA, *Meat Animal Project Record*

Grades: 6-8

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

Literature: 06369, *Leading the Flock*  
MA, *Meat Animal Project Record*

Grades: 9-13

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

## **SHEEP LEADER**

Literatures: 06370, *Sheep Helper's Guide*  
194R, *Sheep Literature Handbook*

## **SHEEP YOUTH LEADER**

## **SWINE**

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

Grades: 3-5

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

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

Grades: 6-8

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

## **Swine Continued...**

Literature: 08067, *Going Whole Hog*  
MA, *Meat Animal Project Record*

Grades: 9-13

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

## **SWINE LEADER**

Literature: 08068, *Swine Helper's Guide*  
134R, *Swine Literature Handbook*

## **SWINE YOUTH LEADER**

## **VETERINARY SCIENCE**

Literature: 08048, *From Airedales to Zebras*  
4H334, *Adventure Notebook*  
4H131, *The Normal Animal*

Grades: 3-5

What you can do in this project:

- Learn different breeds of animals
- Interpret animal behavior
- Identify feed nutrients
- Describe animal life stages and systems

Literature: 08049, *All Systems Go*  
4H048, *Animal Disease*

Grades: 6-8

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

Literature: 08050, *On the Cutting Edge*  
4H133, *Animal Health*

Grades: 9-13

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

## **VETERINARY SCIENCE LEADER**

Literature: 08051, *Veterinary Science Helper's Guide*  
4H192, *Veterinary Science*  
4H323, *The Normal Animal - Leader's Guide*

## **VETERINARY SCIENCE YOUTH LEADER**



## **COMMUNICATION ARTS**

### **Website:**

<https://4h.extension.wisc.edu/opportunities/projects/arts-communication/>

### **COLLECTIONS, OTHER**

#### **COMMUNICATIONS**

Literature: 08156, *Picking Up the Pieces*

Grades: 3-5

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

Literature: 08157, *Putting It Together*

Grades: 6-8

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

Literature: 08158, *The Perfect Fit*

Grades: 9-13

What you can do in this project:

- Polish your communication skills
- Explore communication careers
- Write résumés and interview for a job

#### **COMMUNICATIONS LEADER**

Literature: 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 YOUTH 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

Literature: COMM01, *Creative Wordworking*

COMM03, *Crazy About Books Reading Circle*

#### **CREATIVE WRITING LEADER**

#### **DEMONSTRATIONS**

#### **DEMONSTRATIONS LEADER**

#### **DEMONSTRATIONS YOUTH LEADER**

#### **SPEAKING**

Literature: COMM02, *4-H Public Speakers Handbook*

COMM06, *4-H Public Speaking Opportunities*

Grades: 3-12

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

## **SPEAKING LEADER**

## **SPEAKING YOUTH LEADER**



## **PERFORMING ARTS**

### **Website:**

<https://4h.extension.wisc.edu/opportunities/projects/arts-communication/>

#### **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 others and make instruments

Grades: 3-12

Literature: 4H620MP, *Youth and 4-H Music Project Guide*

#### **MUSIC LEADER**

Literature: 4H351, *Sing Along Songbook*

#### **MUSIC YOUTH LEADER**

#### **THEATRE ARTS**

Literature: 08070, *Play the Role*

Grades: 3-5

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

Literature: 08071, *Become a Puppeteer!*

Grades: 6-8

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

Literature: 08072, *Set the Stage*

Grades: 9-13

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

#### **THEATRE ARTS LEADER**

Literature: 08073, *Theatre Arts Helper's Guide*

#### **THEATRE ARTS YOUTH LEADER**



## **VISUAL/CULTURAL ARTS**

### **Website:**

<https://4h.extension.wisc.edu/opportunities/projects/arts-communication/>

### **ART**

Literature: 23112, *Elements & Principles of Design Card*  
4H472, *Palette of Fun Member Sheet & Introduction*

Grades: 3-6

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

Literature: 08140, *Advanced Visual Arts: Sketchbook Crossroads*  
08141, *Advanced Visual Arts: Portfolio Pathways*

Grades: 7-13

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

### **ARTS & CRAFTS LEADER**

Literature: 07597, *Arts & Crafts – A Palette of Fun*

### **ARTS & CRAFTS YOUTH LEADER**

### **ART - CELEBRATE ART**

What you can do in this project:

- You can explore any area of arts and crafts

Grades: 3-13

### **BASKETRY LEADER**

### **BASKETRY YOUTH LEADER**

### **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

Literature: 4H156, *Block Printing Member Guide*

### **BLOCK PRINTING LEADER**

Literature: CIR008, *Block Printing Leader Guide*

### **BLOCK PRINTING YOUTH LEADER**

### **CERAMICS**

### **CERAMICS LEADER**

### **CERAMICS YOUTH LEADER**

### **COLLAGES**

### **CREATIVE/CROSS STITCHERY**

### **CREATIVE/CROSS STITCHERY LEADER**

## **CREATIVE/CROSS STITCHERY YOUTH 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

Literature: 4H169, *Drawing & Painting*

### **DRAWING & PAINTING LEADER**

### **DRAWING & PAINTING YOUTH LEADER**

### **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: 5-13

### **FOLK ARTS LEADER**

Literature: NCR534, *Folk Arts Leader Guide*

### **FOLK ARTS YOUTH LEADER**

### **CANDLE MAKING**

### **FIBER ARTS**

### **FLOWER CRAFTS**

### **LIQUID EMBROIDERY/FABRIC PAINTING**

### **LIQUID EMBROIDERY/FABRIC PAINTING LEADER**

### **LIQUID EMBROIDERY/FABRIC PAINTING YOUTH LEADER**

### **JEWELRY MAKING**

### **JEWELRY MAKING LEADER**

### **JEWELRY MAKING YOUTH LEADER**

### **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 leathercraft techniques

Grades: 3-12

Literature: 4H149, *Adventures in Leathercraft Members Guide*

### **LEATHERCRAFT LEADER**

Literature: CIR006, *Adventures in Leathercraft Leaders Guide*

### **LEATHERCRAFT YOUTH LEADER**

## MACRAMÉ LEADER

## MACRAME

## MACRAMÉ YOUTH LEADER

## 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

Literature: 4H158, *Metal Enameling Members Guide*

## METAL ENAMELING LEADER

Literature: CIR009, *Metal Enameling Leader Guide*

## METAL ENAMELING YOUTH LEADER

## PHOTOGRAPHY

Literature: PC1, *Focus on Photography*

Grades: 3-5

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

Literature: PC2, *Controlling the Image*

Grades: 6-8

What you can do in this project:

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

Literature: PC3, *Mastering Photography*

Grades: 9-13

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

## PHOTOGRAPHY LEADER

## PHOTOGRAPHY YOUTH LEADER

## POSTERS

Grades: 3-12

Literature: 4H23, *Say It With Posters*

## POSTERS LEADER

## POSTERS YOUTH LEADER

## POTTERY LEADER

## POTTERY YOUTH LEADER

## RUBBER STAMPING

## RUBBER STAMPING LEADER

## RUBBER STAMPING YOUTH LEADER

## SCRAPBOOKING

## SCRAPBOOKING LEADER

## SCRAPBOOKING YOUTH LEADER

## STENCIL PAINTING

## STENCIL PAINTING LEADER

## STENCIL PAINTING YOUTH LEADER

## 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: 6-13

Literature: IS401, *Action! Making Videos & Movies*



## FAMILY, HOME & HEALTH

### Website:

<https://4h.extension.wisc.edu/opportunities/projects/family-home-health/>

## CHILD DEVELOPMENT

Literature: 08075, *On My Own*

Grades: 3-4

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

Literature: 08076, *Growing With Others*

Grades: 5-6

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

Literature: 08077, *Growing in Communities*

Grades: 7-10

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

## CHILD DEVELOPMENT LEADER

Literature: 08078, *Child Development Helper's Guide*

## CHILD DEVELOPMENT YOUTH LEADER

## HEALTH

Literature: 08174, *First Aid in Action*

Grades: 3-5

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

Literature: 08175, *Staying Healthy*

Grades: 6-8

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

Literature: 08176, *Keeping Fit*

Grades: 9-13

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 fields

## HEALTH LEADER

## HEALTH YOUTH LEADER

## HOME ENVIRONMENT

Literature: 4H425, *Exploring Your Home*

Grades: 3-5

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

Literature: 4H426, *Living With Others*

Grades: 6-7

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

Literature: 4H427, *Where I Live*

Grades: 8-9

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

Literature: 4H465, *In My Home*

Grades: 10-13

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

## HOME ENVIRONMENT LEADER

## HOME ENVIRONMENT YOUTH LEADER

## 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

Literature: NCR591, *Walk in My Shoes Member Guide*

## INTERGENERATIONAL PROGRAMS LEADER

Literature: NCR548, *Walk in My Shoes Leader Guide*

## INTERGENERATIONAL PROGRAMS YOUTH LEADER



## CONSUMER EDUCATION

## CONSUMER SAVVY

Literature: 08030, *The Consumer in Me*

Grades: 3-5

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

Literature: 08031, *Consumer Wise*

Grades: 6-9

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

Literature: 08032, *Consumer Roadmap*

Grades: 10-12

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

## CONSUMER SAVVY LEADER

Literature: 08033, *Consumer Savvy Helper's Guide*

## CONSUMER SAVVY YOUTH LEADER

## 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

Literature: 08035, *Entrepreneurship: Be the E*

## Leader Literatures

Literature: 08036, *Entrepreneurship Helper's Guide*

## ENTREPRENEURSHIP LEADER

Literature: 08036, *Entrepreneurship Helper's Guide*

## ENTREPRENEURSHIP YOUTH LEADER

## **PERSONAL FINANCE**

Literature: 07710, *Money FUNDamentals*

Grades: 6-8

What you can do in this project:

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

Literature: 07711, *Money Moves*

Grades: 9-12

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

## **PERSONAL FINANCE LEADER**

Literature: 07712, *Financial Champions Helper's Guide*

## **PERSONAL FINANCE YOUTH LEADER**

## **WORKFORCE READINESS**

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

Grades: 6-9

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

## **WORKFORCE READINESS LEADER**

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

## **WORKFORCE READINESS YOUTH LEADER**



## **FOODS AND NUTRITION**

Website:

<https://4h.extension.wisc.edu/opportunities/projects/familv-home-health/>

## **CAKE DECORATING**

## **CAKE DECORATING LEADER**

## **CAKE DECORATING YOUTH LEADER**

## **CANDY MAKING**

## **FOOD PRESERVATION**

Literature: B0430, *Canning Fruits Safely*

B1159, *Canning Vegetables Safely*

B2909, *Making Jams, Jellies & Fruit Preserves*

B3278, *Freezing Fruits & Vegetables*

Grades: 6-12

What you can do in this project:

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

## ***Food Preservation continued...***

Literature: B2267, *Homemade Pickles & Relishes*

B2605, *Tomatoes Tart & Tasty*

B3345, *Canning Meat, Wild Game, Poultry & Fish*

B3570, *Canning Salsa Safely*

Grades: 6-12

What can I do in this project:

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

## **FOOD PRESERVATION LEADER**

## **FOOD PRESERVATION YOUTH LEADER**

## **FOODS & NUTRITION**

Literature: 07144, *Six Easy Bites*

Grades: 3-4

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

Literature: 07146, *Tasty Tidbits*

Grades: 5-6

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

Literature: 07148, *You're the Chef*

Grades: 7-9

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

Literature: 07150, *Foodworks*

Grades: 10-12

What you can do in this project:

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

## **FOODS & NUTRITION LEADER**

Literature: 07730, *Foods Curriculum Helper's Guide*

## **FOODS & NUTRITION YOUTH LEADER**





## **CLOTHING AND TEXTILES**

### **Website:**

<https://4h.extension.wisc.edu/opportunities/projects/family-home-health/>

### **CLOTHING**

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

Grades: 3-5

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

Literature: 08061, *Fashion Forward*

Grades: 6-8

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

Literature: 08062, *Refine Design*

Grades: 9-13

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

### **CLOTHING LEADER**

Literature: 08063, *Sewing Expressions Helper's Guide*

### **CLOTHING YOUTH LEADER**

### **CROCHETING**

Literature: CC1403, *Crochet Made Easy*

Grades: 3-12

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

### **CROCHETING LEADER**

### **CROCHETING YOUTH LEADER**

### **KNITTING**

Literature: CC1402, *Knitting Made Easy*

Grades: 3-12

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

### **KNITTING LEADER**

### **KNITTING YOUTH LEADER**

### **QUILTING**

### **QUILTING LEADER**

### **QUILTING YOUTH LEADER**

### **WOOL SPINNING**



## **MECHANICAL SCIENCES**

### **Website:**

<https://4h.extension.wisc.edu/opportunities/projects/stem/>

### **BICYCLES – ENG AND TECH**

Literature: 08334, *Bicycling for Fun*

Grades: K-3

What you can do in this project:

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

Literature: 08335, *Wheels in Motion*

Grades: 4-6

What you can do in this project:

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

### **BICYCLING – ENVIRON ED**

Literature: 4H446, *Bicycling*

Grades: 3-12

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

### **BICYCLING LEADER**

Literature: 08336, *Bicycle Helper's Guide*

08399, *Bicycle Fix It! (DVD)*

### **BICYCLING YOUTH LEADER**

### **COMPUTERS**

Literature: 08346, *Newbie Know How*

Grades: 3-5

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

Literature: 08347, *Inside the Box*

Grades: 6-8

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

### **Computers Literature continued...**

Literature: 08348, *Peer to Peer*

Grades: 9-13

What you can do in this project:

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

### **COMPUTERS LEADER**

Literature: 08349, *Teens Teaching Tech*

### **COMPUTERS YOUTH LEADER**

### **ELECTRICITY**

Literature: 06848, *Magic of Electricity*

Grades: 4-5

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

Literature: 06849, *Investigating Electricity*

Grades: 6-7

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

Literature: 06850, *Wired for Power*

Grades: 8-9

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

Literature: 06851, *Entering Electronics*

Grades: 10-12

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

### **ELECTRICITY LEADER**

Literature: 06852, *Electric Excitement Helper's Guide*

### **ELECTRICITY YOUTH LEADER**

### **LEGOS**

### **LEGOS LEADER**

### **LEGOS YOUTH LEADER**

### **MODEL CARS**

### **MODEL ROCKETRY**

### **MODEL ROCKETRY LEADER**

### **MODEL ROCKETRY YOUTH LEADER**

### **SCALE MODELS**

Literature: 4H424, *Guidelines for Building Scale Models*

Grades: 3-12

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

### **SCALE MODELS LEADER**

### **SCALE MODELS YOUTH LEADER**

### **SMALL ENGINES**

Literature: 08186, *Crank It Up!*

Grades: 3-5

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

Literature: 08187, *Warm It Up!*

Grades: 6-8

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

Literature: 08188, *Tune It Up!*

Grades: 9-13

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

### **SMALL ENGINES LEADER**

Literature: 08189, *Small Engines Helper's Guide*

### **SMALL ENGINES YOUTH LEADER**

### **TRACTORS**

Literature: 4H961, *Starting Up: Getting to Know Your Tractor*

Grades: 3-4 (little or no experience)

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

Literature: 4H962, *Tractor Operations: Gearing Up for Safety*

Grades: 5-6 (little or no experience)

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



### **Tractors literature continued...**

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

Grades: 7-9 (some prior experience)

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

Literature: 4H964, *Learning More: Learning About Agricultural Tractors & Equipment*

Grades: 10-12 (some prior experience)

What you can do in this project:

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

### **TRACTORS LEADER**

### **TRACTORS YOUTH LEADER**

### **WELDING**

### **WELDING LEADER**

### **WOODWORKING**

Literature: 06875, *Measuring Up*

Grades: 2-4

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

Literature: 06876, *Making the Cut*

Grades: 4-6

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

Literature: 06877, *Nailing It Together*

Grades: 6-8

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

Literature: 06878, *Finishing Up*

Grades: 9-13

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

### **WOODWORKING LEADER**

Literature: 06879, *Woodworking Helper's Guide*

### **WOODWORKING YOUTH LEADER**



## **NATURAL RESOURCES & ENVIRONMENTAL EDUCATION**

### **Webiste:**

<https://4h.extension.wisc.edu/opportunities/projects/outdoor-education/>

### **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

Literature: 4H444, *Introduction to Adventures*

### **ADVENTURES LEADER**

Literature: 4H443, *4-H Adventure Project*

### **ADVENTURES YOUTH LEADER**

### **BACKPACKING & HIKING**

Literature: 08043, *Hiking Trails*

Grades: 3-5

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

Literature: 08044, *Camping Adventures*

Grades: 6-8

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

Literature: 08045, *Backpacking Expeditions*

Grades: 9-13

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

### **BACKPACKING & HIKING LEADER**

Literature: 08046, *Outdoor Adventures Helper's Guide*

### **BACKPACKING & HIKING YOUTH LEADER**

### **BEEES**

### **CAMPING**

## 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

Literature: 4H447, *Canoeing*

## ENTOMOLOGY (INSECTS)

Literature: 06853, *Creepy Crawlies*  
08392, *Project Butterfly Wings Youth Guide*

Grades: 3-5

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

Literature: 06854, *What's Bugging You?*  
08392, *Project Butterfly Wings Youth Guide*

Grades: 6-8

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

Literature: 06855, *Dragons, Houses, & Other Flies*

Grades: 9-13

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

## ENTOMOLOGY (INSECTS) LEADER

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

## ENTOMOLOGY (INSECTS) YOUTH LEADER

## EXPLORING YOUR ENVIRONMENT

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: 5-10

Literature: 08411, *Earth's Capacity*

Literature: 08410, *Ecosystems Services*

Grades: 11-12

What you can do in this project:

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

## EXPLORING YOUR ENVIRONMENT LEADER

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

## EXPLORING YOUR ENVIRONMENT YOUTH LEADER

## FISHING

Literature: 07598, *Take the Bait*

Grades: 3-5

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

Literature: 07599, *Reel in the Fun*

Grades: 6-8

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

Literature: 07600, *Cast into the Future*

Grades: 9-13

What you can do in this project:

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

## FISHING LEADER

Literature: 07601, *Fishing Adventures- Helper's Guide*

## FISHING YOUTH LEADER

## FORESTRY

Literature: 08038, *Follow the Path*

Grades: 3-5

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

Literature: 08039, *Reach for the Canopy*

Grades: 6-8

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

## Forestry Literature Continued...

Literature: 08040, *Explore the Deep Woods*

Grades: 9-13

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

## FORESTRY LEADER

Literature: 08041, *Forestry Helper's Guide*

## FORESTRY YOUTH LEADER

## MAPLE SYRUP

## RECYCLING

Literature: 4H362, *Recycling for Reuse*

Grades: 3-12

What you can do in this project:

- Learn about the impact of solid waste on the environment
- Learn to reduce, reuse and recycle

## RECYCLING LEADER

## RECYCLING YOUTH LEADER

## WATER

Literature: 4H855, *Give Water A Hand – Action Guide*

Grades: 3-12

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

## WATER LEADER

Literature: 4H850, *Give Water A Hand Leader Guide*

## WATER YOUTH LEADER

## WEATHER

## WEATHER LEADER

## WEATHER YOUTH LEADER

## WILDFLOWERS

Literature: 4H392, *Wildflowers*

Grades: 3-12

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

## WILDLIFE

## WILDLIFE LEADER

## WILDLIFE YOUTH LEADER

## WINTER TRAVEL

Literature: 4H448, *Winter Travel*

Grades: 3-12

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
- 



## PLANT & SOIL SCIENCES

### Website:

<https://4h.extension.wisc.edu/opportunities/projects/plant-soil-science/>

## CORN

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

Literature: 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

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

Literature: 4H349, *Pest Scouting Alfalfa*

4H440, *Marketing Your 4-H Crops*

4H441, *Is Direct Marketing for My Project?*

RS1, *Record Sheet – Crops Management*

## SMALL GRAINS

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

Literature: 4H356, *4-H Small Grains Manual*

4H440, *Marketing Your 4-H Crops*

4H441, *Is Direct Marketing for My Project?*

RS1, *Record Sheet – Crops Management*

## CROPS LDR

## FLOWERS

Literature: 07162, *Gardening: See Them Sprout*

4H1301A, *Forcing Spring Flowering Bulbs*

A2935, *Evaluating & Judging Flowers & Indoor Plants*

Grades: 3-5

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

### **Flowers Literature Continued...**

Literature: 07163, *Gardening: Let's Get Growing*

Grades: 6-8

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

Literature: 07164, *Gardening: Take Your Pick*

Grades: 9-13

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

### **FLOWERS LEADER**

Literature: 07166, *Gardening Helper's Guide*

### **FLOWERS YOUTH LEADER**

### **FRUITS**

Literature: A1597, *Growing Strawberries in Wisconsin*

A1610, *Growing Raspberries in Wisconsin*

A1960, *Growing Currants, Gooseberries, &*

A1656, *Growing Grapes in Wisconsin*

A2072, *Growing Pears in Wisconsin*

*Elderberries in Wisconsin*

What you can do in this project:

- Produce fruits from apples to berries, pears, and grapes
- Select the best fruit cultivar for your home garden
- Learn about different varieties of cultivars

### **FRUITS LEADER**

### **FRUITS YOUTH LEADER**

### **HOME GROUNDS**

Literature: 4H321, *4-H Lawn Care*

What you can do in this project:

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

Literature: A3067, *Selecting, Planting & Caring for Shade Trees*

A1730, *Evergreens – Planting & Care*

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

Literature: G1923, *Planning & Designing Your Home Landscape*

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

### **HOME GROUNDS LEADER**

## **HOUSE PLANTS**

### **HOUSE PLANTS LEADER**

Literature: 07166, *Gardening Helper's Guide*

### **HOUSE PLANTS YOUTH LEADER**

### **PLANT CRAFTS**

Literature: 4H330, *Plant Crafts*

4H453, *Plant Crafts Supplement*

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.

### **PLANT CRAFTS LEADER**

### **PLANT CRAFTS YOUTH LEADER**

## **SOIL SCIENCE**

### **SOIL SCIENCE LEADER**

### **SOIL SCIENCE YOUTH LEADER**

### **VEGETABLES**

Literature: 07162, *Gardening: See Them Sprout*

4H395, *Organically Grown – Handbook*

4H409, *Nature's Herbs*

A3306, *Exhibiting & Judging Vegetables*

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

Literature: 07163, *Gardening: Let's Get Growing*

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

Literature: 07164, *Gardening: Take Your Pick*

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

### **VEGETABLES LEADER**

Literature: 07166, *Gardening Helper's Guide*

### **VEGETABLES YOUTH LEADER**



## SHOOTING SPORTS EDUCATION

### Website:

<https://4h.extension.wisc.edu/opportunities/projects/shooting-sports/>

### SHOOTING SPORTS LEADER

Literature: Each Shooting Sports Leader should attend a Certification Training to receive the *WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

### SHOOTING SPORTS YOUTH LEADER

### AIR PISTOL

What you can do in this project:

- Explore different air pistols
- Learn basic safety rules and guidelines
- Learn marksmanship and shooting procedures

Grades: 3-12

### AIR PISTOL LEADER

Literature: Each Pistol Leader should attend a Certification Training to receive the *Pistol Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

### 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 LEADER

Literature: Each Air Rifle Leader should attend a Certification Training to receive the *Air Rifle Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

### AIR RIFLE YOUTH LEADER

### 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 LEADER

Literature: Each Archery Leader should attend a Certification Training to receive the *Archery Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Literature: 751, *Archery Member Record Book*

## SHOTGUN LEADER

Literature: Each Shotgun Leader should attend a Certification Training to receive the *Shotgun Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Webpage: <https://4h.extension.wisc.edu/opportunities/projects/shooting-sports/>

## SHOTGUN YOUTH LEADER

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: 9-13



## STEM (Science, Technology, Engineering & Math)

STEM: <https://4h.extension.wisc.edu/opportunities/projects/stem/>

Environmental Education:

<https://4h.extension.wisc.edu/opportunities/projects/outdoor-education/>

## AEROSPACE

Literature: 06842, *Pre-Flight*

What you can do in this project:

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

Literature: 06843, *Lift Off*

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

Literature: 06844, *Reaching New Heights*

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

Literature: 06845, *Pilot in Command*

What you can do in this project:

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

## AEROSPACE LEADER

Literature: 06846, *Aerospace Adventures Helper's Guide*

## AEROSPACE YOUTH LEADER

## GEOSPATIAL



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

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

Literature: CD8358, *Exploring Spaces, Going Places CD*  
("On the Trail" section)

What you can do in this project:

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

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

### **GEOSPATIAL LEADER**

### **GEOSPATIAL YOUTH LEADER**

### **GEOCACHING**

### **ROBOTICS**

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

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

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

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

Literature: 08433, *Junk Drawer Robotics Track Level 3: Mechatronics*

08435, *4-H Robotics Youth Notebook*

08430, *Virtual Robotics Track D* 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

### **ROBOTICS LEADER**

Literatures: 08434, *Robotics Platforms Track DVD*

### **ROBOTICS YOUTH LEADER**

### **SCIENCE**

### **SCIENCE LEADER**

### **SCIENCE YOUTH LEADER**

### **WIND ENERGY**

Literature: 08383, *The Power of the Wind Youth Guide*

### **WIND ENERGY LEADER**

Literature: 08384, *The Power of the Wind Facilitator Guide*

### **WIND ENERGY YOUTH LEADER**

### **INTERNATIONAL PROGRAMS**

<https://4h.extension.wisc.edu/opportunities/statewide-events-and-opportunities/international/>

### **INTERNATIONAL**

Literature: 4H812, *And My World*

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

### **International Leader Literatures**

Literature: 4H812, *And My World*

