



Extension

UNIVERSITY OF WISCONSIN-MADISON
SHAWANO COUNTY

Project Selection Guide 2022

Shawano County 4-H

Enrollment Process

Both returning and new members and volunteers enroll in Shawano County 4-H Youth Development through 4H Online at: <http://v2.4honline.com>

Submit the following at your Community Club meeting:

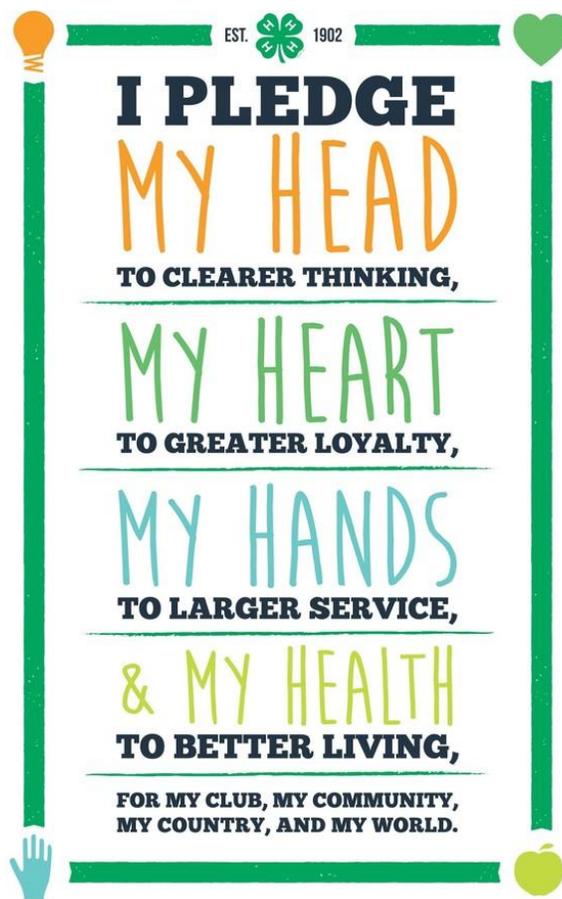
- County Membership Dues \$5 per youth, for re-enrollment (New members can enroll anytime throughout the year)
- Club dues vary depending on the club.

Volunteers do not have dues, but are still asked to reenroll by January 5th in order to keep the most fluent communication line.

When all components of the steps above are fulfilled, your community club's General Leader and (later) Extension staff will approve your enrollment. You will receive an email notification indicating you have been approved. It is your responsibility to log back in to 4HOnline to confirm the projects you selected are correct. You can make any changes to project enrollment, contact information, and the health form throughout the year.

You may enroll in Shawano County 4-H anytime.

In order to be eligible to exhibit at the Shawano County Fair in the junior division, you must be abide by any dates the Shawano Agriculture Society requires as far as enrollment.



4-H'ers are...

4X

more likely to give back to their communities

2X

more likely to make healthier choices

2X

more likely to participate in STEM activities

Welcome to Shawano County 4-H!

4-H is the nation's largest youth development organization. The 4-H idea is simple: help young people and their families gain the skills needed to be proactive forces in their communities and develop ideas for a more innovative economy. In 4-H, we believe in the power of young people. We see that every child has valuable strengths and real influence to improve the world around us. We are America's largest youth development organization—empowering nearly six million young people across the U.S. with the skills to lead for a lifetime.

Besides 4-H projects, you can get involved in events and activities throughout the year, including style revues, animal judging contests, camps, county and state fairs, community services, tours, educational travel, speeches, and demonstrations. And remember, you'll learn more than "subject matter" as you complete your projects. You'll learn many "life" skills that you'll use every day of your life, such as understanding yourself, communicating better, solving problems, making decisions, & working with others.

This is your guide . . . A 4-H project is an area that you want to learn more about during the year. There are projects on just about any topic you would like to study and explore, from art to woodworking, from computers to rabbits, from clothing to small engines.

You can check out the project pages on the Wisconsin 4-H Web Site at <https://4h.extension.wisc.edu/opportunities/projects/>. You'll find descriptions for our statewide projects, internet resources and links of interest, fair project suggestions, state specialist contacts and other suggested 4-H resources.

A 4-H project is an area that you want to learn more about during the year through a series of long-term hands-on learning experiences. There are projects on just about any topic you would like to explore and learn more about, from art to woodworking, from computers to rabbits, from clothing to small engines. You will learn more than subject matter as you explore your projects. You will learn many life skills that you will use every day of your life such as understanding yourself, communicating better, solving problems, making decisions, and working with others.

How to Select Projects

- 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 things you might be interested in that you have not considered.
- 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. Some projects you do not necessarily need the equipment or animal to participate and can use as part of the project.
- Decide which projects you will enroll in:
 - o It is recommended that first year members take only 1 or 2 projects, especially for younger members.
 - o There is no limit to the number of projects a member can select
 - o Cost vary depending on projects selected.
- If you do not find a project that you feel fits your interest, you can always choose the Self- Determined project.
- If you decide a project is not for you, you should notify the project leader and delete it from your project list on 4honline.com by January 5th.

Project Meetings and Project Leaders:

- Some projects have meetings at a countywide or club level, and some projects do not currently have meetings. We are always looking for new volunteers to serve as project leaders to hold more project meetings. 4-6 meetings a year is typical in a project.
- Members may attend project meetings for the projects they choose to gain skills. There are many ways to learn in project. Self-led projects are intended for projects who do not have a leader or project meetings scheduled.

A fair entry is a display or object designed to show what has been accomplished in a member's project. A fair entry is not an end in itself, nor does it measure all the learning that takes place from completing a project. Any Junior Fair Exhibitor must abide by the guidelines that the Shawano County Agriculture Society requires, which may be enrolling by a certain date and be considered a "member in good standing."

4-H youth often stay in for many years for the many opportunities, leadership experiences, and scholarship funding they can participate in. From acting as a counselor at day or residential camps to traveling overseas for a 4-H international experiences, there are chances for you to learn more about yourself, your community, and your world around every turn.

4-H is the youth development arm of the University of Wisconsin-Madison. When you participate in Extension Programs through 4-H, you, too, are part of the UW System!

All youth in Kindergarten – 2nd grade are eligible for the Cloverbud project. Youth in grades 3 – 13 may enroll in any number of projects. 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. All projects also have grade recommendations. If you are in a project and decide it's not for you, you may contact the office for information on how to proceed.

Good luck in your project selections. Have a great 4-H year!

Sincerely,



Megan Suehring
4-H Positive Youth Development Educator



Terri Brunner
Shawano County 4-H & UW-Extension Coordinator

4-H Emblems and Symbols

Emblem: The 4-H emblem is a green four-leaf clover with a white letter "H" on each leaf. The four H's stand for **Head, Heart, Hands** and **Health**. These four H's represent the four-fold training and development in which members participate. This meaning of the four H's is clearly given in the pledge below.

Pledge: 4-H members should learn the National 4-H pledge.

I pledge... My Head to clearer thinking
My Heart to greater loyalty
My Hands to larger service, and My Health to better living, for
My **Club**, My **Community**, My **Country** and My **World**.



4-H Colors: Green and white are the 4-H colors. The white in the 4-H flag symbolizes purity. The green, nature's most common color, represents life, growth, and youth.

Motto: "To Make the Best Better" is the aim of each member in improving project work and in building better clubs and communities.

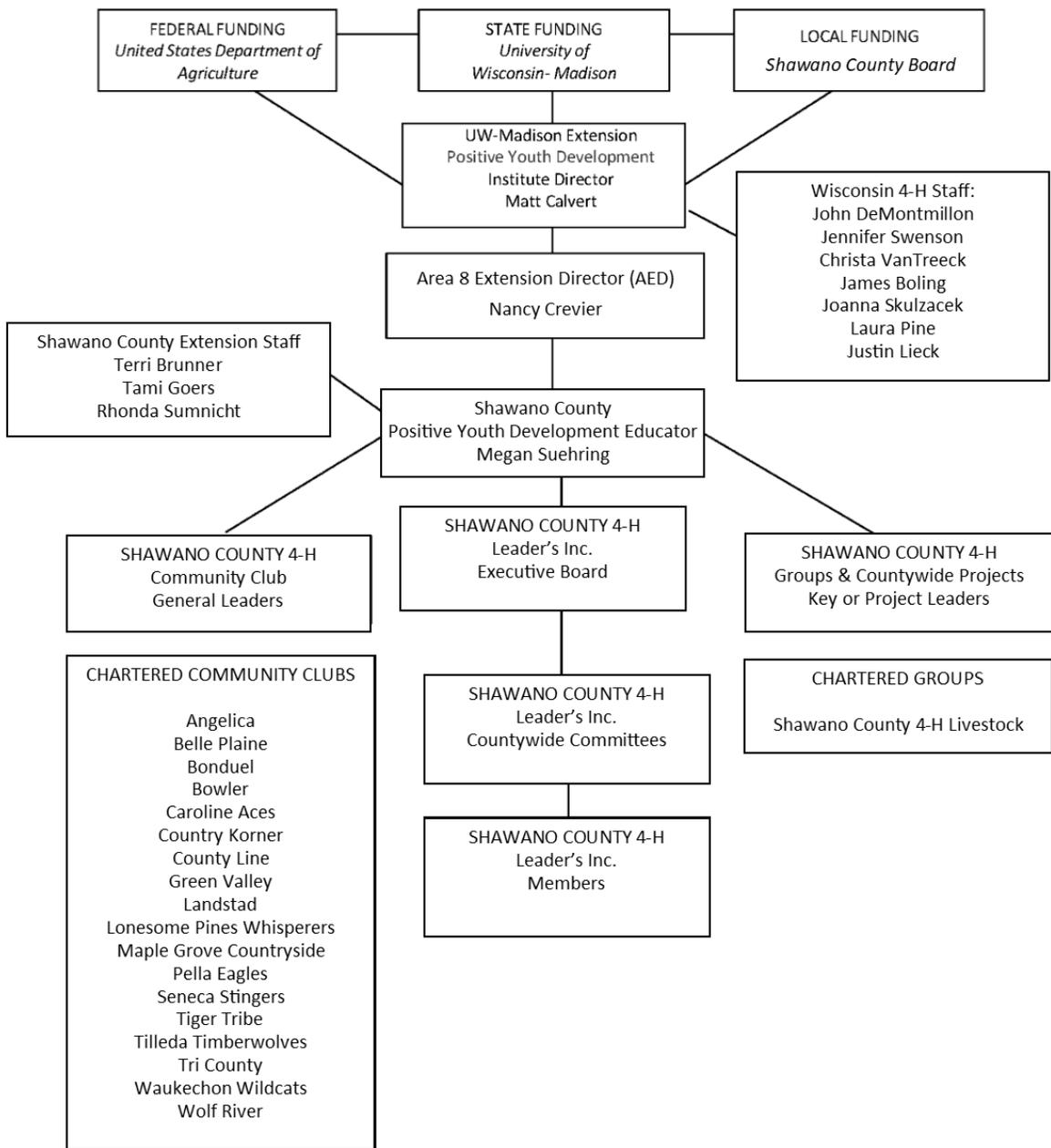
Slogan: “Learning by Doing” is the 4-H member’s way of acquiring new skills and learning how to get along with others.

Mission: In Shawano County 4-H, youth and adults create opportunities to develop life & leadership skills through UW Madison Division of Extension integrated research, education & community based partnerships.

Vision: 4-H Youth Development: a catalyst for positive community youth development

Division of Extension Shawano County

Organizational Chart



What is 4-H?

When you join 4-H, you're a part of something big! 4-H is the nation's largest youth development organization, with more than six million members and over 90,000 clubs. 4-H Youth Development is a volunteer-led organization that reaches youth primarily through groups called community clubs, but also in settings such as classrooms, after-school programs, summer parks programs, camp, and more. 4-H is open to all youth and adults regardless of their ethnic background, race, creed or disability.

The four H's are head, heart, hands, and health. That means we are committed to providing opportunities for youth to learn life skills like decision-making, problem solving, caring for others, generosity, making healthy choices, and more.

Most 4-H youth and the adults who care about them get their start with a 4-H club. Clubs can meet in a variety of settings so we can support youth where they are in the community, in schools, after school, and in military settings. 4-H youth can take part in camps, educational travel experiences, workshops, and much more, as they explore their sparks. Most 4-H community clubs have meetings for the entire membership once a month. Youth officers run the meetings with guidance from adult leaders. During these meetings, youth strengthen life skills like decision-making, public speaking, and cooperation, which will help them become effective citizens and leaders in our community. Club meetings may include a brief business meeting, educational guest speakers, presentations, community service, fun activities and refreshments.

4-H involves youth in project-based education. Through project learning, youth can explore their interests ("sparks") and master new skills. 4-H projects are meant to be hands on to create a memorable learning experience. Since 4-H started in the early 1900s, youth have learned by doing. This hands-on process allows youth to understand not only how to do something but also why they are doing it. 4-H club members decide for themselves which projects they want to explore. A 4-H project is a series of hands-on learning experiences in which youth learn subject matter and life skills. Project leaders are volunteers who help teach youth and guide learning experiences. Some projects have project leaders who hold project meetings, and some projects are self-determined independent learning.

4-H helps young people develop the skills they need to meet the demands of a complex and ever-changing world, through club meetings and activities, projects, community service, special interest groups, and many special events and experiences.

4-H evolved from a rich history of clubs that connected rural families to research-based advancements in farming technology from the University of Wisconsin-Extension. Today's 4-H includes suburban and urban communities boasting strong science, technology, leadership, healthy living and arts programs that help Wisconsin youth build a healthier and more prosperous future.

4-H is sponsored in Wisconsin by the Cooperative Extension Service of University of Wisconsin Madison-Extension. Nationally, it is a part of the U.S. Department of Agriculture. Local leadership is provided by 4-H youth development educators and staff in the county offices of the Cooperative Extension Service. Professional leadership is given by Cooperative Extension faculty of the University of Wisconsin. Support for 4-H programs is a joint effort of local county government and the University of Wisconsin.

SHAWANO COUNTY 4-H PROGRAM POLICY OVERVIEW

2021-2022

This is an overview of the Shawano County 4-H policies. For full documentation of the 4-H policies, please see the Wisconsin 4-H Policies.

1. Membership is open to all youth beginning in 5K (five-year-old Kindergarten) through one year beyond high school graduation and not to extend beyond the age of 19 as of December 31 of the enrollment year.

a. Membership is open to all youth regardless of race, color, creed, religion, sex, national origin, disability, ancestry, sexual orientation, pregnancy, marital or parental status.

b. Youth in 5K-2nd grades are eligible to enroll in the Shawano County 4-H program and participate in the 4-H Cloverbud Project, which is designed to meet the developmental needs of this age group.

c. Youth in 3rd grade through one year beyond high school (13th grade) may select from any of the other project areas offered in Shawano County 4-H.

2. Enrollment: Members may join at any time. Join sooner to ensure you have the most up to date communication about the program's opportunities.

a. Enrollments must be completed on the 4HOnline website (<https://v2.4honline.com>).

3. 4-H Clubs: An organized 4-H club must have at least 5 members from three or more families. Once a member has joined a club for the 4-H year, switching will only be permissible through permission of the Charter Authority (i.e. Positive Youth Development Educator.) Clubs may be one of four methods: Community Club, Military Club, In-School/Classroom Club, or Afterschool Club.

4. 4-H Projects: "Project" refers to the subject matter topics listed in this Shawano County 4-H Project Selection Guide. These are topics of interest that a youth could be interested in learning more about and in building new skills.

a. Project Changes: 4-H members may change projects at any time.

b. Youth intending to show as a Junior Fair Exhibitor at the Shawano County Fair must abide by any deadlines or requirements given by the Shawano Agriculture Society.

5. 4-H Member-in-Good-Standing Status: A youth is required to have "Member-in-Good-Standing" status in order to be eligible to represent the Shawano County 4-H program as a junior fair participant at a county, state or national 4-H contest, or to be eligible for recognition from Shawano County 4-H in the form of a county 4-H award or 4-H scholarship. 4-H members in the Cloverbud Project (Gr. 5K-2nd) are encouraged, but not required, to comply with the Member-in-Good-Standing expectations. A "member-in-good-standing" must:

a. Be enrolled in 4-H as of January 5th, and paid dues.

b. Participate in at least 50% of their 4-H Club 4-H meetings or activities, between October 1st – July 1st. (*Members who have graduated from high school and who are enrolled in post-high school educational opportunities outside the area must speak with their Charter Authority and General Leader to make arrangements for realistic circumstances. When home, these members should make every effort to attend scheduled project and club meetings.*)

c. Have no outstanding 4-H bills.

6. 4-H Adult Volunteers:

a. All 4-H programs and activities must be supervised by a staff member or an adult, 18 years of age or older, who has completed the Youth Protection Program and is currently an enrolled 4-H volunteer.

- b. Volunteers are responsible for being aware of and complying with Wisconsin 4-H Policies, including 4-H Project and Activities policies that ensure the safety and well-being of all participants.
- c. Enrolled 4-H Volunteers must offer or contribute to continuing education (club or county) meeting or activity with 4-H members annually.

#wi4hmovement



The Wisconsin 4-H MOVEMENT

I pledge my  head to clearer thinking, my  heart to greater loyalty, my  hands to larger service, and my  health to better living, for my club, my community, my country and my world.

In Wisconsin 4-H we value:

Being Yourself		Find and share your authentic sparks and interests;	Belonging Together		Recognize, understand, respect, and appreciate each other;
Building Connections		Grow positive relationships with peers and adults;	Discovering Skills		Develop skills through hands-on learning to help you succeed and thrive;
Exploring New Opportunities		Open the door to new experiences, projects and places;	Giving Back to Your Community		Make meaningful contributions through community service and leadership.

BELONGING
MASTERY
INDEPENDENCE
GENEROSITY

To Make The Best Better.



Project Selection Guide

Project Area	Level Grade	Learning Objectives
Cloverbuds https://4h.extension.wisc.edu/opportunities/projects/cloverbuds/	Grades K - 2	<ul style="list-style-type: none"> • Learn about 4-H activities and events • Learn about working together as a club or team • Learn to complete projects as an individual • Share with others what you have learned
Youth Leadership https://4h.extension.wisc.edu/opportunities/projects/community-involvement/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Assess your leadership skills • Practice effective communication skills • Set goals and resolve conflict • Plan a group event
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Explore how leaders are different • Develop a multi-media presentation • Set and achieve team goals • Practice teamwork
	3 Grades 9 - 13	<ul style="list-style-type: none"> • Build trust in a group • Assess you own strengths and weaknesses • Write vision and mission statements • Contribute to a group project
Self-Determined https://4h.extension.wisc.edu/opportunities/projects/start-your-own-project/	Grades 3 - 13	<ul style="list-style-type: none"> • Create your own project or expand on an old one • Select a project, develop a plan, identify resources • Carry out and evaluate your plan <p><i>Create Your Own Project-have an interest but don't see a project listed that it fits under? This is the project for you!</i></p>
Family, Home & Health		
Child Development https://4h.extension.wisc.edu/opportunities/projects/family-home-health/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Find out how you grow and develop • Learn the development of babies and toddlers • Learn how to make toys safe for small children
	2 Grades 6 - 8	<ul style="list-style-type: none"> • 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, prepare healthy meals • Check for safety hazards
	3 Grades 9 - 13	<ul style="list-style-type: none"> • 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
Home Environment https://4h.extension.wisc.edu/opportunities/projects/family-home-health/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Learn about home care • Make small home decorative items for the home • Explore the world of home interior design

Home Environment, Cont. https://4h.extension.wisc.edu/opportunities/projects/family-home-health/	2 Grades 6 - 7	<ul style="list-style-type: none"> • Become more involved with activities around the home • Learn to handle home tasks and entertain guests • Refinish wood furnishings and make other home items
	3 Grades 8-9	<ul style="list-style-type: none"> • 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, restore furniture • Create a welcoming environment outside your home
	4 Grades 10-13	<ul style="list-style-type: none"> • Focus on application of design fundamentals • Learn about purchasing furnishings for the home • Restore or make a heritage item
Health https://4h.extension.wisc.edu/opportunities/projects/family-home-health/health-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Practice first aid skills to treat basic injuries • Assemble a first aid kit
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Identify your personal talent areas in health care • Explore hygiene, nutrition and physical activities
	3 Grades 9 - 13	<ul style="list-style-type: none"> • Design your own fitness plan • Track your plan and review your progress • Interview individuals in the health and fitness field
Clothing https://4h.extension.wisc.edu/opportunities/projects/family-home-health/clothing-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Identify sewing tools and machine parts • Thread a sewing machine, identify fabrics • Select and purchase a pattern, sew, and clip a seam • Sort clothes for laundry, remove stains • Donate a sewing project
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Identify types of fabric constructions • Sew different buttonholes and seam finishes • Use pressing tools and thread a serger • Research different laundry products
	3 Grades 9 - 13	<ul style="list-style-type: none"> • Use specialized sewing tool or equipment • Combine patterns to create a design • Create outdoor wear, design & embellish a garment • Use a computer to print on fabric
Crocheting https://4h.extension.wisc.edu/opportunities/projects/arts-communication/crocheting-project/	Grades 3 – 13	<ul style="list-style-type: none"> • Learn to select & purchase yarn, thread & equipment • Explore crocheting and finishing techniques • Understand care instructions for crocheted items
Knitting https://4h.extension.wisc.edu/opportunities/projects/arts-communication/knitting-project/	Grades 3-13	<ul style="list-style-type: none"> • 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

Entrepreneurship https://4h.extension.wisc.edu/opportunities/projects/family-home-health/entrepreneurship-project/	Grades 7 - 13	<ul style="list-style-type: none"> • Practice the skills needed to be an entrepreneur • Explore businesses, products, marketing and pricing • Create a business plan and start your own business
Personal Finance https://4h.extension.wisc.edu/opportunities/projects/family-home-health/	1 Grades 6 - 8	<ul style="list-style-type: none"> • Learn money management skills • Learn how to live on a budget
	2 Grades 9 - 13	<ul style="list-style-type: none"> • 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
Foods & Nutrition https://4h.extension.wisc.edu/opportunities/projects/family-home-health/	1 Grades 3 – 4	<ul style="list-style-type: none"> • Learn what is good to eat & how to fix simple foods • Fix pizza, pancakes, fruit kabobs and granola bars • Explore why calcium is important to our bodies
	2 Grades 5-6	<ul style="list-style-type: none"> • Make main dishes, e.g., meatballs, pasta and salads • Learn to change recipes, reduce fat content in recipes • Discover how to store fruit and vegetables
	3 Grades 7-8	<ul style="list-style-type: none"> • 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 & stir-fried vegetables
	4 Grades 9-13	<ul style="list-style-type: none"> • 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
Cake Decorating https://4h.extension.wisc.edu/opportunities/projects/arts-communication/cake-decorating-project/	Grades 3-13	<ul style="list-style-type: none"> • Learn basics of food safety • Learn how to safely decorate a cake
Animal Sciences		
<ul style="list-style-type: none"> • Veterinary Science https://4h.extension.wisc.edu/opportunities/projects/large-animals/veterinary-science-project/ 	1 Grades 3 – 5	<ul style="list-style-type: none"> • Learn different breeds of animals • Interpret animal behavior • Describe animal life stages and systems
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Create health records for your animal • Discover importance of immunity and bio-security • Consider ethics and animal welfare
	3 Grades 9-13	<ul style="list-style-type: none"> • Investigate the importance of genetics • learn how diseases spread from animals to humans • Learn about diversity of veterinary careers

Animal Sciences, Continued

<p>Dairy https://4h.extension.wisc.edu/opportunities/projects/large-animals/dairy</p> <p>Beef https://4h.extension.wisc.edu/opportunities/projects/large-animals/beef</p> <p>Sheep https://4h.extension.wisc.edu/opportunities/projects/large-animals/sheep-project/</p> <p>Swine https://4h.extension.wisc.edu/opportunities/projects/large-animals/swine-project/</p> <p>Dairy Goats https://4h.extension.wisc.edu/opportunities/projects/large-animals/dairy-goat-project/</p>	<p>1 Grades 3 – 5</p>	<ul style="list-style-type: none"> Activities include identifying breeds, selecting animals, identifying parts of an animal, their care and feeding and safety habits in working with your project. It is not necessary that you own an animal for this project level. <p>*If you wish to learn about ANY animal science project, but don't wish to exhibit an animal at the fair, you should still enroll in the project. Many learning opportunities are available when you enroll.</p>
<p>Meat Goats https://4h.extension.wisc.edu/opportunities/projects/large-animals/meat-goats-project/</p> <p>Horse https://4h.extension.wisc.edu/opportunities/projects/large-animals/horse-project/</p> <p>Horseless Horse</p> <p>Llama https://4h.extension.wisc.edu/opportunities/projects/large-animals/llamas-and-alpacas-project/</p> <p>Poultry https://4h.extension.wisc.edu/opportunities/projects/small-animals/poultry-project/</p>	<p>2 Grades 6 - 8</p>	<ul style="list-style-type: none"> Activities include learning more about behavior traits, judging, health care and financial responsibilities in animal project areas and in other projects learn more advanced techniques and become creative in workmanship. Leadership skills will begin to develop and should be encouraged during this time.
<p>Other Exotic Animals</p> <p>Rabbits https://4h.extension.wisc.edu/opportunities/projects/small-animals/rabbits-project/</p> <p>Dogs https://4h.extension.wisc.edu/opportunities/projects/small-animals/dogs-project/</p> <p>Cats https://4h.extension.wisc.edu/opportunities/projects/small-animals/cats-project/</p> <p>Pets https://4h.extension.wisc.edu/opportunities/projects/small-animals/pocket-pets-project/</p>	<p>3 Grades 9-13</p>	<ul style="list-style-type: none"> Youth will learn to teach others about the project, continue learning leadership skills and learn about career opportunities open to you.

Arts & Communication		
Celebrate Art https://4h.extension.wisc.edu/opportunities/projects/arts-communication/	Grades 3-13	<ul style="list-style-type: none"> • Make several projects using any of the following media: paper, fiber, clay, textiles, wood, drawing and painting, metal, natural materials, and leather. Learn about design, setting goals, using community art resources, and evaluating your projects.
Communication https://4h.extension.wisc.edu/opportunities/projects/arts-communication/communications-project/	Grades 3-13	<ul style="list-style-type: none"> • Engage in non-verbal, verbal and written activities • Strengthen your personal communication skills • Encrypt codes, write songs and give directions
Music https://4h.extension.wisc.edu/opportunities/projects/arts-communication/	Grades 3-13	<ul style="list-style-type: none"> • Gain a greater appreciation for music • Listen, perform & compose various types of music • Teach others and make instruments
Creative Writing https://4h.extension.wisc.edu/opportunities/projects/arts-communication/	Grades 3-13	<ul style="list-style-type: none"> • Explore the importance of language and creative expression. Enjoy fun ideas, tips and special projects to stimulate your creativity and self-expression in this new 4-H project.
Theater Arts https://4h.extension.wisc.edu/opportunities/projects/arts-communication/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Study acting from sound, movement, voice & speech • Learn different ways to play a scene • Try pantomime, clowning and improvisation
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Investigate the history of puppets • Explore types of puppets and puppet characters • Use puppets in community service work • Plan and present a puppet show
	3 Grades 9-13	<ul style="list-style-type: none"> • Study costumes, makeup, stage sets, props & sound • Learn stage management • Create sounds and disguises • Make up your own character and bring it to life
Photography https://4h.extension.wisc.edu/opportunities/projects/arts-communication/photography-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> • 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
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Learn about camera adjustments • Learn about film speed, shutter speed and aperture • Take silhouettes, candid, action shots and others
	3 Grades 9-13	<ul style="list-style-type: none"> • 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
Videography	Grades 3-13	<ul style="list-style-type: none"> • Learn storytelling, editing and lighting • Experiment with camera handling and editing • Show and review your production
Mechanical Sciences		
Aerospace https://fyi.extension.wisc.edu/wi4h/projects/stem-science-technology-engineering-math/aerospace/	1 Grades 3 – 5	<ul style="list-style-type: none"> • 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

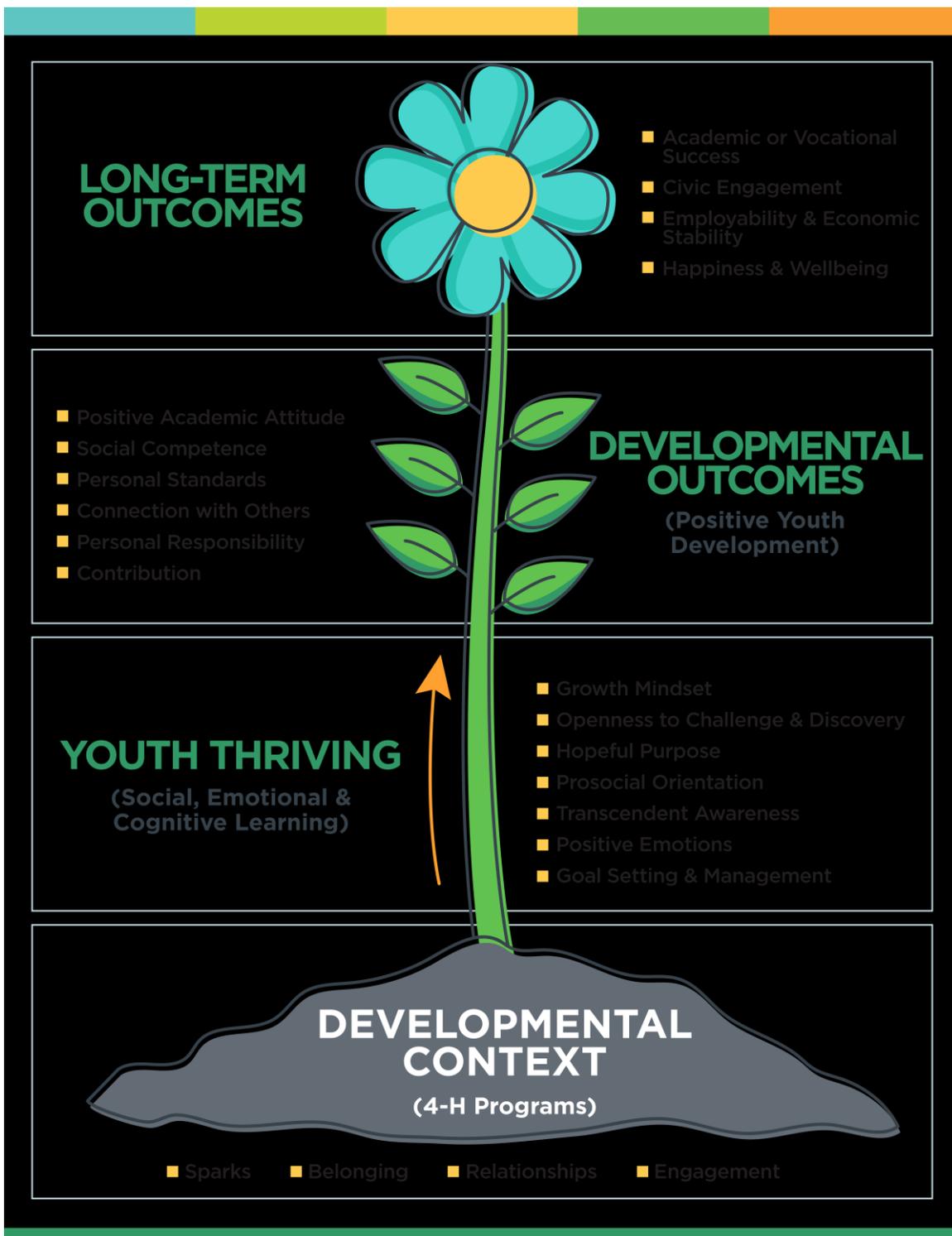
Aerospace, Cont. https://fyi.extension.wisc.edu/wi4h/projects/stem-science-technology-engineering-math/aerospace/	2 Grades 6 - 8	<ul style="list-style-type: none"> • Build, exhibit, and launch model rockets • Test a paper hang glider • Make a flight simulator, demonstrate why rockets fly • Organize a kite-flying contest
	3 Grades 9-13	<ul style="list-style-type: none"> • 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
Computers https://4h.extension.wisc.edu/opportunities/projects/stem/computers-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Learn about hardware, software & applications • Explore how they work, what are the components • Learn the various programs and their features • Participation is supported by an interactive website
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Build and repair a computer • Identify the components & how they work together • Learn to upgrade and create connections • Install operating systems
	3 Grades 9-13	<ul style="list-style-type: none"> • Discover how to create and manage networks • Make decisions about network management • Explore security issues and troubleshooting
Electricity https://4h.extension.wisc.edu/opportunities/projects/stem/electricity-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Understand how to use electricity • Identify electrical materials, build a flashlight • Build and test a switch, wire a simple circuit • Build and test a compass, build an electric motor
	2 Grades 6 - 7	<ul style="list-style-type: none"> • Work with electrical equipment • Learn to read circuit diagrams • Build a circuit and measure voltages • Communicate in Morse code
	3 Grades 8-9	<ul style="list-style-type: none"> • Develop a basic electrical tool and supply kit • Understand the symbols on wires and cables • Replace wall switch, locate your home wiring system
	4 Grades 10-13	<ul style="list-style-type: none"> • Identify electrical and electronic parts and devices • Learn how to solder and prepare parts for assembly • Assemble a circuit using a transistor • Use a photocell to activate an alarm • Build an amplifier to power a speaker
Robotics https://4h.extension.wisc.edu/opportunities/projects/stem/robotics-project/	Grades 3-13	
Small Engines https://4h.extension.wisc.edu/opportunities/projects/stem/	1 Grades 3 – 5	<ul style="list-style-type: none"> • Learn the basics of small engines • Explore external engine parts and tools • Identify the uses of small engines & safety issues
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Explore the internal parts of engines • Learn engine sizes, safety issues • Explore different jobs related to small engines
	3 Grades 9-13	<ul style="list-style-type: none"> • Tear down and rebuild an engine • Learn to use diagnostic tools • Research rules & regulations in using small engines

Scale Models https://4h.extension.wisc.edu/opportunities/projects/stem/	Grades 3 – 13	<ul style="list-style-type: none"> • 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
Tractors	Grades 3-13	<ul style="list-style-type: none"> • Learn & identify parts of the tractor, tractor maintenance • Learn about different fuels & engine cooling systems • Practice farm and tractor safety • Understand the mechanics of engines • Identify accessory equipment • Learn the functions of different operational systems
Woodworking https://4h.extension.wisc.edu/opportunities/projects/stem/woodworking-project/	1 Grades 3 – 4	<ul style="list-style-type: none"> • Learn safety practices when working with wood and tools • Use various hand tools: hammer, handsaw • Identify types of nails and wood • Sand and paint a piece of wood
	2 Grades 4-6	<ul style="list-style-type: none"> • Identify functions of various tools • Practice safety techniques • Select a project to build (birdhouse, foot stool) • Use a screwdriver and combination square
	3 Grades 6-8	<ul style="list-style-type: none"> • Compare different types of hinges • Enlarge scale-drawn woodworking plans • Use a hand plane, build a laminated cutting board • Compare different grades of plywood
	4 Grades 9-12	<ul style="list-style-type: none"> • Use a table saw, router, powered circular saw & sander • Learn to make more difficult joints • Evaluate exotic and veneer woods
Natural Resources & Environmental Education		
Outdoor Adventuring https://4h.extension.wisc.edu/opportunities/projects/outdoor-education/		
Backpacking & Hiking	1 Grades 3 – 5	<ul style="list-style-type: none"> • Learn to organize and pack a backpack • Learn to use a compass, prepare for dangerous weather
	2 Grades 6 - 8	<ul style="list-style-type: none"> • Plan a camping trip, select equipment including shelter • Plan a camping trip menu and prepare supplies
	3 Grades 9-13	<ul style="list-style-type: none"> • Select group backpacking gear including a tent • Design a non-tent backpacking shelter
Bicycling	Grades 3 – 13	<ul style="list-style-type: none"> • Learn the essentials for getting started safely • Explore the basics toward lifelong cycling • Learn safety, road rules, & planning for a pleasant ride • Choose a bike that’s right for you • Practice bike maintenance and road rules
Astronomy	Grades 3 – 13	
Exploring Your Environment	1 Grades 3-8	<ul style="list-style-type: none"> • Use your senses to explore the environment • Connect to the environment through plants & animals
	2 Grades 9-13	<ul style="list-style-type: none"> • Explore the world of biotechnology • Begin to understand biodiversity • Learn what climate has to do with the way we live

Entomology https://4h.extension.wisc.edu/opportunities/projects/outdoor-education/entomology-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> Learn about insects, their behavior and life history Discover the parts of an insect’s body Collect and compare insects
	2 Grades 6 - 8	<ul style="list-style-type: none"> Learn how an insect protects itself Explore their habitats, create an insect display Investigate entomology careers Build an insect extractor
	3 Grades 9-13	<ul style="list-style-type: none"> 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
Fishing https://4h.extension.wisc.edu/opportunities/projects/outdoor-education/sport-fishing-project/	1 Grades 3 – 5	<ul style="list-style-type: none"> 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
	2 Grades 6 - 8	<ul style="list-style-type: none"> Find fishing information on the Internet Cast a spinning rod and reel Learn to tie fishing knots Select a recipe and cook a fish
	3 Grades 9-13	<ul style="list-style-type: none"> Learn to reassemble a fishing reel Make artificial flies and lures Modify fishing equipment Investigate sport fishing careers
Forestry	1 Grades 3 – 5	<ul style="list-style-type: none"> Identify forest types, forest products and trees Age trees by counting rings Understand forest competition, find a state forest Describe how leaves affect rainfall
	2 Grades 6 - 8	<ul style="list-style-type: none"> Learn how trees move water from soil to canopy Diagram a leaf, analyze fire risk Understand major forest changes and their impact Select urban tree planting sites
	3 Grades 9-13	<ul style="list-style-type: none"> Recognize different tree fruits Create a community forest map Identify forest biomes by continent Identify an unknown tree using a tree key
Shooting Sports https://4h.extension.wisc.edu/opportunities/projects/shooting-sports/	Grades 3 – 13	<ul style="list-style-type: none"> Learn the fundamentals of marksmanship Learn rules and safety guidelines Explore and/or make different equipment types <p style="text-align: center;"> Archery Air Pistol Rifle Hunting Shotgun Muzzleloading </p>
Wildlife - Trapping		<ul style="list-style-type: none"> Learn history, ethics, regulations, & furbearer management along with types of land and water sets, the many styles & sizes of traps, Also learn proper fur handling & marketing.
Recycling	Grades 9-13	

Plant & Soil Sciences		
https://4h.extension.wisc.edu/opportunities/projects/plant-soil-science/		
Horticulture		<i>(Enrolling in Horticulture provides you will eligibility to participate in all listed Plant and Soil Project at the county fair. You may also select which specific projects you want to learn about.)</i>
Soil Science	Grades 3-13	<ul style="list-style-type: none"> Learn about soils, what it's made of, and why it's important to keeping us happy, healthy and alive. Through hands-on activities, field trips, experiments, and discussions with soils experts you will become knowledgeable and excited about the wide, wonderful world of soil science!
Crops	Grades 9-13	<ul style="list-style-type: none"> Learn about variety selection, germination, nutrients, harvesting & storage of corn, forages &/or small grains. Learn how to scout fields for pests, and other management and growing techniques.
Home grounds	Grades 9-13	<ul style="list-style-type: none"> Learn lawn maintenance, fertilization & pest mgmt Learn the importance of planting new trees and shrubs Learn basic maintenance: pruning and fertilization Explore landscape planning Select, place and plant trees and shrubs
Plant Crafts	Grades 9-13	<ul style="list-style-type: none"> Learn to harvest plants Use different drying techniques Learn how to use plant materials Learn how to make dried arrangements, corsages, etc.
Vegetables	1 Grades 3 – 4	<ul style="list-style-type: none"> Learn how to plan an in-ground or container garden; how to prepare the soil; and when, where, and what to plant. Level A introduces basic plant science, garden friends and foes, tool safety, using the vegetable harvest, and horticulture-related careers. "Learn by doing" in 12 fun activities that include germinating seeds, growing a super-sized pumpkin, experiments with plant parts, and visiting a grocery store to explore vegetables and vegetable products
	2 Grades 5-7	<ul style="list-style-type: none"> Learn how to modify their garden plans. Other topics include seed varieties and cultivars, starting seeds indoors, using transplants, and composting. Level B also introduces integrated pest management. Science topics include plant families, how plants respond to light, and how to grow new plants from plant parts. Youth "learn by doing" in 12 fun activities that include building a plant maze, making a worm box, judging vegetables, and composting.
	3 Grades 8-10	<ul style="list-style-type: none"> Learn different planting methods, how to improve soil, and how to extend the growing season. They explore photosynthesis, hybrid vs. standard forms, herb gardening and preservation, plant companions, and storing and saving seeds. Level C also includes how to identify and prevent weeds, insect damage, and animal pests. Youth "learn by doing" in 18 fun activities that include cross-pollinating flowers, making an acid/base indicator, producing a chromatogram, and helping others in garden projects.
	4 Grades 9-13	<ul style="list-style-type: none"> Learn to make the most of their garden space using different planting methods, then how to harvest, store, preserve, and/or sell their bounty of vegetables and herbs. They study plant genetics, plant diversity, and plants in space. Level D further explores integrated pest management and summarizes horticulture-related careers. Youth "learn by doing" in 18 fun activities that include using garden-planning software and apps, investigating the effects of pollution, growing hydroponic plants, and conducting a cultivar trial.

4-H Thriving Model





Wisconsin State 4-H Website:

<https://4h.extension.wisc.edu/>

Feel free to check out this site for more information about other 4-H opportunities.

Shawano County 4-H Website:

<https://fyi.extension.wisc.edu/shawano4h/>

Find the latest news, including current and past Clover Lines and other important county information, as well as the link to online enrollment.

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