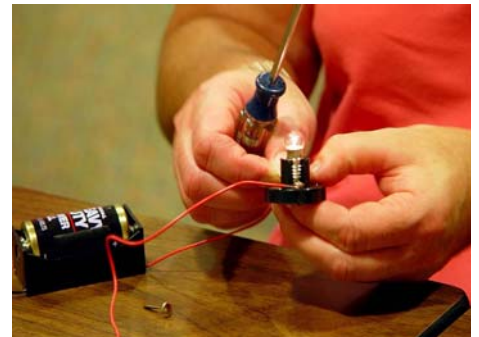


*Self-Determined Project*

# DESIGNING YOUR OWN PROJECT

Member Introduction

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WISCONSIN 4-H PUBLICATION

HEAD • HEART • HANDS • HEALTH



You can design your own 4-H project. Design it around something of interest to you. It can be a hobby, an interest, or something you have wanted to do.

The world is an exciting place with unlimited things to do and learn about. Think big! This is your chance to expand your horizons.

Do something you have always dreamed. Investigate micro-organisms, the stars, or the way government works. Write a newspaper column. Don't be limited by what has been. Produce something that no one else has ever produced before! This is your chance to start something new for you and 4-H.

Your 4-H self-determined project leader can help you get started. He or she can help you plan, identify potential helpers, and give you guidance along the way. Be sure to complete the Project Agreement (see back cover) with your 4-H leader and any helpers.

This guide will help you:

- Identify what you want to do
- Plan how you will do it
- Identify the help you will need
- Assess your progress
- Share what you did and learned

### WHAT

The 4-H project you design for yourself should be:

- Something you really want to do
- Something you can really do
- Something for which you can get the help you may need
- Fun, interesting, and new to you
- Challenging

As you think about selecting your project, consider:

1. Your experiences – things you have done
2. Your skills – things you already know how to do
3. Your resources – things you have access to, such as, tools, space, money, time, energy, helpers, and advisors
4. Sources of information – people, books, the Internet, etc.

### IDEAS

- Adopt-a-friend or grandparent
- Advertising
- Animal behavior
- Antiques
- Astrology
- Aviation
- Building musical instruments
- Building things
- Cartooning
- CB radio
- Chess, bridge, backgammon
- Clothing
- Collect coins or stamps
- Community survey
- Decorating with plants
- Designing jewelry
- Electricity
- Engineering
- Establishing your own business
- Exploring in space
- Fishing
- Forms of art
- Genealogy
- Genetics – human and plants
- Growing plants
- Health
- Historical pictures
- History of anything
- Hot air ballooning
- Karate
- Medical technology
- Model rockets and cars
- Restoring antique autos
- Rock and roll
- Sailing
- Serve as a big brother/sister
- Short wave radio
- Solar home design
- Taxidermy
- Tobogganing, skiing
- Training mice
- Travel
- Video making
- Welding
- Working with the disabled
- World of work
- Writing
- Yoga



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## HOW

### To Choose Your Project

1. List things to consider.
2. Narrow the list down (three or four topics).
3. Think about each one in relation to your experiences, skills, resources, and sources of information.
4. Make your final selection.

### To Plan Your Project

1. List the things you will need to do.
2. Arrange them in the order you think you will need to do them.
3. List the resources you will need.
4. List the information and help you will need.
5. Schedule the time to do the things you will need to do.
6. You now have a plan. Do the things you planned. (Use the following “My Project Plan” as a help.)

### To Find The Help You Need

There are many people who can help you – parents, family members, friends, neighbors, and experts in the community. Select one of them as a helper and consider the others as resource people.

Your helper can advise you in all areas of your 4-H project. Identify the person you want as a helper. Ask the person to be your helper. Schedule a time to discuss your project plans with your helper. Discuss the things for which you need help and when. Check out the 4-H self-determined project web page at [www.uwex.edu/ces/4h/onlinpro/selfdetermined.cfm](http://www.uwex.edu/ces/4h/onlinpro/selfdetermined.cfm).

## PROGRESS

Progress is your most important goal. You need to know what you are getting done and how well you are doing it. You are the best person to determine what you have done and how well. Your helper can assist you. Don't wait to do it. Do it every day. Think about what you learned, as well as what you did.

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## My Project Plan

<i>Things to do</i>	<i>Things I need (information and help)</i>	<i>When I will do it</i>
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
6.	6.	6.
7.	7.	7.
8.	8.	8.
9.	9.	9.



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## SHARE

Reviewing and sharing your accomplishments with yourself and others can be fun and rewarding. Some means of sharing include:

- Talk to your 4-H club, church, school class, or local civic club
- Formal or action demonstration showing others how to do some new things you've learned
- Exhibit at shows or fairs
- Report through the newspaper, radio, TV, or Internet
- Self-diary or log of what you've done and how you feel about it

## HINTS

There are many things you can do that may be helpful to you in carrying out a 4-H project you design. Some of them are:

- Use the library.
- Participate in tours or seminars related to your topic.
- Visit with experts in your community.
- Keep records in writing, pictures and samples.
- Explore newspapers, magazines, and the Internet for information related to your topic.

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## PROJECT AGREEMENT

Date:

*THINGS I WILL DO:*

*WHEN:*

*MY HELPER WILL DO:*

*WHEN:*

*MY 4-H LEADER WILL DO:*

*WHEN:*

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(Your Name)

(Helper's Name)

(4-H Leader's Name)

*HOW WELL I THINK I DID:*

*THINGS I LEARNED:*

Date agreement completed: \_\_\_\_\_



Title IX and American with Disabilities (ADA) requirements.”

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