

2008-2009

FOND DU LAC COUNTY 4-H
PROJECT ENROLLMENT BOOKLET

Chug-a-long into the new 4-H year.



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INTRODUCTION

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.

Don't forget to check out the project pages on the Wisconsin 4-H Web Site at www.uwex.edu/ces/4h/onlinpro/index.cfm On these pages, you'll find descriptions for these statewide projects, Internet resources and links of interest, county fair exhibit suggestions, state specialist contacts, and other suggested 4-H resources.

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, and working with others. Good luck in your project selections. Have a great 4-H year!

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.

Your club organizational leader or enrollment coordinator will give you a form when you're ready to sign up for projects. You'll notice that each project has a computer code number assigned to it. Mark that code number on the form. (Don't use the "youth leader" project codes unless you're signing up as a youth leader for that project.)

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. These are only 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.

4-H leaders . . . If you're a 4-H adult leader, some project code numbers are just for you. For example, if you're a leader for all of the Shooting Sports project units, use code 60300. If there are several units within a project and you're a leader for only one, then use the project code number for that unit. For example, if you're a Shooting Sports leader for just archery, use code 60310. 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, use codes 60310 *and* 60320. Youth leader codes all end in a "9."

4-H ENROLLMENT INFORMATION

Please Note: Complete all blanks on Enrollment Forms. Please check ALL information for accuracy. Cross out (X) any errors and print legibly (preferably in red) the correct information. ALL FORMS MUST BE RETURNED, even the non-returning youth.

MEMBERSHIP GUIDELINES

Youth may re-enroll in 4-H up to one year after graduation from high school. Members may enroll as young as kindergarten, but they must be at least 5 years old by October 1, 2008. It is recommended that young members take one project and that older members have a maximum of five projects. Please note that the date to determine 4-H age is Oct. 1, 2008.

CLOVERBUD MEMBERS

Cloverbuds are children in grades kindergarten to second. They are considered actual 4-H members. Youth in grades K-2 may only enroll in Cloverbuds, Aerospace 1, & Bicycling 1. Youth in grade 2 may enroll in Woodworking.

ADULT LEADERS

All adults wishing to enroll or re-enroll as a registered volunteer must complete forms listed below and attend a one-time training. A signed and returned form indicates that the person wishes to be a leader and will be covered by liability insurance. So please follow the instructions and return all your forms. Thank you for your cooperation.

- Enrollment Form - Fill out and hand in to General Leader annually for new and returning leaders.
- 4-H Volunteer Application Form Background Check & YPAF Form (blue) - Fill out and hand in to General Leader first year of leadership. A background check will be completed the first year of leadership and every 4 years after that.
- Attend Leader Training - Completed 1st year of leadership. Generally offered November, February, and June.

AGE, GENDER, BIRTHDATE, YEAR & GRADE

These numbers are for the upcoming 4-H year 2008-2009.

PARENT/GUARDIAN

Newsletters are sorted by this name. The SAME NAME should appear on ALL enrollments from the SAME FAMILY. This eliminates duplicate mailings. Adults will have themselves or their spouse listed. For 2 household families, please list where the child resides as the primary address, but also include the 2nd address & phone number.

DEADLINES

Re-enrolling members must enroll by October 31, 2008 and new members by January 31, 2009 in order to exhibit at the 2009 Fond du Lac County Fair. Youth may enroll after these dates and would be able to participate in other club and county

4-H activities, but not exhibit at the fair. **Give your completed enrollment form to your Club General Leader.**

PROJECT INFORMATION

Project codes and literature numbers can be found on the following pages. Please list project codes and names on your enrollment form and circle yes or no if you need literature. If project guide lists several pieces of literature for project, specify which to order. For re-enrolling 4-Hers, projects from last year are listed on your enrollment form. If you wish to re-enroll, just leave as listed. To drop the project, cross the line out. To re-enroll, but move to the next project level, change the project number. Refer to the Project Guide for numbers. If you were enrolled in more than 8 projects-they will not appear on form. **The new software has a limitation of 8. If there are more projects that you are enrolled in-please attach a sheet with those projects listed.**

If you plan on being a youth leader for a project, you need to add that youth leadership project to enrollment form. Youth leaders should also sign up for the Youth Leadership Project. **NO MEMBER SHOULD SIGN UP FOR PROJECTS ENDING IN ZERO-Those are leader codes. Enrollment form must be turned in to your club general leader.** Check with them for specific club deadlines. **Making Changes After You Are Enrolled:** Members wishing to change units in an enrolled project must contact the Extension Office in writing by Jan. 31, 2009. To drop a project you must contact the Extension Office in writing by the first Friday in April. Projects **may not** be added after your respective enrollment deadline.

HELPFUL PROJECT EXPLANATIONS

- **Arts and Crafts** - Although the arts & crafts section of the project guide has been broken down into individual arts sections, we will categorize projects into the categories listed. Ceramics, Folk Art, Leathercraft, Latino Cultural Arts, Metal Enameling, and Block Printing are included in the Arts & Crafts project. If you need specialized literature, mark it on the enrollment form.
- **Tractors 1 & 2** does not enroll you in the tractor certification class that is needed to operate a tractor on a Wis. roadway. Information and registration for this will be found in the November or December 4-H newsletter. If you want to compete in the tractor operator contest at the fair you must be enrolled in tractor 1 or 2.

LITERATURE ORDERING

Please check to see what literature you already have, and request only the pieces you need. Only literature orders that are received on the enrollment form will be processed. Literature costs are VERY HIGH. It is VERY important to share literature, and recycle when possible. Extra literature may be returned to the Extension Office. **If you order literature for more than 5 projects, you will be assessed the cost of literature above the 5 projects.** The UW Extension keeps a copy of all literature for you to examine if needed – we encourage the family to share literature. We will provide as much literature as we can, but if we can not provide it, it may be ordered by you from the National Office. The national distribution can be found at www.4-Hmall.org.

FOND DU LAC COUNTY 4-H POLICY ON MEMBERSHIP

1. Eligibility for 4-H members wishing to join a club in Fond du Lac County as a "regular" member: the youth must be enrolled in kindergarten and be at least five years old by October 1, 2008. Youth in grades K-2 may take cloverbuds or those projects listed in the project guide that specify grades K - 2. These include Aerospace 1, Woodworking 1 (not for grade K-1), and Bicycling 1.
2. Re-enrollment period is until October 31. New member enrollments will be accepted until Jan. 31, 2009. Members not enrolled by the appropriate date will not be eligible to exhibit at the 2009 Fond du Lac County Fair. However, they will be able to participate in other club and county events. Memberships must be accepted all year long. Members wishing to change units in an enrolled project must contact the Extension Office in writing by Jan. 31, 2009. Dropping a project must be done in writing by the first Friday in April. Projects may not be added after the enrollment deadline.
3. Policy on re-enrollment of non-achievement members is left to the local club.
4. It is recommended that younger members take one project only, and a maximum of five projects be taken by older members.
5. A member should satisfactorily complete all projects carried in order to be an achievement member.
6. Members qualify for full graduation honors upon completion of high school, though they have the option to remain in 4-H one year past high school graduation.
7. A member is to enroll in one 4-H club during the enrollment year. This process is to be done through the general leader.

FOND DU LAC COUNTY 4-H ACHIEVEMENT POLICY

- Fond du Lac County 4-H strives to provide a positive experience to the youth members who join. "Achievement" within the program plays a fundamental role in order for young people to obtain the most beneficial 4-H experience.
- Youth members must enroll in at least one 4-H project.
- Youth members are expected to complete all 4-H projects enrolled in for the year. Youth members should be aware of the county deadline for dropping projects.
- Re-enrolling members must achieve in all projects the previous 4-H year. Members who do not achieve in the previous year may have their membership role limited the next year i.e. not be able to hold a club office or be allowed to take any more than 2 projects.
- Youth members must publicly exhibit (such as Alto Fair, county fair, etc.) at least one exhibit in every project enrolled in. Legitimate reasons for not exhibiting at a fair event should be corresponded with your club's General Leader (before the event) so that alternate accommodations may occur - examples include club or project meetings.
- Youth members must complete and submit to their 4-H club a Record Book. This Record Book should be completed to the best of the member's ability, with proper forms completed for each project enrolled in.
- Cloverbuds (members in grades K - 2) should complete a cloverbud scrapbook. It will not be judged, but is turned into

the club general leader. Cloverbuds are not eligible for any county awards.

- Youth members must fulfill attendance requirements as established at the club level.
- Upon the first year of achievement the member (including cloverbuds) will receive a nameplate and disc. In following years, a disc is earned for each year of achievement.

YOUTH LEADERSHIP

10200 YOUTH LEADERSHIP LDR

Resources: 07903, *Leadership Mentor Guide for Grades K-5*
07904, *Leadership Mentor Guide for Grades 6-12*
Webpage: 4h.uwex.edu/onlinpro/leadership.cfm

10201 YOUTH LEADERSHIP 1

What you can do in this project:

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

Grades: 3-5

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

10202 YOUTH LEADERSHIP 2

What you can do in this project:

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

Grades: 6-8

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

10203 YOUTH LEADERSHIP 3

What you can do in this project:

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

Grades: 9-12

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

10209 YOUTH LEADERSHIP YTH LDR

YOUNGER MEMBERS

10300 EXPLORING LDR

Resources: 08172, *Exploring Treasures of 4-H Helper's Guide*
06350, *Exploring Farm Animals Helper's Guide*
Webpage: 4h.uwex.edu/onlinpro/exploring.cfm

10301 EXPLORING

What you can do in this project:

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

Grades: 2-3

Resource: 08171, *Exploring the Treasures of 4-H*

10309 EXPLORING YTH LDR

10350 CLOVERBUD LDR

Resources: 4H414, *Helping Youth Grow into 4-H*
05560, *4-H Discovery Program for 6-8 Yr. Olds*
Webpage: 4h.uwex.edu/onlinpro/cloverbuds.cfm

10351 CLOVERBUDS 1

What you can do in this project:

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

Grade: Kindergarten

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

10352 CLOVERBUDS 2

What you can do in this project:

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

Grade: 1

Resource: See Cloverbuds 1

10353 CLOVERBUDS 3

What you can do in this project:

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

Grade: 2

Resource: See Cloverbuds 1

10359 CLOVERBUDS YTH LDR

SERVICE LEARNING & CITIZENSHIP

10750 SERVICE LEARNING LDR

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

10751 SERVICE LEARNING 1

What you can do in this project:

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

Grades: 5-8

Resource: 08182, *Agents of Change + CD*

10752 SERVICE LEARNING 2

What you can do in this project:

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

Grades: 9-12

Resource: 08183, *Raise Your Voice + CD*

10800 CITIZENSHIP LDR

Resource: 08154, *Citizenship Guide's Handbook*

Webpage: 4h.uwex.edu/onlinepro/citizenship.cfm

10801 CITIZENSHIP

What you can do in this project:

- discover and discuss public issues
- plan a project that will create, change or improve your community

Grades: 4-12

Resource: 08153, *Citizenship Adventure Kit*

10809 CITIZENSHIP YTH LDR

SELF-DETERMINED

10900 SELF-DETERMINED LDR

Webpage: 4h.uwex.edu/onlinepro/selfdetermined.cfm

10901 SELF-DETERMINED

What you can do in this project:

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

Grades: 3-13

Resource: 4H272, *Designing Your Own Project*

10909 SELF-DETERMINED YTH LDR

ANIMAL SCIENCES

20100 BEEF LDR

Resources: 08146, *Beef Helper's Guide*

117R, *Beef Resource Handbook*

Webpage: 4h.uwex.edu/onlinepro/beef.cfm

20101 BEEF 1

What you can do in this project:

- Identify various beef breeds
- Identify parts of a beef animal
- Judge beef cattle
- Halter-break a calf, fit a steer, show a calf
- Recognize and raise a healthy animal

Grades: 3-5

Resources: 08143, *Bite Into Beef*

4H450, *Judging Breeding & Market Cattle*

MA, *Meat Animal Project Record*

20102 BEEF 2

What you can do in this project:

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

Grades: 6-8

Resources: 08144, *Here's the Beef*

MA, *Meat Animal Project Record*

20103 BEEF 3

What you can do in this project:

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

Grades: 9-12

Resources: 08145, *Leading the Charge*

MA, *Meat Animal Project Record*

20109 BEEF YTH LDR

20150 DAIRY GOAT LDR

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

Webpage: 4h.uwex.edu/onlinepro/goats.cfm

20151 DAIRY GOAT 1

What you can do in this project:

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

Grades: 3-5

Resource: 08352, *Getting Your Goat*

20152 DAIRY GOAT 2

What you can do in this project:

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

Grades: 6-8

Resource: 08353, *Stepping Out*

20153 DAIRY GOAT 3

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

Grades: 9-12

Resource: 08354, *Showing the Way*

20159 DAIRY GOAT YTH LDR

20190 MEAT GOAT LDR

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

Webpage: 4h.uwex.edu/onlinepro/goats.cfm

20191 MEAT GOAT 1

What you can do in this project:

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

Grades: 3-4

Resource: 07909, *Just Browsing*

20192 MEAT GOAT 2

What you can do in this project:

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

Grades: 5-7

Resource: 07910, *Get Growing with Meat Goats*

20193 MEAT GOAT 3

What you can do in this project:

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

Grades: 9-12

Resource: 07911, *Meating the Future*

20199 MEAT GOAT YTH LDR

20200 DAIRY LDR

Resource: 08164, *Dairy Cattle Helper's Guide*

Webpage: 4h.uwex.edu/onlinepro/dairy.cfm

20201 DAIRY 1

What you can do in this project:

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

Grades: 3-5

Resources: 08161, *Cowabunga*

CANADA1, *Showmanship...Leading to Win*

CANADA2, *Preparing to Lead*

Dairy Cattle Judging Made Easy – Interactive CD

LDR, *Lifetime Dairy Record*

20202 DAIRY 2

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

Grades: 6-8

Resources: 08162, *Mooving Ahead*

The Rules are Black and White

20203 DAIRY 3

What you can do in this project:

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

Grades: 9-12

Resources: 08163, *Rising to the Top*

HMR, *WI 4-H Dairy Heifer Mgmt. Record*

20205 DAIRY MANAGEMENT

20209 DAIRY YTH LDR

20300 HORSE/HORSELESS HORSE LDR

Resources: 08058, *Horse Helper's Guide*

07200, *Horse Pattern*

Webpage: 4h.uwex.edu/onlinepro/horses.cfm

20301 HORSES 1

What you can do in this project:

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

Grades: 3-5

Resources: 08053, *Giddy Up & Go*

CO200, *Horses & Horsemanship*

CO201, *Horse Science*

4H180, *Pleasure Riding*

20302 HORSES 2

What you can do in this project:

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

Grades: 6-8

Resource: 08054, *Head, Heart & Hooves*

20303 HORSES 3

What you can do in this project:

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

Grades: 9-12

Resource: 08055, *Stable Relationships*

20304 HORSES 4

What you can do in this project:

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

Grades: 3-7

Resource: 08056, *Riding the Range*

20305 HORSES 5

What you can do in this project:

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

Grades: 8-12

Resource: 08057, *Jumping to New Heights*

20306 HORSELESS HORSE 1

What you can do in this project:

- You do *not* need a horse in this project
- Explore horse behavior, terms and breeds

- Identify body parts
- Learn grooming, saddling and bridling
- Learn about safety and equipment

Grades: 3-5

Resource: 08053, *Giddy Up & Go*

20307 HORSELESS HORSE 2

What you can do in this project:

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

Grades: 6-8

Resource: 08054, *Head, Heart & Hooves*

20308 HORSELESS HORSE 3

What you can do in this project:

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

Grades: 9-12

Resource: 08055, *Stable Relationships*

20309 HORSE/HORSELESS HORSE YTH LDR

20311 DRAFT HORSE

What you can do in this project:

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

Grades: 6-8

Resource: 4H181, *Draft Horse*

20370 MODEL HORSE LDR

20371 MODEL HORSE

20379 MODEL HORSE YTH LDR

20380 CLOTHES HORSE LDR

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

Webpage: 4h.uwex.edu/onlinpro/horses.cfm

20381 CLOTHES HORSE

What you can do in this project:

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

Grades: 3-12

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

20389 CLOTHES HORSE YTH LDR

20391 LLAMAS

20400 SWINE LDR

Resources: 08068, *Swine Helper's Guide*

134R, *Swine Resource Handbook*

Webpage: 4h.uwex.edu/onlinpro/swine.cfm

20401 SWINE 1

What you can do in this project:

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

Grades: 3-5

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

20402 SWINE 2

What you can do in this project:

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

Grades: 6-8

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

20403 SWINE 3

What you can do in this project:

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

Grades: 9-12

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

20409 SWINE YTH LDR

20500 POULTRY LDR

Resource: 06366, *Poultry Helper's Guide*

Webpage: 4h.uwex.edu/onlinpro/poultry.cfm

20501 POULTRY 1

What you can do in this project:

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

Grades: 3-5

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

20502 POULTRY 2

What you can do in this project:

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

Grades: 6-8
Resources: 06364, *Testing Your Wings*
4H281, *Poultry for Fun & Food*
A2880, *Chicken Breeds & Varieties*
MA, *Meat Animal Project Record*

20503 POULTRY 3

What you can do in this project:

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

Grades: 9-12
Resources: 06365, *Flocking Together*
MA, *Meat Animal Project Record*

20504 WATERFOWL

What you can do in this project:

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

Grades: 3-12
Resources: A3311, *Raising Waterfowl*
MA, *Meat Animal Project Record*

20505 TURKEYS

What you can do in this project:

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

Grades: 3-12
Resources: NCR060, *Small Turkey Flock Management*
MA, *Meat Animal Project Record*

20506 BANTAMS

What you can do in this project:

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

Grades: 3-12
Resources: NCR209, *Bantams*
MA, *Meat Animal Project Record*

20507 PIGEONS

What you can do in this project:

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

Grades: 3-12
Resource: 4H135, *Pigeons*

20509 POULTRY YTH LDR

20600 SHEEP LDR

Resources: 06370, *Sheep Helper's Guide*
194R, *Sheep Resource Handbook*
Webpage: 4h.uwex.edu/onlinpro/sheep.cfm

20601 SHEEP 1

What you can do in this project:

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

Grades: 3-5
Resources: 06367, *Lambs, Rams and You*
4H421, *Judging Breeding & Market Sheep*
MA, *Meat Animal Project Record*

20602 SHEEP 2

What you can do in this project:

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

Grades: 6-8
Resources: 06368, *Shear Delight*
MA, *Meat Animal Project Record*

20603 SHEEP 3

What you can do in this project:

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

Grades: 9-12
Resources: 06369, *Leading the Flock*
MA, *Meat Animal Project Record*

20609 SHEEP YTH LDR

20650 CATS LDR

Resource: 08151, *Cat Helper's Guide*
Webpage: 4h.uwex.edu/onlinpro/cats.cfm

20651 CATS 1

What you can do in this project:

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

Grades: 3-5
Resource: 08148, *Purr-fect Pals*

20652 CATS 2

What you can do in this project:

- Learn about cat senses and sounds
- Explore tricks to teach a cat

- Traveling with a cat
- Learn about feeding and emergency care
- Detect signs of illness and health issues

Grades: 6-8

Resource: 08149, *Climbing Up!*

20653 CATS 3

What you can do in this project:

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

Grades: 9-12

Resource: 08150, *Leaping Forward*

20659 CATS YTH LDR

20700 DOGS LDR

Resources: 08169 *Dog Helper's Guide*

4H458, *4-H Dog Judging Guidelines*

Webpage: 4h.uwex.edu/onlinepro/dogs.cfm

20701 DOGS 1

What you can do in this project:

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

Grades: 3-5

Resources: 08166, *Wiggles and Wags*

4H436, *The Basics of Training Your Dog*

20702 DOGS 2

What you can do in this project:

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

Grades: 6-8

Resources: 08167, *Canine Connection*

4H439, *Dog Obedience – Novice & Beyond*

20703 DOGS 3

What you can do in this project:

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

Grades: 9-12

Resources: 08168, *Leading the Pack*

4H437, *A Guide to Showmanship*

20709 DOGS YTH LDR

20750 RABBITS LDR

Resource: 08083, *Rabbit Helper's Guide*

Webpage: 4h.uwex.edu/onlinepro/rabbits.cfm

20751 RABBITS 1

What you can do in this project:

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

Grades: 3-5

Resource: 08080, *What's Hoppening?*

20752 RABBITS 2

What you can do in this project:

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

Grades: 6-8

Resource: 08081, *Making Tracks*

20753 RABBITS 3

What you can do in this project:

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

Grades: 9-12

Resource: 08082, *All Ears*

20759 RABBITS YTH LDR

20800 VETERINARY SCIENCE LDR

Resources: 08051, *Veterinary Science Helper's Guide*

4H192, *Veterinary Science*

4H323, *The Normal Animal*

Webpage: 4h.uwex.edu/onlinepro/vetscience.cfm

20801 VETERINARY SCIENCE 1

What you can do in this project:

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

Grades: 3-5

Resources: 08048, *From Airedales to Zebras*

4H334, *Adventure Notebook*

4H131, *The Normal Animal*

20802 VETERINARY SCIENCE 2

What you can do in this project:

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

Grades: 6-8

Resources: 08049, *All Systems Go*

4H048, *Animal Disease*

20803 VETERINARY SCIENCE 3

What you can do in this project:

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

Grades: 9-12

Resources: 08050, *On the Cutting Edge*

4H133, *Animal Health*

20809 VETERINARY SCIENCE YTH LDR

20900 PETS LDR

Resource: 06362, *Pet Helper's Guide*

Webpage: 4h.uwex.edu/onlinpro/pets.cfm

20901 PETS 1

What you can do in this project:

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

Grades: 3-5

Resource: 06359, *Pet Pals*

20902 PETS 2

What you can do in this project:

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

Grades: 6-8

Resource: 06360, *Scurrying Ahead*

20903 PETS 3

What you can do in this project:

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

Grades: 9-12

Resource: 06361, *Scaling the Heights*

20909 PETS YTH LDR

ARTS & COMMUNICATION

30000 PHOTOGRAPHY LDR

Webpage: 4h.uwex.edu/onlinpro/photography.cfm

30001 PHOTOGRAPHY 1

What you can do in this project:

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

Grades: 3-5

Resource: PC1, *Focus on Photography*

30002 PHOTOGRAPHY 2

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

Grades: 6-8

Resource: PC2, *Controlling the Image*

30003 PHOTOGRAPHY 3

What you can do in this project:

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

Grades: 9-12

Resource: PC3, *Mastering Photography*

30005 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: 6-12

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

30009 PHOTOGRAPHY YTH LDR

30100 COMMUNICATIONS LDR

Resources: BU8159, *Communications Helper's Guide*

COMM04, *Voices From the Past*

COMM05, *It's All in the Family*

COMM07, *Communication Activities for 4-H Clubs*

Webpage: 4h.uwex.edu/onlinpro/communications.cfm

30101 COMMUNICATIONS 1

What you can do in this project:

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

Grades: 3-5

Resource: 08156, *Picking Up the Pieces*

30102 COMMUNICATIONS 2

What you can do in this project:

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

Grades: 6-8

Resource: 08157, *Putting It Together*

30103 COMMUNICATIONS 3

What you can do in this project:

- Polish your communication skills
- Develop a public presence by speaking in public
- Explore communication careers
- Write resumes and interview for a job
- Develop presentations

Grades: 9-12

Resource: 08158, *The Perfect Fit*

30109 COMMUNICATIONS YTH LDR

30120 SPEAKING LDR

30121 SPEAKING

What you can do in this project:

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

- Plan, practice and present an effective demonstration
- Grades: 3-12
 Resources: COMM02, *4-H Public Speakers Handbook*
 COMM06, *4-H Public Speaking Opportunities*

30129 SPEAKING YTH LDR

30131 POSTERS

Grades: 3-12
 Resource: 4H23, *Say It With Posters*

30141 CREATIVE WRITING

Grades: 3-12
 Resources: COMM01, *Creative Woodworking*
 COMM03, *Crazy About Books Reading Circle*

30300 ARTS/CRAFTS LDR

Resource: 07597, *Arts & Crafts – A Palette of Fun*
 Webpage: 4h.uwex.edu/onlinpro/artsandcrafts.cfm

30301 ART 1

What you can do in this project

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

Grades: 3-6
 Resources: 23112, *Elements and Principles of Design Card*
 4H472, *Palette of Fun Member Sheet & Introduction*

30302 ART 2

What you can do in this project:

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

Grades: 7-12
 Resources: 08140, *Advanced Visual Arts: Sketchbook*
 Crossroads 08141, *Advanced Visual Arts: Portfolio Pathways*

30309 ARTS/CRAFTS YTH LDR

30310 LEATHERCRAFT LDR

Resource: CIR006, *Adventures in Leathercraft Leaders Guide*
 Webpage: 4h.uwex.edu/onlinpro/leathercraft.cfm

30311 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
 Resource: 4H149, *Adventures in Leathercraft Members Guide*

30319 LEATHERCRAFT YTH LDR

30330 BLOCK PRINTING LDR

Resource: CIR008, *Block Printing Leaders Guide*
 Webpage: 4h.uwex.edu/onlinpro/blockprinting.cfm

30331 BLOCK PRINTING

What you can do in this project:

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

Grades: 5-12
 Resource: 4H156, *Block Printing Members Guide*

30339 BLOCK PRINTING YTH LDR

30340 METAL ENAMELING LDR

Resource: CIR009, *Metal Enameling Leaders Guide*
 Webpage: 4h.uwex.edu/onlinpro/metalenameling.cfm

30341 METAL ENAMELING

What you can do in this project:

- Try enameling earrings, pins and other jewelry
- Learn to attach fasteners
- Create original designs and patterns

Grades: 5-12
 Resource: 4H158, *Metal Enameling Members Guide*

30349 METAL ENAMELING YTH LDR

30350 DRAWING & PAINTING LDR

Webpage: 4h.uwex.edu/onlinpro/drawing.cfm

30351 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
- Paint with oil and acrylics
- Mix colors, mat and frame your artwork

Grades: 3-12
 Resource: 4H169, *Drawing & Painting*

30359 DRAWING & PAINTING YTH LDR

30400 FOLK ARTS LDR

Resource: NCR534, *Folk Arts Leader Guide*
 Webpage: 4h.uwex.edu/onlinpro/folkarts.cfm

30401 FOLK ARTS

What you can do in this project:

- Explore traditional folk arts
- Learn more from your family and community
- Learn storytelling, egg decorating, basket making

Grades: 5-12

30409 FOLK ARTS YTH LDR

30600 LATINO CULTURAL ARTS LDR

Resource: 08180, *QueRico! La Cultura Bilingual Helper's Guide*
 Webpage: 4h.uwex.edu/onlinpro/LatinoCulturalArts.cfm

30601 LATINO CULTURAL ARTS

What you can do in this project:

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

Grades: 3-8

30609 LATINO CULTURAL ARTS YTH LDR

30700 THEATRE ARTS LDR

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

Webpage: 4h.uwex.edu/onlinepro/theatre.cfm

30701 THEATRE ARTS 1

What you can do in this project:

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

Grades: 3-5

Resource: 08070, *Play the Role*

30702 THEATRE ARTS 2

What you can do in this project:

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

Grades: 6-8

Resource: 08071, *Become a Puppeteer!*

30703 THEATRE ARTS 3

What you can do in this project:

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

Grades: 9-12

Resource: 08072, *Set the Stage*

30709 THEATRE ARTS YTH LDR

30710 CLOWNING LDR

30711 CLOWNING

What you can do in this project:

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

Grades: 3-12

Resource: 4H265, *Enter the Clowns*

30719 CLOWNING YTH LDR

30760 MUSIC LDR

Resource: 4H351, *Sing Along Songbook*

30761 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

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

30769 MUSIC YTH LDR

30800 COMPUTERS LDR

Resource: 08349, *Teens Teaching Tech*

Webpage: 4h.uwex.edu/onlinepro/computer.cfm

30801 COMPUTERS 1

What you can do in this project:

- Learn about hardware, software and various applications
- Explore how they work, what are the components
- Learn the various programs and their features
- Participation is supported by an interactive website

Grades: 3-5

Resource: 08346, *Newbie Know How*

30802 COMPUTERS 2

What you can do in this project:

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

Grades: 6-8

Resource: 08347, *Inside the Box*

30803 COMPUTERS 3

What you can do in this project:

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

Grades: 9-12

Resource: 08348, *Peer to Peer*

30809 COMPUTERS YTH LDR

FAMILY, HOME & HEALTH

40000 INTERGENERATIONAL PROGRAMS LDR

Resource: NCR548, *Walk in My Shoes Leaders Guide*

Webpage: 4h.uwex.edu/onlinepro/intergenerational.cfm

40001 INTERGENERATIONAL PROGRAMS

What you can do in this project:

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

Grades: 5-12

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

40009 INTERGENERATIONAL YTH LDR

40100 CHILD DEVELOPMENT LDR

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

Webpage: 4h.uwex.edu/onlinepro/childdev.cfm

40101 CHILD DEVELOPMENT 1

What you can do in this project:

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

Grades: 3-4

Resource: 08075, *On My Own*

40102 CHILD DEVELOPMENT 2

What you can do in this project:

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

Grades: 5-6

Resource: 08076, *Growing With Others*

40103 CHILD DEVELOPMENT 3

What you can do in this project:

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

Grades: 7-10

Resource: 08077, *Growing in Communities*

40109 CHILD DEVELOPMENT YTH LDR

40200 CLOTHING LDR

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

Webpage: 4h.uwex.edu/onlinpro/clothing.cfm

40201 CLOTHING 1

What you can do in this project:

- 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

Grades: 3-5

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

40202 CLOTHING 2

What you can do in this project:

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

Grades: 6-8

Resource: 08061, *Fashion Forward*

40203 CLOTHING 3

What you can do in this project:

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

Grades: 9-12

Resource: 08062, *Refine Design*

40209 CLOTHING YTH LDR

40210 QUILTING LDR

40211 QUILTING

40219 QUILTING YTH LDR

40300 CROCHETING LDR

Webpage: 4h.uwex.edu/onlinpro/crocheting.cfm

40301 CROCHETING

What you can do in this project:

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

Grades: 3-12

Resource: CC1403, *Crochet Made Easy*

40309 CROCHETING YTH LDR

40400 FOODS & NUTRITION LDR

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

Webpage: 4h.uwex.edu/onlinpro/foodsnutrition.cfm

40401 FOODS & NUTRITION 1

What you can do in this project:

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

Grades: 3-4

Resource: 07144, *Six Easy Bites*

40402 FOODS & NUTRITION 2

What you can do in this project:

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

Grades: 5-6

Resource: 07146, *Tasty Tidbits*

40403 FOODS & NUTRITION 3

What you can do in this project:

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

Grades: 7-9

Resource: 07148, *You're the Chef*

40404 FOODS & NUTRITION 4

What you can do in this project:

- Learn how to make jelly, bake fish and marinate meat
- Conduct a food activity with young children

- Learn to divide recipes and make substitutions
- Plan menus on a budget

Grades: 10-12

Resource: 07150, *Foodworks*

40409 FOODS & NUTRITION YTH LDR

40500 FOODS PRESERVATION LDR

Webpage: 4h.uwex.edu/onlinepro/foodsnutrition.cfm

40501 FOODS PRESERVATION

What you can do in this project:

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

Grades: 6-12

Resources: BO430, *Canning Fruits Safely*

B1159, *Canning Vegetables Safely*

B2267, *Homemade Pickles and Relishes*

B2605, *Tomatoes Tart and Tasty*

B2909, *Making Jams, Jellies and Fruit Preserves*

B3278, *Freezing Fruits and Vegetables*

B3345, *Canning Meat, Wild Game, Poultry and Fish Safely*

B3570, *Canning Salsa Safely*

40509 FOODS PRESERVATION YTH LDR

40650 PERSONAL FINANCE LDR

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

40651 PERSONAL FINANCE 1

What you can do in this project:

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

Grades: 6-8

Resource: 07710, *Money FUNDamentals*

40652 PERSONAL FINANCE 2

What you can do in this project:

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

Grades: 9-12

Resource: 07711, *Money Moves*

40659 PERSONAL FINANCE YTH LDR

40660 ENTREPRENEURSHIP LDR

Resource: 08036, *Entrepreneurship Helper's Guide*

40661 ENTREPRENEURSHIP

What you can do in this project:

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

Grades: 7-12

Resource: 08035, *Entrepreneurship: Be the E*

40669 ENTREPRENEURSHIP YTH LDR

40670 WORKFORCE READINESS LDR

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

40671 WORKFORCE READINESS

What you can do in this project:

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

Grades: 6-9

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

40679 WORKFORCE READINESS YTH LDR

40700 HOME ENVIRONMENT LDR

Webpage: 4h.uwex.edu/onlinepro/homeenv.cfm

40701 HOME ENVIRONMENT 1

What you can do in this project:

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

Grades: 3-5

Resource: 4H425, *Exploring Your Home*

40702 HOME ENVIRONMENT 2

What you can do in this project:

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

Grades: 6-7

Resource: 4H426, *Living With Others*

40703 HOME ENVIRONMENT 3

What you can do in this project:

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

Grades: 8-9

Resource: 4H427, *Where I Live*

40704 HOME ENVIRONMENT 4

What you can do in this project:

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

Grades: 10-12

Resource: 4H465, *In My Home*

40709 HOME ENVIRONMENT YTH LDR

40800 KNITTING LDR

Webpage: 4h.uwex.edu/onlinepro/knitting.cfm

40801 KNITTING

What you can do in this project:

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

Grades: 3-12

Resource: CC1402, *Knitting Made Easy*

40809 KNITTING YTH LDR

40850 CONSUMER SAVVY LDR

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

Webpage: 4h.uwex.edu/onlinepro/consumersavvy.cfm

40851 CONSUMER SAVVY 1

What you can do in this project:

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

Grades: 3-5

Resource: 08030, *The Consumer in Me*

40852 CONSUMER SAVVY 2

What you can do in this project:

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

Grades: 6-9

Resource: 08031, *Consumer Wise*

40853 CONSUMER SAVVY 3

What you can do in this project:

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

Grades: 10-12

Resource: 08032, *Consumer Roadmaps*

40859 CONSUMER SAVVY YTH LDR

40900 HEALTH LDR

Webpage: 4h.uwex.edu/onlinepro/health.cfm

40901 HEALTH 1

What you can do in this project:

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

Grades: 3-5

Resource: 08174, *First Aid in Action*

40902 HEALTH 2

What you can do in this project:

- Identify your personal talent areas in health care
- Explore hygiene, nutrition and physical activities
- Share what you learn with others

Grades: 6-8

Resource: 08175, *Staying Healthy*

40903 HEALTH 3

What you can do in this project:

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

Grades: 9-12

Resource: 08176, *Keeping Fit*

40909 HEALTH YTH LDR

MECHANICAL SCIENCES

50000 AEROSPACE LDR

Resource: 06846, *Aerospace Helper's Guide*

Webpage: 4h.uwex.edu/onlinepro/aerospace.cfm

50001 AEROSPACE 1

What can I do in this project:

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

Grades: K-2

Resource: 06842, *Pre-Flight*

50002 AEROSPACE 2

What you can do in this project:

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

Grades: 3-5

Resource: 06843, *Lift Off*

50003 AEROSPACE 3

What you can do in this project:

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

Grades: 6-8

Resource: 06844, *Reaching New Heights*

50004 AEROSPACE 4

What you can do in this project:

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

Grades: 9-12

Resource: 06845, *Pilot in Command*

50009 AEROSPACE YTH LDR

50200 BICYCLING LDR

Resources: 08336, *Bicycle Helper's Guide*

087507, *Bicycle Fix It! (DVD)*

Webpage: 4h.uwex.edu/onlinpro/bicycling.cfm

50201 BICYCLING 1

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

Grades: K-3

Resource: 08334, *Bicycling for Fun*

50202 BICYCLING 2

What you can do in this project:

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

Grades: 4-6

Resource: 08335, *Wheels in Motion*

50209 BICYCLING YTH LDR

50300 ELECTRICITY LDR

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

Webpage: 4h.uwex.edu/onlinpro/electricity.cfm

50301 ELECTRICITY 1

What you can do in this project:

- 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

Grades: 4-5

Resource: 06848, *Magic of Electricity*

50302 ELECTRICITY 2

What you can do in this project:

- Work with electrical equipment
- Learn to read circuit diagrams
- Build a circuit and measure voltages
- Communicate in Morse code

Grades: 6-7

Resource: 06849, *Investigating Electricity*

50303 ELECTRICITY 3

What can I do in this project:

- Develop a basic electrical tool and supply kit
- Understand the symbols on wires and cables
- Replace a wall switch, locate your home wiring system

Grades: 8-9

Resource: 06850, *Wired for Power*

50304 ELECTRICITY 4

What you can do in this project:

- Identify electrical and electronic parts and devices
- Learn how to solder and prepare parts for assembly
- Assemble a circuit using a transistor
- Use a photocell to activate an alarm
- Build an amplifier to power a speaker

Grades: 10-12

Resource: 06851, *Entering Electronics*

50309 ELECTRICITY YTH LDR

50370 GEOSPATIAL LDR

50371 GEOSPATIAL 1

What you can do in this project:

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

Grades: 4-12

Resource: CD8458, *Exploring Spaces, Going Places CD* ("Getting Out" section)

50372 GEOSPATIAL 2

What you can do in this project:

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

Grades: 4-12

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

50373 GEOSPATIAL 3

What you can do in this project:

- Use multi-layered maps to attempt to solve problems
- Find ways to reduce traffic congestion
- Pinpoint pollution sources
- Discover ways of boosting tourism through mapping

Grades: 4-12

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

50379 GEOSPATIAL YTH LDR

50380 ROBOTICS LDR

Resources: 08366, *Robotics COACH Helper's Guide*
CD8368, *Robotics and You CD*

50381 ROBOTICS 1

What you can do in this project:

- Explore programming concepts using RoboLab language
- Learn what a robot is, how to build one
- Learn how to program the robot to use sensors

Grades: 4-8

Resource: 08364, *Robotics EXPLORER*

50382 ROBOTICS 2

What can I do in this project:

- Learn more advanced topics in programming
- Advance your programming techniques
- Build your own custom functions

Grades: 9-12

Resource: 08365, *Robotics PROBE*

50389 ROBOTICS YTH LDR

50500 SMALL ENGINES LDR

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

Webpage: 4h.uwex.edu/onlinpro/engine.cfm

50501 SMALL ENGINES 1

What you can do in this project:

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

Grades: 3-5

Resource: 08186, *Crank It Up!*

50502 SMALL ENGINES 2

What you can do in this project:

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

Grades: 6-8

Resource: 08187, *Warm It Up!*

50503 SMALL ENGINES 3

What you can do in this project:

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

Grades: 9-12

Resource: 08188, *Tune It Up!*

50509 SMALL ENGINES YTH LDR

50600 SCALE MODELS LDR

Webpage: 4h.uwex.edu/onlinepro/scalemodels.cfm

50601 SCALE MODELS

What you can do in this project:

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

Grades: 3-12

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

50609 SCALE MODELS YTH LDR

50700 TRACTORS LDR

Webpage: 4h.uwex.edu/onlinepro/tractors.cfm

50701 TRACTORS 1

What you can do in this project:

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

Grades: 3-4 (little or no experience)

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

50702 TRACTORS 2

What you can do in this project:

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

Grades: 5-6 (little or no experience)

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

50703 TRACTORS 3

What you can do in this project:

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

Grades: 7-9 (some prior experience)

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

50704 TRACTORS 4

What you can do in this project:

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

Grades: 10-12 (some prior experience)

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

50709 TRACTORS YTH LDR

50800 WOODWORKING LDR

Resource: 06879, *Woodworking Helper's Guide*

Webpage: 4h.uwex.edu/onlinepro/wood.cfm

50801 WOODWORKING 1

What you can do in this project:

- 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

Grades: 2-4

Resource: 08675, *Measuring Up*

50802 WOODWORKING 2

What you can do in this project:

- Identify functions of various tools
- Practice safety techniques
- Select a project to build (birdhouse, foot stool)
- Use a screwdriver and combination square

Grades: 4-6

Resource: 06876, *Making the Cut*

50803 WOODWORKING 3

What you can do in this project:

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

Grades: 6-8

Resource: 06877, *Nailing It Together*

50804 WOODWORKING 4

What you can do in this project:

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

Grades: 9-12

Resource: 06878, *Finishing Up*

50809 WOODWORKING YTH LDR

NATURAL RESOURCES & ENVIRONMENTAL EDUCATION

60000 EXPLORING YOUR ENVIRONMENT LDR

Resources: 07707, *Exploring Your Environment Helper's Guide*
PUB-CE-456, *Education Connection*
PUBL-ER-001, *WI Endangered & Threatened Species*

Webpage: 4h.uwex.edu/onlinepro/naturespace.cfm

60001 EXPLORING YOUR ENVIRONMENT 1

What you can do in this project:

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

Grades: 5-7

Resource: 07704, *Eco-Wonders*

60002 EXPLORING YOUR ENVIRONMENT 2

What you can do in this project:

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

Grades: 8-10

Resource: 07705, *Eco-Adventures*

60003 EXPLORING YOUR ENVIRONMENT 3

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

Grades: 11-12

Resource: 07706, *Eco-Actions*

60005 WILDFLOWERS

What you can do in this project:

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

Grades: 3-12

Resource: 4H392, *Wildflowers*

Webpage: 4h.uwex.edu/onlinepro/wildflowers.cfm

60009 EXPLORING YOUR ENVIRONMENT YTH LDR

60050 FORESTRY LDR

Resource: 08041, *Forestry Helper's Guide*

Webpage: 4h.uwex.edu/onlinepro/forestry.cfm

60051 FORESTRY 1

What you can do in this project:

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

Grades: 3-5

Resource: 08038, *Follow the Path*

60052 FORESTRY 2

What you can do in this project:

- 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

Grades: 6-8

Resource: 08039, *Reach for the Canopy*

60053 FORESTRY 3

What you can do in this project:

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

Grades: 9-12

Resource: 08040, *Explore the Deep Woods*

60059 FORESTRY YTH LDR

60100 ADVENTURES LDR

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

Webpage: 4h.uwex.edu/onlinepro/adventures.cfm

60101 ADVENTURES

What you can do in this project:

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

Grades: 3-12

Resource: 4H444, *Introduction to Adventures*

60102 WINTER TRAVEL

What you can do in this project:

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

Grades: 3-12

Resource: 4H448, *4-H Adventure Project – Winter Travel*

Webpage: 4h.uwex.edu/onlinepro/wintertravel.cfm

60103 CANOEING

What you can do in this project:

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

Grades: 3-12

Resource: 4H447, *4-H Adventure Project – Canoeing*

Webpage: 4h.uwex.edu/onlinepro/canoeing.cfm

60104 BICYCLING

What you can do in this project:

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

Grades: 3-12
Resource: 4H446, *4-H Adventure Project – Bicycling*
Webpage: 4h.uwex.edu/onlinepro/bicyclingnr.cfm

60109 ADVENTURES YTH LDR

60120 BACKPACKING & HIKING LDR

Resource: 08046, *Outdoor Adventures Helper's Guide*
Webpage: 4h.uwex.edu/onlinepro/backpacking.cfm

60121 BACKPACKING & HIKING 1

What you can do in this project:

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

Grades: 3-5

Resource: 08043, *Hiking Trails*

60122 BACKPACKING & HIKING 2

What you can do in this project:

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

Grades: 6-8

Resource: 08044, *Camping Adventures*

60123 BACKPACKING & HIKING 3

What you can do in this project:

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

Grades: 9-12

Resource: 08045, *Backpacking Expeditions*

60129 BACKPACKING & HIKING YTH LDR

60200 ENTOMOLOGY LDR

Resource: 06856, *Entomology Group Helper's Guide*
Webpage: 4h.uwex.edu/onlinepro/entomology.cfm

60201 ENTOMOLOGY 1

What you can do in this project:

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

Grades: 3-5

Resource: 06853, *Creepy Crawlies*

60202 ENTOMOLOGY 2

What you can do in this project:

- Learn how an insect protects itself
- Explore their habitats, create an insect display
- Investigate entomology careers
- Build an insect extractor

Grades: 6-8

Resource: 06854, *What's Bugging You?*

60203 ENTOMOLOGY 3

What you can do in this project:

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

Grades: 9-12

Resource: 06855, *Dragons, Houses, and Other Flies*

60209 ENTOMOLOGY YTH LDR

60300 SHOOTING SPORTS LDR

Resource: 4H428, *4-H Shooting Sports Program*
Webpage: 4h.uwex.edu/onlinepro/shooting/index.cfm

60309 SHOOTING SPORTS YTH LDR

60310 ARCHERY LDR

60311 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

Resource: 4H429, *4-H Shooting Sports – Basic Archery*

60319 ARCHERY YTH LDR

60320 AIR PISTOL LDR

60321 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

Resource: 4H431, *4-H Shooting Sports – Basic Air Pistol*

60329 AIR PISTOL YTH LDR

60330 RIFLE LDR

60331 RIFLE

What you can do in this project:

- Introduction to air rifle and .22 rifle in dry firing
- Learn to sight your rifle and how to score targets
- Learn various shooting positions
- Learn safety policies and procedures

Grades: 3-12

Resource: 4H432, *4-H Shooting Sport – Basic Rifle*

60339 RIFLE YTH LDR

60340 HUNTING LDR

60341 HUNTING

What you can do in this project:

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

Grades: 3-12

Resource: 4H434A, *4-H Shooting Sports – Basic Hunting*

60349 HUNTING YTH LDR

60350 SHOTGUN LDR

60351 SHOTGUN

What you can do in this project:

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

Grades: 3-12

Resource: 4H433, *4-H Shooting Sports – Basic Shotgun*

60359 SHOTGUN YTH LDR

60360 MUZZLELOADING LDR

60361 MUZZLELOADING

What you can do in this project:

- Learn about muzzleloading history
- Learn about different guns and accessories
- Learn how to clean a muzzleloader
- Learn safety issues

Grades: 3-12

Resource: 4H430, *4-H Shooting Sports – Basic Muzzleloading*

60369 MUZZLELOADING YTH LDR

60450 RECYCLING LDR

Webpage: 4h.uwex.edu/onlinepro/recycling.cfm

60451 RECYCLING

What you can do in this project:

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

Grades: 3-12

Resource: 4H362, *Recycling for Reuse*

60459 RECYCLING YTH LDR

60470 WATER LDR

Webpage: 4h.uwex.edu/onlinepro/water.cfm

60471 WATER

What you can do in this project:

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

Grades: 3-12

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

60479 WATER YTH LDR

60600 SCIENCE DISCOVERY LDR

60601 SCIENCE DISCOVERY

Youth develop science skills as they explore whales, rocks, minerals, water quality, trees, recycling, weather, spiders, oceanography and astronomy.

Resource: 07914 Science Discovery Series 1
07915 Science Discovery Series 2

60800 SPORT FISHING LDR

Webpage: 4h.uwex.edu/onlinepro/sportfishing.cfm

60801 SPORT FISHING 1

What you can do in this project:

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

Grades: 3-5

Resource: 07598, *Take the Bait*

60802 SPORT FISHING 2

What you can do in this project:

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

Grades: 6-8

Resource: 07599, *Reel in the Fun*

60803 SPORT FISHING 3

What you can do in this project:

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

Grades: 9-12

Resource: 07600, *Cast into the Future*

60809 SPORT FISHING YTH LDR

PLANT & SOIL SCIENCES

70000 CROPS LDR

70001 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

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

Webpage: 4h.uwex.edu/onlinepro/corn.cfm

70002 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

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

Webpage: 4h.uwex.edu/onlinpro/forage.cfm

70003 SMALL GRAINS

What you can do in this project:

- Learn about members of the grass families: wheat, oats
- Explore growing conditions and nutrients
- Learn integrated pest management practices
- Learn to compare production costs and marketing

Grades: 3-12

Resources: 4H356, *4-H Small Grains Manual*
4H440, *Marketing Your 4-H Crops*
4H441, *Is Direct Marketing for My Project?*
RS1, *Record Sheet – Crops Management*

Webpage: 4h.uwex.edu/onlinpro/smallgrains.cfm

70009 CROPS YTH LDR

70100 FRUITS LDR

Webpage: 4h.uwex.edu/onlinpro/fruits.cfm

70101 FRUITS

What you can do in this project:

- Produce fruits from apples to grape
- Select the best fruit cultivar for your home garden
- Decide what fruit you want to learn about

Grades: 3-12

Resources: A1597, *Growing Strawberries in Wisconsin*
A1610, *Growing Raspberries in Wisconsin*
A1656, *Growing Grapes in Wisconsin*
A1960, *Growing Currants, Gooseberries, and Elderberries in WI*
A2072, *Growing Pear in Wisconsin*

70109 FRUITS YTH LDR

70200 VEGETABLES LDR

Resource: BU7156, *4-H Horticulture Helper's Guide*

Webpage: 4h.uwex.edu/onlinpro/vegetables.cfm

70201 VEGETABLES 1

What you can do in this project:

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

Grades: 3-5

Resources: BU7153, *Budding Gardeners*
4H395, *Organically Grown – Handbook*

4H409, *Nature's Herbs*

A3306, *Exhibiting & Judging Vegetables*

70202 VEGETABLES 2

What you can do in this project:

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

Grades: 6-8

Resource: BU7154, *Branching Out*

70203 VEGETABLES 3

What you can do in this project:

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

Grades: 9-12

Resource: BU7155, *Digging Deeper*

70209 VEGETABLES YTH LDR

70300 HOUSE PLANTS LDR

Resource: BU7156, *4-H Horticulture Helper's Guide*

Webpage: 4h.uwex.edu/onlinpro/houseplants.cfm

70301 HOUSE PLANTS 1

What you can do in this project:

- Identify plant parts and their functions
- Grow house plants, start a plant from a cutting
- Make a dish garden,
- Prepare house plants for exhibit

Grades: 3-5

Resources: BU7153, *Budding Gardeners*
4H328, *Propagating and Growing House Plants*

70302 HOUSE PLANTS 2

What you can do in this project:

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

Grades: 6-8

Resource: BU7154, *Branching Out*

70303 HOUSE PLANTS 3

What you can do in this project:

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

Grades: 9-12

Resource: BU7155, *Digging Deeper*

70309 HOUSE PLANTS YTH LDR

70350 PLANT CRAFTS LDR

Webpage: 4h.uwex.edu/onlinpro/plantcrafts.cfm

70351 PLANT CRAFTS

What you can do in this project:

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

Grades: 3-12

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

70359 PLANT CRAFTS YTH LDR

70400 FLOWERS LDR

Resource: BU7156, *4-H Horticulture Helper's Guide*
Webpage: 4h.uwex.edu/onlinpro/flowers.cfm

70401 FLOWERS 1

What you can do in this project:

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

Grades: 3-5

Resources: BU7153, *Budding Gardeners*
4H1301A, *Forcing Spring Flowering Bulbs*
A2935, *Evaluating & Judging Flowers & Indoor Plants*

70402 FLOWERS 2

What you can do in this project:

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

Grades: 6-8

Resource: BU7154, *Branching Out*

70403 FLOWERS 3

What you can do in this project:

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

Grades: 9-12

Resource: BU7155, *Digging Deeper*

70409 FLOWERS YTH LDR

70500 HOME GROUNDS LDR

Webpage: 4h.uwex.edu/onlinpro/homegrounds.cfm

70501 HOME GROUNDS 1

What you can do in this project:

- Learn about seeding and lawn care
- Learn lawn maintenance, fertilization and pest management

Grades: 3-5

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

70502 HOME GROUNDS 2

What you can do in this project:

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

Grades: 6-8

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

70503 HOME GROUNDS 3

What you can do in this project:

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

Grades: 9-12

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

70509 HOME GROUNDS YTH LDR

INTERNATIONAL PROGRAMS

90150 INTERNATIONAL LDR

Resource: 4H812, *And My World*

Webpage: 4h.uwex.edu/onlinpro/international.cfm

90151 INTERNATIONAL

What you can do in this project:

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

Grades: 3-12

Resource: 4H812, *And My World*

Requests for reasonable accommodations for disabilities or limitations should be made prior to the date of the program or activity for which it is needed. Please do so as early as possible prior to the program or activity so that proper arrangements can be made. Requests are kept confidential.



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