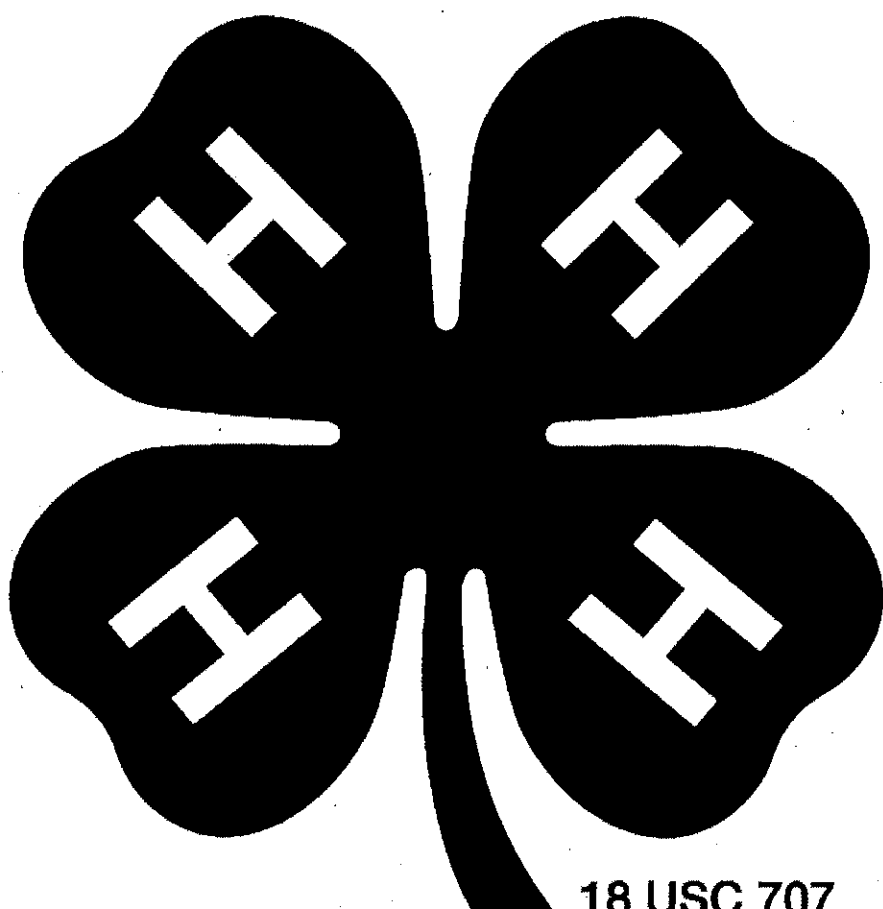
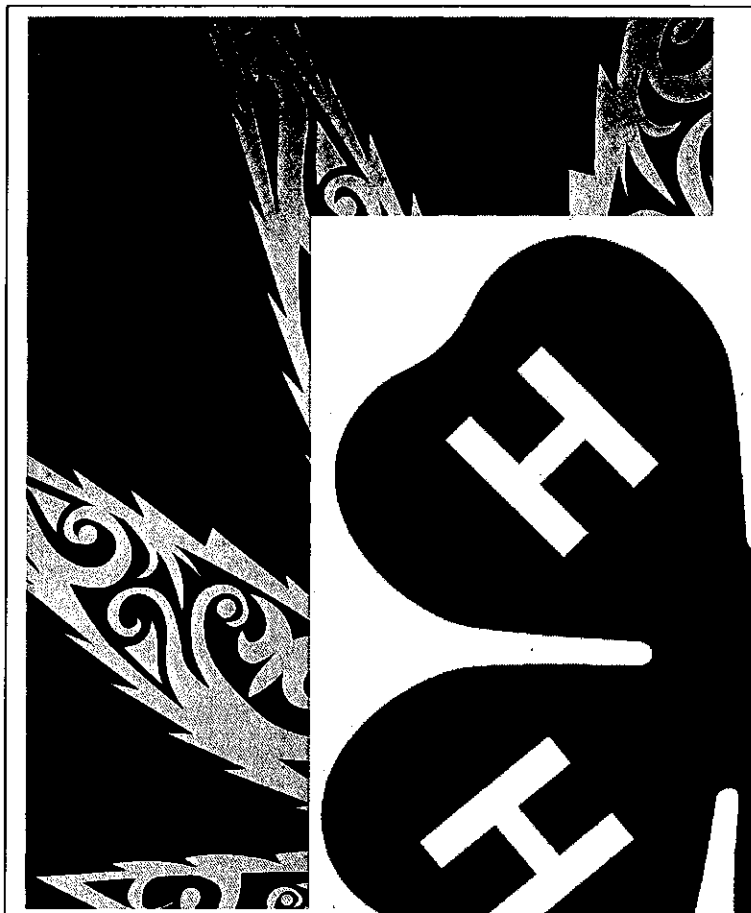


Walworth County 4-H



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2017-2018

Table of Contents

Animal & Vet Sciences	3-7
Arts, Crafts, & Theatre Arts	15-16
Child & Family Development	23
Clothing, Knitting, & Crocheting	21-22
Cloverbuds	14
Communications	23-24
Computer Science	17
Consumer Education	24-25
Electricity	18
Exploring	14
Flowers, Houseplants, & Home Grounds	9-10
Foods Preservation/Foods & Nutrition	20-21
Home Environment	22-23
International, Health, & Citizenship	26
Knitting & Crocheting	22
Mechanical Sciences	18-20
Natural Science	10-13
Plant & Soil Sciences	8
Photography	16-17
Self-Determined/Youth Leadership	25
Shooting Sports	13-14
Woodworking	17-18
Re-Enrollment Instructions	28
New Family Enrollment Instructions	29-33

LET'S GET STARTED!

Welcome to the 2017-2018 4-H program year! We hope this will be a fantastic year of learning and fun for your family. One of the most unique things about 4-H is that it allows members to develop expertise in areas of study that interest them. Then, it provides them with a variety of opportunities to pass their knowledge on to other kids!



What will you become an expert in?

Make a list of the things you would like to do or 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 realize you do well, and that may influence what you will choose.

- 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.
- Finally, consider who will help you learn and grow in your project. This might be a club project leader, county-wide 4-H project committees, a friend, or a relative. If you need help finding a leader, please contact the Extension Office and we will assist you with locating possible leaders for the project/s that most interest you!

Enrolling in 4-H is a Two-Step Process:

Enrolling in 4-H requires two things: 1) paying your individual 4-H program fees to your club and 2) enrolling as a member in 4HOnline. Both of these things must occur **by December 1 for re-enrolling members** (who were members of 4-H last year) and **by March 1 for new enrollees**. Check with your local club leader to find out how much the program fees are for your club. County enrollment fees are \$12 annually for members in grades 3-13 and \$6 for Cloverbuds (grades K-2). However, some clubs have additional fees to offset club expenses or cover known annual expenses.

Literature:

When you enroll in 4-H projects, you may wish to purchase the corresponding project literature if any is available. The literature provides activities and research-based information that can guide your learning. If you wish to order a piece of literature, note where it can be purchased. This will be listed directly under the project description in this guide. Then, refer to page 27 for the link and contact information for that literature provider (e.g. 4-H Mall).

Re-Enrolling in 4-H:

If you were a Walworth County 4-H member/leader in 2016-2017, you are a re-enrolling 4-H member/leader this year. This means that you will simply need to update your 4HOnline account information and projects. Your years in 4-H and school grade level will have automatically increased a year, and you can focus on tweaking your address, email, phone number, health info, etc. if anything changes. 4HOnline officially opens for Walworth County 4-H families on October 1. If you are re-enrolling, you must sign up for at least one project **no later than December 1** in order to be eligible to show in the Junior Department at our 2018 Walworth County Fair. You will have until March 1 to add and drop projects. After March 1, you'll be able to view your 4HOnline account info, but you'll no longer be able to modify it. To re-enroll, follow the directions on page 28 in this packet: "Re-Enroll Members/Leaders."

Enrolling as a new member or leader:

For new family enrollment, you will need to access the website: <http://wi.4honline.com> and follow the instructions on pages 29-32 in this packet for "Enrolling in 4HOnline as a NEW Family." 4HOnline is easy to use and will give your family the opportunity to review and update your information as needed. Your account will be available for viewing 24-7 year round. You may enroll members of your family in 4-H using this system anytime **between October 1 and March 1**. (This time frame is the required enrollment period in order for members to be eligible to participate in the 2018 Walworth County Fair Junior Department.) After March 1, new families are welcome to enroll, but will not be eligible to show at the fair. To enroll after March 1, contact the UW-Extension office at 262-741-4951 for help.

Confused? Call the UW-Extension office at 262-741-4951. We'll be glad to help!

Animal & Vet Science

Find Youth Exhibit Building class options for these projects in Department 110 of your Walworth Co. Fair Book. Live Animal Show class options are listed in their respective departments in the fair book.

Beef I *

Grades: 3-5

Learn how to distinguish between different beef breeds; identify parts of a beef animal; halter-break and show a calf; fit and judge beef cattle; and recognize and raise a healthy beef animal.

4-H Mall: *Bite Into Beef (08143)*

Beef II *

Grades: 6-8

Learn to present oral reasons during judging. Find out about feed ingredients, behavior, and parasites. Discover how nose-print identification is done, and learn beef carcass composition and retail meat cuts. **4-H Mall:** *Here's the Beef (08144)*

Beef III *

Grades: 9 & Up

Explore selection and judging in greater depth. Learn about careers, health, and reproduction. Discover how to market your animal and by-products. **4-H Mall:** *Leading the Charge (08145)*

Cats I

Grades: 3-5

Learn to select a cat; identify cat breeds; name the parts of a cat; handle and groom a cat; care for your cat's health; and create a project budget. **4-H Mall:** *Purr-fect Pals (08148)*

Cats II

Grades: 6-8

Learn about cat senses and sounds. Explore tricks to teach a cat. Consider what to do when traveling with a cat. Learn about feeding and emergency care, and how to detect signs of illness or other health issues. **4-H Mall:** *Climbing Up! (08149)*

Cats III

Grades: 9 & Up

Explore veterinary procedures. Learn reproduction and cat body systems. Learn about showmanship and cat behavior, and explore community laws and animal welfare. **4-H Mall:** *Leaping Forward (08150)*

Dairy I *

Grades: 3-5

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. **4-H Mall:** *Cowabunga (08161)*

Dairy II *

Grades: 6-8

Learn about housing and hay quality. Learn about milking and food safety. Explore ways to keep your dairy animals healthy, and become a keen observer of animal behavior. **4-H Mall:** *Moving Ahead (08162)*

Dairy III *

Grades: 9 & Up

Practice mastitis detections. Learn to balance rations. Practice pregnancy detection and delivery of a calf. Learn body-conditioning scoring. Promote dairy products, and explore various dairy industry careers. **4-H Mall:** *Rising to the Top (08163)*

Dairy Goat I *

Grades: 3-5

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

4-H Mall: *Getting Your Goat (08352)*

Dairy Goat II *

Grades: 6-8

Learn to keep your goat healthy. Feed your goat for maximum production. Prepare for kidding. Develop judging skills, and find out how to milk a goat properly. **4-H Mall:** *Stepping Out (08353)*

Dairy Goat III *

Grades: 9 & Up

Explore genetics, diseases, and breeding. Study body-condition scoring and linear appraisal. Understand bio-security and prevention measures. Gain leadership, and explore career opportunities. **4-H Mall:** *Showing the Way (08354)*

Dogs I *

Grades: 3-5

Learn basic skills for dog care and training. Discover different dog breeds. Study and identify dog body parts, and learn how to keep a dog healthy and groomed. **4-H Mall:** *Wiggles & Wags (08166)*

Dogs II *

Grades: 6-8

Explore dog health and nutrition; discover genetic problems and population control; learn showmanship and training techniques; and find out about show-ring ethics. **4-H Mall:** *Canine Connections (08167)*

Dogs III *

Grades: 9 & Up

Investigate responsible breeding. Care for geriatric dogs. Train service dogs, and explore careers related to dogs.

4-H Mall: *Leading the Pack (08168)*

Horse I *

Grades: 3-5

Members will explore horse behavior, terms, and breeds; identify body parts; learn grooming, saddling, bridling, and selection techniques; and practice horse safety. **4-H Mall:** *Giddy Up & Go (08053), Horse & Horsemanship (C0200), Horse Science (C0201)*

Horse II *

Grades: 6-8

Members will practice horsemanship and judging; understand horse selection and training; learn about tack, feeding, and diseases; and practice showing a horse and trail riding. **4-H Mall:** *Head, Heart, & Hooves (08054)*

Horse III *

Grades: 9 & Up

Members will explore horse breeding, genetics, and heredity; understand horse diseases and prevention; learn about fencing, pasturing, and housing; and explore related careers. **4-H Mall:** *Stable Relationships (08055)*

Horse IV *

Grades: 3-7

Members will train a horse; practice a round-pen workout; learn English and Western style bridles; and understand equitation and riding styles. **4-H Mall:** *Riding the Range (08056)*

Horse V *

Grades: 8 & Up

Members will learn to set goals; compare costs of show clothing; present their horses in showmanship classes; rate their showmanship skills; and practice proper show ethics. **4-H Mall:** *Jumping to New Heights (08057)*

Horse--Miniature Horse *

Grades: All

Members can explore different breeds and characteristics of miniature horses; learn conformation, selection, and nutrition; and practice harnessing and hitching.

Horseless Horse I *

Grades: 3-5

This project is for the member who does not own a horse and is not the primary caregiver of a horse. Members will explore horse behavior, terms, and breeds; identify body parts; learn grooming, saddling, and bridling practices; and find out about safety and equipment. Members will also participate in programs where they'll have contact with horses. **4-H Mall:** *Giddy Up & Go (08053)*

Horseless Horse II *

Grades: 6-8

This project is for the member who does not own a horse and is not the primary caregiver of a horse. Members will learn about horsemanship, explore judging and oral reasons; learn selection, training, and showing; and practice trail riding.

4-H Mall: *Head, Heart, & Hooves (08054)*

Horseless Horse III *

Grades: 9 & Up

This project is for the member who does not own a horse and is not the primary care giver of a horse. Members will explore horse breeding, genetics, and heredity; understand horse diseases and prevention; learn about fencing, pasturing, and housing; and explore horse-related careers. **4-H Mall:** *Stable Relationships (08055)*

Meat Goat I *

Grades: 3-4

Learn to identify meat goat breeds and body parts. Find out how to select a good animal. Feed and care for a meat goat, and develop a budget for your meat goat project. **4-H Mall:** *Just Browsing (07909)*

Meat Goat II *

Grades: 5-8

Learn to recognize meat goat diseases. Select a veterinarian and purchase breeding stock. Understand the reproduction cycle and keep records, and fit and show meat goats. **4-H Mall:** *Get Growing with Meat Goats (07910)*

Meat Goat III *

Grades: 9 & Up

Learn to control diseases. Understand bio-security and quality assurance issues. Formulate rations, and evaluate goat pastures.

4-H Mall: *Meating the Future (07911)*

Model Horses

Grades: All

Model Horse is a great project for any youth who may not own or be able to show live horses or would like to learn more about showing their horse. Members who participate in this project will learn about breeds and colors of horses, horse equipment, performance classes, and horse shows in general.

Pets I (includes Cavies) *

Grades: 3-5

Explore your favorite pet or select a pet. Identify pet body parts. Learn to provide a safe environment for your pets, and design a space for them to live. **Resource4-H Mall:** *Pet Pals (06359)*

Pets II (includes Cavies) *

Grades: 6-8

Explore animal digestion and feeding. Shop for pet supplies. Determine the animal's sex and proper health; and study pet behavior and communication. **Resource4-H Mall:** *Scurrying Ahead (06360)*

Pets III (includes Cavies) *

Grades: 9 & Up

Explore pet products. Teach others about pets. Understand how genetics work; and explore animal welfare issues. **Resource4-H Mall:** *Scaling the Heights (06361)*

Poultry I *

Grades: 3-5

Learn to identify poultry breeds, the parts of a bird, and the parts and functions of the egg. Learn how to select and handle poultry, and how to fit and show poultry. **4-H Mall:** *Scratching the Surface (06363)*

Poultry II *

Grades: 6-8

Observe a healthy flock. Select and judge broilers. Discover how an egg is formed. Prevent poultry diseases; and discover how chicks imprint. **4-H Mall:** *Testing Your Wings (06364)*

Poultry III *

Grades: 9 & Up

Organize a judging clinic. Manage a laying flock. Discover qualities of eggs. Handle poultry products safely. Process a chicken. **4-H Mall:** *Flocking Together (06365)*

Rabbits I *

Grades: 3-5

Learn about selecting and handling rabbits. Identify rabbit breeds and body parts, and explore health issues and feeding. **Resource4-H Mall:** *What's Hoppening? (08080)*

Rabbits II *

Grades: 6-8

Learn to select show rabbits. Judge rabbits and give oral reasons to explain your decisions. Learn to tattoo. Detect diseases, and keep records of your animals. **4-H Mall:** *Making Tracks (08081)*

Rabbits III *

Grades: 9 & Up

Learn about breeding and genetics; how to design a rabbitry and market rabbits; and all about disease prevention and rabbit registration. **4-H Mall:** *All Ears (08082)*

Sheep I *

Grades: 3-5

Identify sheep breeds and body parts. Observe sheep behavior. Identify uses of wool and other by-products. Fit and show sheep. **4-H Mall:** *Lambs, Rams, & You (06367)*

Sheep II *

Grades: 6-8

Learn to identify sheep parasites, promote meat safety, judge wool, and diagnose sheep diseases. Use medications safely, and explore careers. **4-H Mall:** *Shear Delight (06368)*

Sheep III *

Grades: 9 & Up

Learn to set sheep production goals. Plan sheep related activities. Market sheep products and teach others. Plan a judging contest, and explore careers. **4-H Mall:** *Leading the Flock (06369)*

Swine I *

Grades: 3-5

Learn to identify swine breeds, feeds, and animal parts. Practice judging market hogs. Identify pork meat cuts, and practice fitting and showing a hog. **4-H Mall:** *The Incredible Pig (08065)*

Swine II *

Grades: 6-8

Learn to identify diseases. Make a swine health care plan. Assemble and pack a show box. Plan and organize for facility expansion. Complete a plan for a new pork product. **4-H Mall:** *Putting the Oink in the Pig (08066)*

Swine III *

Grades: 9-12

Learn to make breeding and culling decisions. Judge a class of breeding gilts. Design a preventive herd health plan. Manage a feeding program. **4-H Mall:** *Going Whole Hog (08067)*

Veterinary Science I

Grades: 3-5

This project allows members to delve into the world of the veterinary science. Study sanitation measures, body organs and tissues and how they are affected by various diseases; characteristics of normal healthy animals; keep health records for one or more animals; create a management record for one or more animals; and much more.

4-H Mall: *From Airedales to Zebras (08048)*

Veterinary Science II

Grades: 6-8

This project allows members to explore further into the world of veterinary science. Study life cycles of infectious organisms, external and internal parasites, phases of immunology, zoonosis, implications of animal health on public health, and more. **4-H Mall:**

All Systems Go (08049)

Veterinary Science III

Grades: 9 & Up

Dive even deeper into the world of veterinary science in this level to look into genetics, careers, and other advanced topics. **4-H**

Mall: *On the Cutting Edge (08050)*

Plant & Soil Sciences



Find Youth Exhibit Building class options for these projects in Department 114 of your Walworth Co. Fair Book.

Crops I - Corn

Grades: 3 & Up

One of the tallest members of the grass family, corn is a valuable crop and interesting to grow. Learn about variety selection, germination, planting, nutrients, harvesting and storage. Members can explore the many uses and marketing strategies for corn.

The Learning Store: *Marketing Your 4-H Crops (4H440)*

Crops II - Forage

Grades: 3 & Up

Alfalfa is the most important forage crop in Wisconsin. In this project, you will learn how to establish and manage a forage crop. You will also learn how to scout your fields for insects, weeds, diseases and nutrition shortages and take a forage sample.

The Learning Store: *Marketing Your 4-H Crops (4H440)*

Crops III - Small Grains

Grades: 3 & Up

Learn about other members of the grass family such as wheat, oats, barley, rye, and sunflowers. Explore growing conditions, nutrients, integrated pest management, production costs and marketing strategies. **The Learning Store:** *Marketing Your 4-H Crops (4H440)*

Crops IV - Soybeans

Grades: 3 & Up

Learn about growing and harvesting soybeans in this self-directed project.

Fruits I (Apples & Berries)

Grades: 3 & Up

In this project, members learn to produce apples and berries and select the best fruit cultivar for the home garden.

The Learning Store: *Growing Strawberries in WI (A1597); Growing Raspberries in WI (A1610); Growing Currants, Gooseberries, & Elderberries in WI (A1960)*

Fruits II (Grapes & Pears)

Grades: 3 & Up

In this project, members learn to produce grapes and pears and study different types of cultivars.

The Learning Store: *Growing Grapes in WI (A1656); Growing Pears in WI (A2072)*

Vegetables I

Grades: 3-5

In this project, members will identify plant parts and their functions; explore germination and start a plant from a cutting; grow vegetables in containers; plan an outdoor garden; and prepare vegetables for show.

4-H Mall: *Gardening: See Them Sprout (07162); The Learning Store: Exhibiting & Judging Vegetables (A3306)*

Vegetables II

Grades: 6-8

In this project, members will learn about plant needs and soil testing; start new plants and grow transplants; build a compost pile; and use mulches. **4-H Mall:** *Gardening: Let's Get Growing (07163)*

Vegetables III

Grades: 9 & Up

In this project, members will grow plants in a cold frame; make a site analysis and landscape plan; compare organic and chemical fertilizers; and research various insect control methods. **4-H Mall:** *Gardening: Take Your Pick (07164)*

Flowers, House Plants & Home Grounds

Find Youth Exhibit Building class options for these projects in Department 115 of your Walworth Co. Fair Book.

Flowers I

Grades: 3-5

In this project, members identify flower parts and functions; plant flowers and make arrangements; give a presentation on flowers; and prepare a flower exhibit. **4-H Mall:** *Gardening: See Them Sprout (07162)*; **The Learning Store:** *Forcing Spring Flowering Bulbs (4H1301A); Evaluating & Judging Flowers & Indoor Plants (A2935)*

Flowers II

Grades: 6-8

In this project, members learn about plant needs and soil testing; select and start new plants and grow transplants; examine plants for insects and diseases; and judge a flower exhibit. **4-H Mall:** *Gardening: Let's Get Growing (07163)*

Flowers III

Grades: 9 & Up

In this project, members design a plant experiment; make a landscape plan; write instructions on how to force bulbs; and compare fertilizers. **4-H Mall:** *Gardening: Take Your Pick (07164)*

Home Grounds I

Grades: 3-5

In this project, members learn how to seed a lawn; study lawn care and maintenance; and explore fertilization and pest management techniques. **The Learning Store:** *4-H Lawn Care (4H321)*

Home Grounds II

Grades: 6-8

In this project, members learn the importance of planting new trees and shrubs; explore variety selection and appropriate placement; and learn fertilization and pest management techniques.

The Learning Store: *Selecting, Planting, & Caring for Shade Trees (A3067)*

Home Grounds III

Grades: 9 & Up

Members explore landscape planning; select and plant trees and shrubs; and maintain their home grounds.

The Learning Store: *Planning & Designing Your Home Landscape (G1923)*

Houseplants I

Grades: 3-5

In this project, members identify plant parts and functions; grow house plants and start plants from cuttings; make dish gardens; and prepare houseplants for exhibit. **4-H Mall:** *Gardening: See Them Sprout (07162)*; **UW-Extension:** *Propagating & Growing Houseplants (4H328)*

Houseplants II

Grades: 6-8

In this project, members learn about plant seeds and soil; select and start new plants and grow transplants; plant a terrarium; and examine plants for insects and diseases. **4-H Mall:** *Gardening: Let's Get Growing (07163)*

Houseplants III

Grades: 9 & Up

In this project, members can take a tour of a horticulture business; design a plant experiment; teach others how to grow house plants; and compare different fertilizers. **4-H Mall:** *Gardening: Take Your Pick (07164)*

Plant Crafts

Grades: 3 & Up

This project covers harvesting, drying, and using plant materials to make dry arrangements, collages, potpourri, Tussie-Mussies and other plant crafts. **UW-Extension:** *Plant Crafts (4H330)*

Natural Science



Find Youth Exhibit Building class options for these projects in Department 116 of your Walworth Co. Fair Book.

Adventures

Grades: 3 & Up

In this project, you'll learn how to camp safely in all weather conditions. You'll investigate camping equipment and clothing; build a campfire and cook a meal; practice tying knots and first aid; and learn to use maps and compasses effectively.

Backpacking & Hiking I

Grades: 3-5

In this project, you will plan a day hike, organize and pack a backpack; consider appropriate clothing; prepare a first aid kit; use a compass; and prepare for dangerous weather. **4-H Mall:** *Hiking Trails (08043)*

Backpacking & Hiking II

Grades: 6-8

In this project, you will plan a camping trip; select equipment (including shelter); plan a menu and prepare supplies; practice "Leave No Trace" principles; and study various organism habitats. **4-H Mall:** *Camping Adventures (08044)*

Backpacking & Hiking III

Grades: 9 & Up

In this project, you will select group backpacking gear (including a tent); design a non-tent backpacking shelter; develop a personal conditioning program; and learn to orient a map and use triangulation. **4-H Mall:** *Backpacking Expeditions (08045)*

Bees

Grades: 3 & Up

In this self-directed project, members can explore the world of beekeeping and produce honey.

Bicycling—Environ Ed

Grades: 3 & Up

In this project, you will learn how and where to bicycle safely, explore bicycle trails, build a bike repair kit and learn how to use it; plan a bike trip, and more! **UW-Extension:** *Bicycling (4H446)*

Birds

Grades: 3 & Up

In this self-directed project, you can learn about the birds in your area; how to identify birds; how birds live in their environment and in the world of humans; how they protect their territory; what their migration patterns are; how to attract particular species to your yard; and what Wisconsin game bird laws are.

Canoeing

Grades: 3 & Up

In this project, you'll learn how and where to safely canoe; how to select and maintain equipment; explore aquatic environments; plan a canoeing trip; build a homemade canoe or paddle, and canoe a river. **UW-Extension:** *Canoeing (4H447)*

Entomology I

Grades: 3-5

In this project, you can learn all about insects—their behavior, body parts, life history, defense strategies, and how insects move and communicate. You can explore spider webs, insect control, metamorphosis, butterfly gardening, and more! You'll also begin an insect collection. **4-H Mall:** *Project Butterfly Wings Youth Guide (08392)*

Entomology II

Grades: 6-8

Dive deeper into the world of insects in this project, expanding your knowledge about insects and growing your insect collection. **4-H Mall:** *Project Butterfly Wings Youth Guide (08392)*

Entomology III

Grades: 9 & Up

In this project, you can really become an expert in the field by recording and collecting aquatic insects, exploring garden and other habitats, and more! Plus, you'll add additional species to your collection. **4-H Mall:** *Project Butterfly Wings Youth Guide (08392)*

Exploring Your Environment I

Grades: 5-7

In this project, you can explore the four elements of life; use your senses to explore the environment; connect to the environment through plants and animals; and learn about the environmental impacts of pollution. You can also learn about WI state symbols and native trees, hunting and fishing laws, habitats and their inhabitants, stars and constellations observable in the WI skies during various times of the year, and more! **4-H Mall:** *Earth's Capacity (08411)*

Exploring Your Environment II

Grades: 8-10

Members will explore wildlife habitats and tracking; learn about groundwater; and research pollination. You can also compare two or more WI habitats, collect tracks from WI wildlife, and more.

Exploring Your Environment III

Grades: 11 & Up

Members will explore the world of biotechnology and biodiversity, explore climatology and weather's connections to environmental studies, learn about plant succession in WI habitats, and more. **4-H Mall:** *Ecosystem Services (08410)*

Fishing I

Grades: 3-5

Learn how to identify types of tackle, bait, and fish in your area; organize a tackle box, and learn to take proper care of your catch. **4-H Mall:** *Take the Bait (07598)*

Fishing II

Grades: 6-8

Learn how to find credible fishing info on the internet; cast a spinning rod and reel; tie fishing knots; select a recipe and cook a fish; and collect and analyze aquatic life. **4-H Mall:** *Reel In the Fun (07599)*

Fishing III

Grades: 9 & Up

Learn how to reassemble a fishing reel; make artificial flies and lures; modify fishing equipment; and investigate fishing careers. **4-H Mall:** *Cast Into the Future (07600)*

Forestry I

Grades: 3-5

Members will learn to distinguish between types of forests, how to identify leaves, parts of a tree's root system, various tree products, how to use topographical map symbols in neighborhood mapping, wildlife species (including birds and insects) that are drawn to particular tree species, and more. **4-H Mall:** *Follow the Path (08038)*

Forestry II

Grades: 6-8

Members will learn how trees move water from soil to canopy. They will diagram a leaf, understand the impact of major forest changes, and select urban tree planting sites. Members can learn to read tree rings, explore forest organisms, study tree diseases and insect infestations, research invasive species, learn about habitat disruptions, and more! **4-H Mall:** *Reach for the Canopy (08039)*

Forestry III

Grades: 9 & Up

Members will recognize different tree fruits; create a community forest map; identify forest biomes by continent; and identify an unknown tree using a tree key. In addition, they can create a leaf or seed collection for various tree species, explore forestry-related businesses and careers, research forest conservation and management practices, and interview tree experts. **4-H Mall:** *Explore the Deep Woods (08040)*

Geocaching

Grades: 3 & Up (with the assistance of a responsible adult)

In this self-directed project, members can explore the adventurous world of geocaching (with a responsible adult) using the device of their choice. Learn the various types of caches that exist, how to navigate to them, how to create your own geocache, and more!

Geology

Grades: 3 & Up

In this self-directed project you can learn about various rocks and minerals; conduct hardness and streak tests; make a rock collection; explore plate tectonics and soil formation; learn how earthquakes occur; what fossils can tell you; and more.

Geospatial I

Grades: 4-12

Use this project as a guide to begin discovering ways of thinking about geographic positions. You'll learn about navigational tools such as GIS, GPS, and compasses; and you'll learn to measure distances.

4-H Mall: *Exploring Spaces, Going Places: "Getting Out" (CD8358)*

Geospatial II

Grades: 4-12

In this project, you'll learn how to collect data and combine that data with geographical positions. You'll also make maps of your home, neighborhood, and community. **4-H Mall:** *Exploring Spaces, Going Places: "On the Trail" (CD8358)*

Geospatial III

Grades: 4-12

Members of this project will use multi-layered maps to attempt to solve problems such as reducing traffic congestion and pinpointing pollution sources. **4-H Mall:** *Exploring Spaces, Going Places: "Reaching Your Destination." (CD8358)*

Wind Energy

Grades: 3-13

In this project, members will learn how wind energy is collected, benefits of wind power as an energy source, how wind energy compares to other energy sources, and more! **4-H Mall:** *The Power of Wind Youth Guide (08383)*

Recycling

Grades: 3 & Up

Use this project to help you learn how recycling centers and landfills work. Compare renewable and non-renewable resources. Explore water use and recycling habits of your family. Make a product from recycled materials. Show how to recycle and explain why it's important. Turn trash into cash. Find out about composting and how to do it effectively. Learn how to make paper. Compost with worms. The possibilities are endless.

Water

Grades: 3-13

In this project, you will identify water conservation and pollution issues. You can also select a local issue to focus on, and develop and implement a plan to address it. **The Learning Store:** *Give Water a Hand—Action Guide (4H855)*

Wildflowers

Grades: 3-13

Learn how to identify wildflowers, where they grow, their life cycles, what they eat, and who eats them. Learn about flower parts, arranging wildflowers, how to identify wildflower seeds, tips for planting and maintaining a wildflower garden or prairie, how to press wildflowers, and more!

Wildlife

Grades: 3 & Up

In this self-directed project, you can explore native wildlife, animal defense strategies, wildlife reproduction and young, endangered species, winged mammals, how to attract specific wildlife to your backyard, animal food chains, taxidermy, game management practices and organizations, wildlife fairy gardening, and more! **The Learning Store:** *WI Endangered & Threatened Species (PUBL-ER-001)*

Shooting Sports



Find Youth Exhibit Building class options for these projects in Department 116 of your Walworth Co. Fair Book.

Air Pistol *

Grades: 3 & Up

Members of this project will learn about different types of air pistols and safety rules. They will also develop marksmanship and learn shooting procedures.

Air Rifle *

Grades: 3 & Up

Members of this project will learn about different types of air rifles, safety rules, and range commands. They will also develop marksmanship, and learn various shooting positions used in competition.

Archery *

Grades: 3 & Up

This project covers the fundamentals of archery marksmanship and safety; making archery equipment, shooting form, shooting with sights and compound bows, and target games. **Ohio State:** *Archery Member Record Book (751)*

Hunting *

Grades: 3 & Up

This project is an introduction to the history, philosophy and laws of hunting. Members can explore more about hunting to plan and prepare for a safe hunt.

Muzzleloading *

Ages 12 & up

In this project, members will explore muzzleloading history; study different muzzleloading guns and accessories; learn how to clean a muzzleloader, and explore safety issues. Only youth who are 12 years and older can shoot powder burning guns.

Pistol (small-bore .22) *

Ages 12 & up

In this project, members will explore the history of pistols; learn basic safety rules and range commands; and develop marksmanship and shooting procedures. Only youth who are 12 years and older can shoot powder burning guns. **Ohio State: Pistol Member Record Book (753)**

Rifle *

Ages 12 & up

Members of this project will explore rifle history. They will learn to sight-in their rifles and score targets. They'll learn various shooting positions used in competition, as well as safe handling procedures and range rules. Only youth who are 12 years and older can shoot powder burning guns. **Ohio State: Rifle Member Record Book (750)**

Shotgun *

Ages 12 & up

This project covers basic safety issues with shotgun handling; shooting fundamentals; and the proper way to carry a shotgun. Only youth who are 12 years and older can shoot powder burning guns. **Ohio State: Shotgun Member Record Book (752)**

Exploring

Find Youth Exhibit Building class options for this project in Department 117 of your Walworth Co. Fair Book.

Grade: 3, first year 4-H members only

The Exploring Project is an experience of discovery for first year 4-H members who are in grade 3. Exploring members sample a wide variety of projects offered in 4-H. Projects include nature, foods, pets, sewing, arts and crafts, plus many more. The project manual will help you learn more about yourself, being a 4-H member, your community and the people in it, and your environment. **4-H Mall: Exploring the Treasures of 4-H (08171)**

Cloverbuds

Find Youth Exhibit Building class options for this project in Department 117 of your Walworth Co. Fair Book.

Grades: K-2

The Cloverbud Project is an educational program for youth in kindergarten, first and second grade, focused on building self-confidence and creativity. It is an opportunity for youth to discover 4-H through experiences in animal sciences, communication and visual arts, home economics, mechanical sciences, environmental education, personal growth and much, much more. Youth have an opportunity to choose from fun activities such as meet my pet, create a critter, sketching skills, flag fun, puppets with pizzazz, snack attack, smart shopping, bike driving skills test, birds I have seen, trees are tremendous, my family tree, a walk in my neighborhood, make a terrarium, my cut of soil, chemistry, cake, my weather log and more.

Minnesota: Cloverbud Activity Sheets (05561)

Arts & Crafts (Including Performing Arts)



Find Youth Exhibit Building class options for this project in Department 118 of your Walworth Co. Fair Book.

Block Printing

Grades: 5-12

Learn to use purchased and homemade blocks. Then, print your designs on a variety of materials to create unique clothing items, wall hangings, storage containers, decorations for your home, and more!

UW-Extension: *Block Printing Member Guide (4H156)*

Ceramics

Grades: All

In this self-directed project, you can learn how to choose preformed greenware or sculpt an original design. In addition, you can learn about painting a ceramic project, applying a decal and firing.

Clowning

Grades: 3 & Up

Discover the history of clowning while you develop your own clown character- complete with makeup and costume. Study some of the most famous clown acts appearing in circuses today. Create some clown props such as slapsticks, toys and musical instruments.

UW-Extension: *Enter the Clowns (4H265)*

Drawing & Painting

Grades: 3-12

Topics include drawing with pencil, chalk, crayon, marker, ink, oil pastels, and charcoal, as well as painting with watercolor, tempera, oil, acrylic, and spray paints. You can even explore mixed media, scratch board, and computer-generated creations. Learn techniques for blending and shading; drawing from nature; designing, matting, and framing pictures; and using the brush, colors, tints, shades, and textures. **UW-Extension:** *Drawing & Painting (4H169)*; **4-H Mall:** *Advanced Visual Arts: Sketchbook Crossroads (08140)* *Advanced Visual Arts: Portfolio Pathways (08141)*

Folk Arts

Grades: 5-12

This project allows you to explore traditional folk arts such as pysanki (decorating eggs), macramé, candle-making, basketry, needlepoint, quilling, felting, weaving, soap making, and more. You can also research traditional art from specific regions of the world such as European Folk Arts, Asian Arts, etc.

Latino Cultural Arts

Grades 3 & Up

This project will help you understand the Latino culture by exploring traditional art, instruments, jewelry, weavings, murals, foods, and stories. **4-H Mall:** *QueRico! La Cultura Bilingual Helper's Guide (08180)*

Leathercraft

Grades: 3-13

This project focuses on the characteristics and use of leather, use of the tools and equipment, making patterns, original designs, and leathercraft techniques. Develop skill as you design a variety of leather items.

Music

Listen to, perform, and/or compose various types of music; teach others; make instruments; explore different ways to participate in music; consider the influences of music on people of various ages and cultures; and gain a greater appreciation of music.

UW-Extension: *Youth and 4-H Music Project Guide (4H620MP)*

Scrapbooking

Grades: All

Explore the fastest growing hobby. Record your memories through photos, writing, and memorabilia. Supplies, cropping your photos, page design and much more can be explored. This is a self-directed project.

Sculptures

Grades: All

Combine your imagination and a variety of mediums (clay, wire, wood, paper, and more) to create sculptures in this self-directed project.

Stencil Painting

Grades: 3-12

Learn how to use precut stencils as well as how to design and cut stencils from different materials. You will then be able to print these designs on a variety of materials, creating your own original designs for clothing, wall hangings, storage containers, and more!

Theater Arts I

Grades: 3-5

Learn about types of puppets and make a puppet of your own. Learn to effectively utilize sound effects in story-telling. Explore the use of make-up in performance art and dramatic presentations. Create a monologue based on a nursery rhyme, and much more!

4-H Mall: *Become a Puppeteer (08071)*

Theater Arts II

Grades: 6-8

Expand your theater arts skills by creating an original script for a one or two-act play. Explore puppets from other countries. Experiment with shadow puppets. Explore props and their role in good story-telling. Create or utilize a large puppet. Design a costume for a character, and more! **4-H Mall:** *Become a Puppeteer (08071)*

Theater Arts III

Grades: 9 & Up

Refine your theater arts skills in character development, utilizing puppets in service work, developing comprehensive scripts with details regarding lighting, costuming, sound, and prop cues. Explore diction. Create video recordings of short performances, mock auditions, and puppet performances, and much more. **4-H Mall:** *Become a Puppeteer (08071)*

Photography



Find Youth Exhibit Building class options for this project in Department 120 of your Walworth Co. Fair Book.

Photography I

Grades: 3-5

Explore the camera and learn to use it properly. Learn the basics of lighting and composition. Learn the use of different light sources. Take pictures of landscapes or seascapes, sunsets, scenery, buildings, animals, people, nature, vacations, holidays, special occasions, and pictures of the same subjects from multiple views. **4-H Mall:** *Focus on Photography (PC1)*

Photography II

Grades: 6-8

Learn about camera adjustments. Learn about film speed, shutter speed, and aperture. Take pictures using silhouettes, action, to tell a story, using creative framing, using black and white, or with the purpose of enlarging! **4-H Mall:** *Controlling the Image (PC2)*

Photography III

Grades: 9 & Up

Learn about wide-angle and telephoto lenses. Explore the use of light meters and studio lighting. Experiment with special effect photos; and take still life photos and portraits. **4-H Mall:** *Mastering Photography (PC3)*

Videography

Grades: 6-12

"Motion" pictures are what you see on TV screens. Whether your camera uses videotape or movie film, the same techniques apply. In this project, learn storytelling, editing, planning, lighting, camera handling, making titles, recording sound, as well as showing and reviewing your production. Create a PSA, promotional video or PowerPoint, an animated video, a music video, or a documentary.

The Learning Store: Action! Making Videos & Movies (IS401)

Computer Science

Find Youth Exhibit Building class options for this project in Department 121 of your Walworth Co. Fair Book.

Computers I

Grades: 3-5

This project is designed for beginners with little or no experience, but who have access to a computer. In this project, you can learn about hardware, software, and components. You can explore how computers work and learn about various programs and their features. Plus, you can visit the project's interactive website. **4-H Mall:** *Newbie Know How (08346)*

Computers II

Grades: 6-8

This project is designed for users who have some basic computer skills. Members will build and repair a computer; identify the components of a computer and how they work together; and learn to upgrade and create connections. Members will also install operating systems. **4-H Mall:** *Inside the Box (08347)*

Computers III

Grades: 9 & Up

This project is designed for the skilled user. Members discover how to create and manage networks; make decisions about network management; and explore security issues. **4-H Mall:** *Peer to Peer (08348)*

Woodworking

Find Youth Exhibit Building class options for this project in Department 122 of your Walworth Co. Fair Book.

Woodworking I

Grades: 3-4

Learn how to use various hand tools (hammer, saw, etc.), how to identify types of nails and wood, and how to sand and paint a piece of wood. You'll also learn woodworking safety practices. Create articles useful for the farm, home workshop, outdoors, storage, home use, as a toy or homemade game from a creative design from kit creation, etc. **4-H Mall:** *Measuring Up (06875)*

Woodworking II

Grades: 5-6

Learn about the functions of various tools and practice safety techniques to create any number of useful articles for farm, home, or outdoor use. This includes toys, creative wood designs, kit creations, and more. **4-H Mall:** *Making the Cut (06876)*

Woodworking III

Grades: 7-8

In this project, you'll compare different types of hinges; enlarge scale-drawn woodworking plans; use a hand plane to build a laminated cutting board; and compare different grades of plywood. Create any number of articles as in the projects above, or develop skills in refinishing or repairing a piece that is already made. **4-H Mall:** *Nailing It Together (06877)*

Woodworking IV

Grades: 9 & Up

Learn to use a table saw, router, powered circular saw, and sander. Make more difficult joints than before. Evaluate exotic and veneer woods. Create inlays and overlays, and test various adhesives. Build, refinish, or repair an advanced article of your choosing. **4-H Mall:** *Finishing Up (06878)*

Electricity

Find Youth Exhibit Building class options for this project in Department 123 of your Walworth Co. Fair Book.

Electricity I

Grades: 3-5

In this project, you'll come to understand how to use electricity. You'll identify electrical materials; wire a simple circuit or switch; create an electromagnet, galvanometer, or electric motor; and more. **4-H Mall:** *Magic of Electricity (06848)*

Electricity II

Grades: 6-7

Members of this project will work with electrical equipment; learn to read circuit diagrams; build a circuit and measure voltage; and communicate in Morse code. Build a 3-way or 4-way switch, create a basic electrical device (e.g. homemade buzzer or rocket launcher), explain how electricity is generated, or explain Ohm's Law. **4-H Mall:** *Investigating Electricity (06849)*

Electricity III

Grades: 8-9

Members develop a basic electrical tool kit; understand symbols on wires; and explore their home wiring system. Build a homemade lamp or extension cord. Develop a wiring diagram to detail the layout of your home or another building. Make different types of electrical household circuits, or explain the theory or history of electricity. **4-H Mall:** *Wired for Power (06850)*

Electricity IV

Grades: 10-12

Members will learn to identify electrical and electronic parts and devices; learn how to solder and prepare parts for assembly; and assemble a circuit using a transistor. Build an electronic or solid state appliance. Develop an electrical control plan. Make a pictorial scrapbook depicting electrical or electronic equipment installations for the home, and more. **4-H Mall:** *Entering Electronics (06851)*

Mechanical Sciences

Find Youth Exhibit Building class options for this project in Department 124 of your Walworth Co. Fair Book.

Aerospace II

Grades: 3-5

This project guides members in building straw and paper rockets; learning to read maps; identifying types of aircraft; discovering how weather affects flying; building and flying kites; and making a hot-air balloon model. **4-H Mall:** *Lift Off (06843)*

Aerospace III

Grades: 6-8 Members in this project can build, exhibit, and launch model rockets; test a paper hang glider; make a flight simulator; demonstrate why fly rockets; and organize a kite-flying contest. **4-H Mall:** *Crank It Up! (08186)*

Aerospace IV

Grades: 9 & Up

Members can design and build rockets and box kites; build an altitude tracker; plan a flight route; discover the effects of gravity; and explore life in space and aerospace careers. **4-H Mall:** *Pilot in Command (06845)*

Bicycle I

Grades: 3 - 5

Members will learn the essentials for getting started safely; explore bicycling as a lifelong activity; and learn safety, road rules, and tips for planning a pleasant ride. Compare types of bikes, learn about bike parts, study traffic control signs, learn basic maintenance, and more. **4-H Mall:** *Bicycling for Fun (08334)*

Bicycle II

Grades: 6 & Up

Members will choose a bike that is appropriate for them; and practice bike maintenance and biking rules of the road. Additionally, learn to fix a flat tire, explain how the gears on bikes work, and more. **4-H Mall:** *Wheels in Motion (08335)*

Legos

Grades: All

In this self-directed project, you can use construction materials such as K-nex and Legos to creatively design and build structures and vehicles that are both original and kit-generated. Create mechanical items, as well as non-mechanical ones.

Robotics I

Grades: 3-5

Members of this project will explore and learn about robots arms, form, function, and design; and they will build robot models from everyday items. Members can also use kits, such as Lego Mindstorms, to work on basic programming and design. **4-H Mall:** *Junk Drawer Robotics Track Level 1: Give Robots a Hand (08431)*

Robotics II

Grades: 6-8

Members will explore and learn about robots that move with legs, wheels, and underwater. Learn about basic electrical power, motors, and gear systems; and build robots from everyday items. Members can also use kits, such as Lego Mindstorms, to build your skills in programming and design. **4-H Mall:** *Junk Drawer Robotics Track Level 2: Robots On the Move (08432)*

Robotics III

Grades: 9 & Up

In this project, members will explore and learn about robot sensors and analog and digital systems. They will build basic circuits, and study the basic elements of programming and instruction. Members can also develop your design and programming skills using a kit or original robot design. **4-H Mall:** *Junk Drawer Robotics Track Level 3: Mechanotronics (08433)*

Scale Models *

Grades: 3 & Up

Learn how to assemble and create scale models of trains, trucks, cars, ships, motorcycles, submarines and tanks. This project describes how to obtain the materials you need, paint your model, display your model, and learn to evaluate it.

Small Engines I

Grades: 3-5

This project covers the basics of small engines. Explore engine parts, engine repair techniques, maintenance tools, spark plugs, proper methods for disposal of used oil, safety measures, and related careers. **4-H Mall:** *Crank it Up! (08186)*

Small Engines II

Grades: 6-8

This project explores the internal combustion system of engines, internal engine parts, engine seasoning procedures, horsepower and size of engines, lawn mower safety techniques and procedures, and considerations for shopping for machines with small engines or replacement parts. **4-H Mall: Warm It Up! (08187)**

Small Engines III

Grades: 9 & Up

This project helps members tear down and rebuild an engine; learn to use diagnostic tools; and research regulations. You can also explore starting your own small engine-related business or trends in the small engine industry. **4-H Mall: Tune It Up! (08188)**

Tractors I

Grades: 3-4

This project is recommended for members with little or no experience. Members will learn about tractor safety, care and maintenance, what makes the tractor a valuable piece of farm machinery, and more. **Perdue University: Starting Up: Getting to Know Your Tractor (4H961)**

Tractors II

Grades: 5-6

This project is recommended for members with little or no experience. Members will explore cause and prevention of rollovers, how air cleaners work, how the engine cooling system works, proper techniques for battery and oil disposal, and more. **Perdue University: Tractor Operations: Gearing Up for Safety (4H962)**

Tractors III

Grades: 7-9

This project is recommended for members with some prior experience. Members will explore wagon and bin hazards, open and closed hydraulic systems, mower types and safety features, conveyer types and features, and more. **Perdue University: Tractor Operations: Learning About Your Tractor & Farm Machinery (4H963)**

Tractors IV

Grades: 10 & Up

This project is recommended for members with some prior experience. Members will explore methods for winterizing a tractor, chemical uses and required safety equipment, parts and process of internal combustion engines, procedures for cleaning and flushing a tractor radiator, and more. **Perdue University: Tractor Operations: Learning More About Agricultural Tractors & Equipment (4H964)**

Food Preservation & Foods & Nutrition

Find Youth Exhibit Building class options for this project in Department 125 of your Walworth Co. Fair Book.

Cake Decorating

Grades: 3 & Up

In this self-directed project, you can learn how to choose and use cake-decorating tools, make frosting, apply decorating techniques, work from a pattern or make your own design.

Foods & Nutrition I

Grades: 3-4

This beginning project is aimed at teaching members what's good to eat and how to fix foods, such as, pizza pockets, microwave stuffed potatoes, muffins, and pancakes. Learn how to store your food safely and decode food labels. **4-H Mall: Six Easy Bites (07144)**

Foods & Nutrition II

Grades: 5-6

This intermediate project teaches members to make vegetable salads, main dishes, and yogurt. Learn to change recipes and freeze leftovers. **4-H Mall:** *Tasty Tidbits (07146)*

Foods & Nutrition III

Grades: 7-9

This intermediate project takes a closer look at nutrition. Learn to evaluate nutrition information and fad diets. Make low fat dips, breadsticks and natural food additives. Learn to dry fruit, compare homemade foods to box mixes and develop a snack product.

4-H Mall: *You're the Chef (07148)*

Foods & Nutrition IV

Grades: 10-12

This advanced project explores making bean burritos, jelly, jerky and peanut butter. Cook fish and marinate meat. Conduct a food activity with young children, plan menus with various budgets, compare costs of eating out, plan and cater a party, or plan an international food "festival." **4-H Mall:** *Foodworks (07150)*

Food Preservation I

Grades: 3 & Up

This project focuses on making jams, jellies, and fruit preserves, as well as canning and freezing fruits and vegetables. You can also freeze, can, and dehydrate a wide variety of other things. **The Learning Store:** *Canning Fruits Safely (B0430); Canning Vegetables Safely (B1159); Making Jams, Jellies, & Fruit Preserves (B2909); Freezing Fruits & Vegetables (B3278)*

Food Preservation II

Grades: 3 & Up

This project focuses on making homemade pickles and relishes; preserving tomatoes; and canning meat and salsa. You can also freeze, can, and dehydrate a wide variety of other things. **The Learning Store:** *Homemade Pickles & Relishes (B2267); Tomatoes Tart & Tasty (B2605); Canning Meat, Wild Game, Poultry, & Fish (B3345); Canning Salsa Safely (B3570)*

Clothing



Find Youth Exhibit Building class options for this project in Department 126 of your Walworth Co. Fair Book.

Clothing I (includes Looking Good)

Grades: 3-5

In this project, members learn about sewing tools and machine parts, how to thread a sewing machine, how to identify fabrics, and how to select and purchase patterns. You can learn to sort and remove stains from laundry, sew one or more items (poncho, blouse, shirt, vest, skirt, pants, shorts, jumpsuit, culottes, dress, or jumper), and purchase and modify garments (new and second-hand) to make accessories and outfits that you feel good about wearing. You'll even have a chance to do a little modeling if you're interested. **4-H Mall:** *Under Construction (08060)*

Clothing II (includes Looking Good)

Grades: 6-8

In this project, members learn to identify types of fabric constructions; sew different buttonholes and seam finishes; use pressing tools and thread a Serger; and research different laundry products. You can sew one or more items (garment for school, casual or sports garment, dress garment, outer cape, riding apparel, costume, garment for a child, and more), and purchase and modify garments (new and second-hand) to make accessories and outfits that you feel good about wearing. You'll even have a chance to do a little modeling if you're interested. **4-H Mall:** *Fashion Forward (08061)*

Clothing III (includes Looking Good)

Grades: 9 & Up

Members will use specialized sewing tools or equipment; combine patterns to create a design; create outdoor wear; design and embellish a garment; and use a computer to print on fabric. You can sew one or more items (a garment for school, dress, or party; riding apparel, costume, garment for a child, and more), purchase and modify garments (new and second-hand) to make accessories and outfits that you feel good about wearing, and model clothing. **4-H Mall:** *Refine Design (08062)*

Clothes Horse

Grades: All

Designed specifically for the horse lover, this project will help you learn to make your own riding apparel and horse equipment. Learn about material selection and care. This project also includes woodworking, leather, and craft items that are horse-related.

Knitting & Crocheting

Find Youth Exhibit Building class options for this project in Department 127 of your Walworth Co. Fair Book.

Crocheting I

Grades: 3 & Up

Discover what to consider when buying yarn, crochet thread, and crochet equipment. Learn crocheting, finishing techniques, and how to care for crocheted items. Make potholders, dishcloths, slippers, hats, scarves, mittens, purses, sweaters or vests, baby ensembles, baby afghans, doll clothes, toys, accessories for the home, articles made on a knitting loom, and more.

Knitting I

Grades: 3 & Up

Find out what to consider when buying yarn and knitting equipment. Learn knitting and finishing techniques, as well as how to correct errors and care for your knitted items. Make potholders, dishcloths, slippers, hats, scarves, mittens, purses, sweaters or vests, baby ensembles, baby afghans, doll clothes, toys, accessories for the home, articles made on a knitting loom, and more. **The Learning Store:** *Knitting Made Easy (CC1402)*

Home Environment



Find Youth Exhibit Building class options for this project in Department 128 of your Walworth Co. Fair Book.

Home Environment I

Grades: 3-5

This project will help you learn more about home care. You'll learn to sand and finish a simple wood item; explore the world of interior decorating, and make a variety of decorations for your home (pillow tops featuring cross-stitch, needlepoint, etc.; placemats; storage containers; wall hangings; holiday items; accessories made from nature; quilts, accessories made from recycled materials; simple refinished items; kit-generated items; repurposed items; and more). **The Learning Store:** *Exploring Your Home (4H425), In My Home (4H465)*

Home Environment II

Grades: 6-7

Members of this project will become more involved with activities around the home; learn to handle home tasks and entertain guests; and refinish wood furnishings and make decorative home items (silk or dried floral arrangements; storage cases or containers; pillow tops featuring cross-stitch, needlepoint, etc.; quilts; placemats; hooked rugs; repurposed items; and more). **The Learning Store:** *Exploring Your Home (4H425), In My Home (4H465)*

Home Environment III

Grades: 8-9

Members will learn the principles of home design; learn scale, balance, and proportion in home design; use the principles of design to arrange their homes; create storage centers; and restore furniture. Make decorative accessories, holiday items, quilts, floral arrangements, and more. **The Learning Store:** *Exploring Your Home (4H425), In My Home (4H465)*

Home Environment IV

Grades: 10-12

Members will focus on the application of design fundamentals; learn about purchasing furnishings for the home; restore furniture; and make a heritage item. Some examples of things members can make include pictures featuring needlepoint or counted cross-stitch; decorative window treatments; quilts; hooked rugs; holiday items; placemats; ornaments; constructed or refabricated wooden items; and much more). **The Learning Store:** *Exploring Your Home (4H425), In My Home (4H465)*

Child & Family Development



Find Youth Exhibit Building class options for this project in Department 129 of your Walworth Co. Fair Book.

Child Development I

Grades: 3-4

Members of this project will find out how babies and toddlers grow and develop. Create a recipe booklet of nutritional snacks, an original game for preschoolers; articles that depict a "role" children can play; a personalized scrapbook for a preschooler; a collection of puzzles, games and music for a specific age group; puppets; and more.

4-H Mall: *On My Own (08075)*

Child Development II

Grades: 5-6

Members of this project will learn how to take care of themselves and others. They will also discover what makes families special; develop family rules; check for safety hazards; and match toys to the ages of children. Create a recipe booklet of nutritional snacks, an original game for preschoolers; a puppet or mask to accompany an original story; a babysitters kit; a binder or folder to serve as your "Babysitters Resource Guide; info on infant care; and more. **4-H Mall:** *Growing With Others (08076)*

Child Development III

Grades: 7 & Up

Members will explore effective parenting and gain experience in teaching or coaching. Complete a child development career investigation; make an item for a special needs child; plan a child's party; create a community service project for youth or senior citizens; write an original script for a child's TV show; research the responsibilities of parenthood, and more. **4-H Mall:** *Growing in Communities (08077)*

Communications



Find Youth Exhibit Building class options for this project in Department 131 of your Walworth Co. Fair Book. These projects show at the Communications Arts Festival & Real World Fair each spring.

Communications I

Grades: 3-5

Engage in non-verbal, verbal, and written activities. Strengthen your personal communication skills. Encrypt codes, write songs, and give directions. **4-H Mall:** *Picking Up the Pieces (08156)*

Communications II

Grades: 6-8

Learn to become a confident communicator. Present oral reasons; plan and present speeches. Practice making good first impressions. **4-H Mall:** Putting It Together (08157)

Communications III

Grades: 9 & Up

Polish your communication skills. Explore communications careers. Write resumes, and interview for a job.

4-H Mall: *The Perfect Fit* (08158)

Creative Writing

Grades: All

Explore the importance of language and creative expression. Enjoy fun ideas, tips, and special projects to stimulate your creativity and self-expression in this 4-H project. **The Learning Store:** Creative Wordworking (COMM01)

Speaking

Grades: All

Plan, practice, and present an effective speech or demonstration while gaining confidence in your public speaking skills.

The Learning Store: *4-H Public Speakers Handbook* (COMM02)

Consumer Education

Find Youth Exhibit Building class options for this project in Department 131 of your Walworth Co. Fair Book. These projects show at the Communications Arts Festival & Real World Fair each spring.

Entrepreneurship

Grades: 7-12

Spearheading a successful business venture on your own depends a lot on how you communicate yourself and your business to the public. In this project, you will practice the skills needed to be an entrepreneur; explore businesses, products, marketing, and pricing; and create a business plan to start your own business. You'll make a slideshow to describe a plan for a business you wish to initiate or have already started. **4-H Mall:** *Entrepreneurship: Be the E* (08035)

Workforce Readiness

Grades: 6-9

Impressing prospective employers has a lot to do with how you communicate. In this project, you will explore what it takes to get that first job; assess job possibilities in the community; create job scenarios; and take a look at your learning styles and personal qualities. You'll make a resume and cover letter representing your current work interests. **4-H Mall:** *Get in the Act! Take 1* (08191)

Consumer Savvy I

Grades: 3-5

This project will help you discover your shopping style; learn to use the yellow pages to efficiently find the goods and services you need; distinguish between your needs and wants; write savings and spending plans to guide you; and start a savings account. You'll make a display based on a purchase you made this year. **4-H Mall:** *The Consumer in Me* (08030)

Consumer Savvy II

Grades: 6-9

In this second level of Consumer Savvy, you will identify your personal spending values and see how peer pressure can influence your purchases. You will also study advertising appeal and its affects and learn more about the risks of shopping on the internet. You will need the project manual to complete this project. **4-H Mall:** *Consumer Wise* (08031)

Consumer Savvy III

Grades: 10 & Up

This advanced level project will help you define consumer responsibilities and ethics. You'll learn about your rights as a consumer; utilize comparison shopping techniques; and understand the costs of owning a vehicle. You will need the project manual to complete this project. **4-H Mall:** *Consumer Roadmap (08032)*

Self-Determined/Youth Leadership

Find Youth Exhibit Building class options for this project in Department 133 of your Walworth Co. Fair Book.

Self-Determined

Grades: 3 & Up

A self-determined project gives you the freedom to create your own project or expand on a traditional project. You will select your project, outline a plan, identify resources, carry out, and evaluate your plan. What do you want to do in this project?

The Learning Store: *Designing Your Own 4-H Project (4H272)*

Service Learning I

Grades: 5-8

In this project members will learn the value of giving back to their community; identify community needs; and conduct a service project. Create a scrapbook to document what you accomplish. The project manual is recommended to complete this project. **4-H**

Mall: *Agents of Change (08182)*

Service Learning II

Grades: 9 & Up

In this project members will plan and implement their own service project; share their project plan and outcome with others; and conduct a formal evaluation of their project. Create a scrapbook to document what you accomplish. The project manual is recommended to complete this project. **4-H Mall:** *Raise Your Voice (08183)*

Youth Leadership I

Grades: 3-5

Members of this project will assess their leadership skills; practice effective communication skills; set goals and resolve conflict; and plan a group event. Interview someone you consider to be a good leader; create a notebook or scrapbook detailing your leadership activities; create a photos story of your leadership experiences; make a 4-H promotional poster, and more. **4-H Mall:** *My Leadership Workbook for Grades 3-5 (07905)*

Youth Leadership II

Grades: 6-8

Members of this project will explore how leaders are different; set and achieve team goals; and practice teamwork. Create a Power Point presentation on a youth service project; make a scrapbook to document your leadership activities; create a flier to share a skill you have learned with younger members; and more. **4-H Mall:** *My Leadership Workbook for Grades 6-8 (07906)*

Youth Leadership III

Grades: 9 & Up

Members of this project will build trust in a group; assess their own strengths and weaknesses; write vision and mission statements; and contribute to a group project. Create a scrapbook to document your leadership efforts, create a poster or flier promoting Junior Leaders Association or 4-H; and more. **4-H Mall:** *My Leadership Portfolio for Grades 9-12 (07907)*

International, Health, & Citizenship



Find Youth Exhibit Building class options for this project in Department 134 of your Walworth Co. Fair Book.

Citizenship

Grades: 3 & Up

In this project members discover and discuss public issues and plan a project to change or improve their community. During this project, you can learn more about you and how you contribute to your family. You can plan or participate in a community service activity, consider your role as a good neighbor, and explore how your community has changed over the past 100 years. You can learn more about your local government, state or national issues, and the future of local state, and national topics based on current trends. **4-H Mall:** *Citizenship Adventure Kit (08153)*

Genealogy (History & Heritage)

Grades: 3 & Up

In this project, members can research their ancestors and discover their heritage. They can learn where they came from, how far back they can trace their roots, and whether or not they are related to someone famous? Members will learn about the resources where they can find all of their information. This project provides a great opportunity for youth to investigate and research their family tree, find the origin of their last name; consider the story of their birth, and more.

International I

Grades: 3 & Up

In this project members will explore the world around them through maps and research. They will learn about places and people; create ethnic dishes; study musical instruments and their international origins; consider the traditional sports and dances of other countries; create heritage art from other countries; learn about currency around the world; create 3-D maps; study basic religious differences; look into the 4-H exchange program and its opportunities; create a language cheat sheet for traveling; and much more!

Health I

Grades: 3-5

This beginning project will engage members in practicing first-aid skills to treat basic injuries. They will learn how to respond to someone who is choking and make a first-aid kit. **4-H Mall:** *First Aid in Action (08174)*

Health II

Grades: 6-8

This intermediate project will help members identify their personal talent areas in health care; explore hygiene, nutrition, and physical activities; and share what they learned with others. **4-H Mall:** *Staying Healthy (08175)*

Health III

Grades: 9 & Up

Members of this advanced project will design their own fitness plans; track their plans and review their progress; and interview individuals in the health and fitness fields. **4-H Mall:** *Keeping Fit (08176)*

KEY FOR ORDERING LITERATURE

*To purchase literature to support the projects you are taking this year,
the website and purchase information is listed below.*

4-H Mall (National 4-H Supply): 7100 Connecticut Ave., Chevy Chase, MD 20815-4999; phone: 301-961-2934; fax: 301-961-2937; e-mail: 4HStuff@fourhcouncil.edu. The Supply Service will accept checks, money orders, and credit cards (VISA, MasterCard, Discover, or American Express). You can also order on line at www.4-Hmall.org.

Minnesota: For ordering: <http://www.extension.umn.edu>. Click the Youth hyperlink, then Minnesota 4-H, then Projects and Resources hyperlink.

Ohio State: You can order from their store at: <http://estore.osu-extension.org/index>. Ohio State will accept checks, purchase orders or credit cards (VISA, MasterCard).

Purdue University: For items listed for Purdue contact: <http://www.extension.purdue.edu/store/>

The Learning Store: Order through the toll free phone: 877-947-7827 or on line at: <http://learningstore.uwex.edu>. A credit card will be required to purchase.

UW-Extension: <http://fyi.uwex.edu/wi4hpublications/> (then add the name of the publication)



4HONLINE

Re-Enroll Members/Leaders

Created: July 15, 2014

Updated: September 3, 2014 - added Enroll as Youth/Adult choice; added post 12th grade.

OVERVIEW

This document explains the process of a family re-enrolling members and leaders in 4HOnline.

GETTING STARTED

To get started with the re-enrollment process, log into 4HOnline with your family email and password.

On the family home screen, click on the orange button labeled **Continue to Family**.

On your Member/Volunteer list, find the family member you wish to re-enroll and click on Edit next to their name.

RE-ENROLL

At the bottom of the next screen, click on the button for **Enroll for 2014-2015**.

If the youth is over 17 years old, a box will appear asking if you wish to enroll as a youth or an adult. If the youth is graduating from 4-H and wants to continue as an adult leader, then choose **Enroll As Adult**, otherwise select **Enroll as Youth**.

You will now see the Personal Information that you entered when you first enrolled. Look over the information and make any corrections. If the youth was in 12th grade last year, you must select the grade for this year, either **Post High School Education** or **Not in School**. When you are done, click on **Continue**.

Next is the Additional Information screen where you will need to accept the agreements and answer the Photo Release and Accommodations questions. Click **Continue** when done.

The Health Form for members is optional at enrollment, but you could be asked to complete it in the future if you attend any events that require one. Click **Continue** when done.

If you are an adult volunteer and see the Volunteer Screening page, then it has been 4 years since the last time a background check has been completed. You need to check over the answers to the questions and correct as needed. This page will only appear every 4 years. Click **Continue** when done.

On the Participation -> Club screen, confirm the correct club is listed. If you serve in a volunteer role (but not as a project leader) click on **Edit** and select the volunteer type. Click on **Update** to save the change. Click on **Continue** when done.

On the Participation -> Projects screen, confirm all the projects you are enrolled in are listed. Add any missing projects. If you are dropping a project, click on **Edit** for that project and then click on **Delete**. After making sure all your projects are listed correctly, click on **Submit Enrollment**.

Enrolling in 4HOnline as a NEW family

Family profile and member information should be entered by a parent/guardian unless the member enrolling is 18 years or older.

Your county Extension office staff can help you find a club, get the forms you need, and begin the enrollment process in 4HOnline.

To enroll in Wisconsin 4HOnline, you need a computer, internet access, a valid e-mail address and a web browser.

Go to <http://wi.4honline.com> (notice there's no "www" in that address). After carefully reading the instructions at the top of the page, you are ready to begin entering your family information.

Note: To move between boxes, you need to use your mouse or the TAB key. Don't press the ENTER key or click on the BACK ARROW – you will lose any information that you have entered. Information on each page is saved when you click on the "Continue" button.

1. Click "I need to set up a profile". A drop down menu will appear. Select the county you want to join, then type in your valid family e-mail address.

The E-mail address entered will be the account login for the entire family. It must be valid in order for you to have access to your enrollment information.

2. Confirm your e-mail address
3. Type in your parent/guardian/household's last name. (This will be the name that appears on mailing labels—"The Johnson Family" for example.)
4. Create your password – must include letters and numbers/symbols with a minimum of 8 characters.
5. Click on "Create Login"

- I have a profile
 I need to setup a profile
 I forgot my password

Are you in a Military 4-H Club:

County:

Email:

Confirm Email:

Last Name:

Password: Min. of 8 characters, at least 1 non-alpha

Confirm Password:

Role:

Family Information Page

1. Fill in all your personal information correctly and completely to create your family profile. Make sure that you choose your correspondence preference for either "Mail" or "Email".
2. Do not check the "Update member records with the same address" box at this time.
3. Click on the "Continue" button at the bottom of the page.

Note: The Password Management section is only used when you want to set a new password. You do not need to enter anything there at this time.

Family Information

Profile Information

Email:

Last Name:

Mailing Address:

City:

State:

Zip Code:

Primary Phone:

Correspondence Preference:

4-H County:

Update member records with the same address

Password Management

Current Password:

New Password:

Confirm New Password:

Member List Page

1. You are now at the "Member List" page. In the drop down box under "Add a New Family Member", select "youth" and click on "Add Member".

Smith Family [Edit Family](#)
 123 Washington Ave.
 Madison, WI 53715
 sally.smith@nomail.com
 Support Staff County [contact info]

Add A New Family Member

Note: The event registration section on this page is not available for use at this time.

YOU CAN NOT REGISTER FOR AN EVENT UNTIL YOUR ENROLLMENT HAS BEEN ACCEPTED AND YOUR STATUS IS SET TO ACTIVE
 If your enrollment status is 'Inactive' or 'Incomplete', click the 'Edit' button to review and submit your record for approval

Member/Volunteer List					
Name	Role	Membership ID	Enrollment Status	Last Active Year	Edit
Register A Member In An Event - Only Members with an 'Active' Enrollment Status May Register					
Member:	<input type="text" value="select a member..."/>				
Event:	<input type="text"/>				

Youth Personal Information Page

Fill in all information for this member correctly and completely.

1. If he/she has a different e-mail address than the family one entered at login, enter it in the top box.
2. Enter his/her legal name.
3. For the "Years in 4-H", enter "1" if this is the first year. Otherwise, enter the number that reflects your experience. For example, if this is the beginning of your fifth year in 4-H, enter 5.
4. If there are parents/guardians that live in a different residence, enter their mailing information under Secondary Household.
5. Is the member a youth leader, junior leader volunteer? Select "yes" or "no".
6. Ethnicity – If you consider your child to be a part of the Hispanic culture, mark "yes". Then check one or more of the boxes pertaining to race.
7. Choose your residence.
8. Complete the Military Service of Family section only if it applies.
9. School Information – choose your county from the drop down menu first, then select your child's school. If your school is not listed, click on "If you are unable to locate your school..." and enter the school name and type.
10. Select your child's current grade in school.
11. Click on the "continue" button at the bottom.

Youth Personal Information

Please note:
 Information on this page should be as specific to the individual as possible and where applicable (including email address and cell phone number). Otherwise, the parent's information is requested.
 For assistance with 4HOnline or the enrollment process, please contact your local extension staff: www.wisconsin4h.org/extension

Profile Information

Email	<input type="text" value="sally.smith@gmail.com"/>	<input type="text" value="joe@gmail.com"/>
First Name	<input type="text"/>	
Middle Name	<input type="text"/>	
Last Name	<input type="text" value="Smith"/>	
Preferred Name	<input type="text"/>	
Mailing Address	<input type="text" value="123 Washington Ave."/>	
City	<input type="text" value="Madison"/>	
State	<input type="text" value="Wisconsin"/>	
Zip Code	<input type="text" value="53715"/>	<input type="text" value="12345"/>
Birth Date	<input type="text" value="MM/DD/YYYY"/>	<input type="text" value="mm/dd/yyyy"/>
Gender	<input type="text" value="Female"/>	
Primary Phone	<input type="text"/>	<input type="text" value="555-555-1234"/>
Correspondence Preference	<input type="text" value="Mail"/>	
Cell Phone	<input type="text"/>	<input type="text" value="555-555-1234"/>
I wish to receive notices via text message	<input type="checkbox"/> <input type="text" value="Select your provider ..."/>	
Years in 4-H	<input type="text" value="1"/>	
Parent 1 First Name	<input type="text"/>	
Parent 1 Last Name	<input type="text"/>	

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Note: Bolded items are required to continue to the next screen. Missed items will be highlighted in pink to help you identify any missing information.

Additional Information Page

Please read each statement on this page carefully. Completion of each of the agreements is required for participation in the program. It is important to understand that checking the boxes to agree is considered your e-signature and it has the same legal force and effect as your hand-written signature. Questions pertaining to the agreements below can be addressed by contacting your county 4-H Youth Development Educator. A link to their contact information can be found at www.uwex.edu/ces/cty.

Complete the five following authorizations:

- Assumption of Risks
- Hold Harmless, Indemnity and Release
- Consent for Emergency Treatment
- Code of Conduct
- Photo Release

After completing each of the five authorizations, click on the "continue" button.

Note: The "continue" button will take you to an optional health form. It is not required at the time you are enrolling, but will be required to participate in certain events and activities. After you have completed the form once, the information will be retained. You can return to 4HOnline to update information that may have changed since the last time it was completed. Scroll down and click on the "continue" button if you do not want to fill it out at this time.

This is the Clubs/Projects/Groups page, where you will select a 4-H club and projects for the current 4-H year.

On the Clubs tab:

1. Select the correct club from the drop down menu and click on it.
2. Be sure to click "Add Club".
3. Click the "Continue" button.

Additional information

I UNDERSTAND THAT I AM BEING ASKED TO READ EACH OF THE FOLLOWING PARAGRAPHS CAREFULLY. I UNDERSTAND THAT IF I WISH TO DISCUSS ANY OF THE TERMS CONTAINED IN THIS AGREEMENT, I MAY CONTACT MY ENROLLED COUNTY'S 4-H YOUTH DEVELOPMENT EDUCATOR OF THE UW-EXTENSION. CONTACT INFORMATION CAN BE FOUND ONLINE AT www.uwex.edu/ces/cty.

IF YOUR SON, DAUGHTER OR WARD WILL BE UNDER 18 WHILE PARTICIPATING IN THE ENROLLED COUNTY 4-H YOUTH DEVELOPMENT PROGRAM AT THE UNIVERSITY OF WISCONSIN-EXTENSION IT IS OUR POLICY TO REQUEST YOUR AGREEMENT TO THE ABOVE TERMS, ON BEHALF OF YOUR MINOR SON, DAUGHTER OR WARD. I UNDERSTAND THAT MY E-SIGNATURE SHALL HAVE THE SAME LEGAL FORCE AND EFFECT AS MY HAND-WRITTEN SIGNATURE ON EACH AGREEMENT BELOW.

THE COUNTY I SELECTED WHILE SETTING UP MY PROFILE IS MY ENROLLED COUNTY.

For assistance with 4HOnline or the enrollment process, please contact your local extension staff: www.uwex.edu/ces/cty

1. Assumption of Risks

I understand that not all risks can be foreseen and there are some risks which are unpredictable. I understand there are certain inherent risks that cannot be eliminated regardless of the care taken to avoid injuries. I am aware of the risks of participation, which include, but are not limited to, the possibility of physical injury, fatigue, bruises, contusions, broken bones, concussion, paralysis, and even death. I understand that the county and university have advised me to seek the advice of my physician before participating in my enrolled county's 4-H Youth Development program. I understand that I have been advised to have health and accident insurance in effect and that no such coverage is provided for me by my enrolled county's UW Extension, 4-H leaders association, or the Board of Regents of the University of Wisconsin System. I know, understand, and appreciate the risks that are inherent in the above listed programs and activities. I hereby assert that my participation is voluntary and that I knowingly assume all such risks.

I have read, understand, and agree to the above. REQUIRED

2. Hold Harmless, Indemnity and Release

In consideration of my participation in these activities, I, for myself, spouse, heirs, personal representatives, estate or assigns, agree to defend, hold harmless, indemnify and release, my enrolled county's UW Extension, 4-H leaders association, the Board of Regents of the University of Wisconsin System and their officers, employees, agents and volunteers who are involved, from and against any and all claims, demands, actions, or causes of action of any sort on account of damage to personal property, or personal injury, or death which may result from my participation in the above-listed program. This release includes claims based on the negligence of my enrolled county's UW Extension, 4-H leaders association, the Board of Regents of the University of Wisconsin System and their officers, employees, agents and volunteers, but expressly does not include claims based on their intentional misconduct or gross negligence. I understand that by agreeing to this clause I am releasing claims and giving up substantial rights, including my right to sue.

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Clubs **Projects** Groups

IMPORTANT!! - please read this BEFORE deleting a Club:

When deleting a club, all Project enrollments associated with that Club will also be deleted. If you are unsure of how this will affect you, click on the "Projects" tab and take note of your Projects and which Club they are associated with. If you desire, for example, to switch Clubs, it would be advisable to first add the new Club, then add the desired Projects using the existing enrollment as reference. Once all your desired Projects are in place with the new Club (you'll see your Projects listed twice in the Projects listing) then go and delete the original Club.

For assistance with 4HOnline or the enrollment process, please contact your local extension staff: www.uwex.edu/ces/cty

Select a minimum of 1 club(s) and a maximum of 8 club(s)

Add a Club

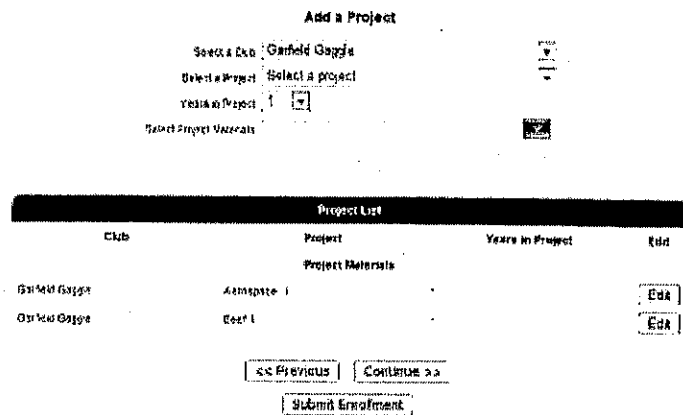
Select a Club:

Primary	Club	Edit
*	Ga'Seal Gaggle	<input type="button" value="Delete"/>

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On the Projects tab:

1. Under "Select a Project" click on the drop down menu and select the first project for this youth.
2. "Years in Project" – must have 1 for 1st year members. For returning members, enter the number that reflects your experience. For example, if this is the beginning of your second year in the project enter 2.
3. Click on "Add Project".
4. For each additional project that you want to add, repeat the steps above.



The screenshot shows the 'Add a Project' form with the following fields: 'Select a Club' (Garfield Gage's), 'Select a Project' (Select a project), 'Years in Project' (1), and 'Select Project Materials'. Below the form is a 'Project List' table with columns for Club, Project, Years in Project, and Edit. The table lists two projects: 'Aerospate 1' and 'Cost 1', both associated with the 'Garfield Gage' club. At the bottom of the table are buttons for '<< Previous', 'Continue >>', and 'Submit Enrollment'.

Club	Project	Years in Project	Edit
Garfield Gage	Aerospate 1		Edit
Garfield Gage	Cost 1		Edit

After you have entered all your project(s), click on "Submit Enrollment" and you are done!

Entering Additional Youth or Adult Leaders in Your Family

If there is another youth (or an adult leader) in your family enrolling in 4-H, repeat this process for them. There is an option to "copy parent information from another youth record". Using that option will shorten the process for entering additional youth.

Enrollment Approval

After your enrollment has been submitted, it is sent to your club leader and county UW-Extension office to be approved. If there are any problems with your enrollment, such as incorrect or missing information, you will get an e-mail asking you to complete the missing information and resubmit the enrollment. If there are no problems, you will receive an e-mail stating that your enrollment has been accepted. E-mails related to your enrollment will be sent to your family e-mail address. If you do not receive an e-mail from 4HOnline in your inbox, please check your junk mail folder.

Use 4HOnline Throughout the Year

Keep your login (family email address) and password handy so that you can log in to the program and update your records whenever you need to. You will have access to your online record throughout the year to update personal information, look up your family members' enrollment in clubs, projects and leadership roles, read newsletters, receive announcements about 4-H activities and more.