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# LET'S GET STARTED!

Welcome to the 2018-2019 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. Shop 4-H).

## Re-Enrolling in 4-H:

If you were a Walworth County 4-H member/leader in 2017-2018, 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 2019 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 29-33 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 2019 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.

**Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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.

**Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *Canine Connections (08167)*

## **Dogs III** \*

**Grades:** 9 & Up

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

**Shop 4-H:** *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. **Shop 4-H:** *Giddy Up & Go (01518Y), 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. **Shop 4-H:** *Head, Heart, & Hooves (01519Y)*

## **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. **Shop 4-H:** *Stable Relationships (01520Y)*

## **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. **Shop 4-H:** *Riding the Range (01521Y)*

## **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. **Shop 4-H: *Jumping to New Heights (01522Y)***

## **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. **Shop 4-H: *Giddy Up & Go (01518Y)***

## **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.

**Shop 4-H: *Head, Heart, & Hooves (01519Y)***

## **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. **Shop 4-H: *Stable Relationships (01520Y)***

## **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. **Shop 4-H: *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. **Shop 4-H: *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.

**Shop 4-H: *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. **Shop 4-H: *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. **Shop 4-H: *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.

**Shop 4-H: *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. **Shop 4-H: *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. **Shop 4-H: *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.

**Shop 4-H: *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.

**Shop 4-H: *What's Hopping? (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. **Shop 4-H: *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. **Shop 4-H: *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.

**Shop 4-H: *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. **Shop 4-H: *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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.

**Shop 4-H:** *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.

**Shop 4-H:** *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.

**Shop 4-H:** *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.

**Shop 4-H:** *Gardening: See Them Sprout (4H1037); 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. **Shop 4-H:** *Gardening: Let's Get Growing (4H1038)*

## **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. **Shop 4-H:** *Gardening: Take Your Pick (4H1039)*

# **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. **Shop 4-H:** *Gardening: See Them Sprout (4H1037); 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. **Shop 4-H: Gardening: Let's Get Growing (4H1038)**

## 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. **Shop 4-H: Gardening: Take Your Pick (4H1039)**

## 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. **Shop 4-H: Gardening: See Them Sprout (4H1037); 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. **Shop 4-H: Gardening: Let's Get Growing (4H1038)**

## 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. **Shop 4-H: Gardening: Take Your Pick (4H1039)**

## 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. **Shop 4-H: 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. **Shop 4-H: 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. **Shop 4-H: 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!

## 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.

## 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. **Shop 4-H: Level 1 (08440)**

## 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.

**Shop 4-H:** *Level 2 (08441)*

## 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. **Shop 4-H:** *Level 3 (08442)*

## 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! **Shop 4-H:** *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. **Shop 4-H:** *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.

**Shop 4-H:** *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. **Shop 4-H:** *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.

**Shop 4-H:** *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. **Shop 4-H:** *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!

**Shop 4-H:** *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.

**Shop 4-H:** *Explore the Deep Woods (08040)*

## **Geocaching**

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

Love to treasure hunt? 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.

## **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.

## **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.

## **Maple Syrup**

**Grades:** 3 & Up

Members will learn about the areas of production, and which trees produce sugar water for making maple syrup. Members will also learn about the process of tapping trees, gathering sap and techniques for making maple syrup. **Shop 4-H:**

## **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! **Shop 4-H:** *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, wildlife fairy gardening, and more! **The Learning Store:** *WI Endangered & Threatened Species (PUBL-ER-001)*

**Shop 4-H:** Wildlife Science Digital Download Level 1 (4H1044DD), Wildlife Science Digital Download Level 2 (4H1046DD), Wildlife Science Digital Download Level 3 (4H1048DD),

# 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.

**Ohio State:** Muzzleloader Member Record Book (755)

## **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.

**Shop 4-H:** *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.

# 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)*; **Shop 4-H:** *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 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.

## 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.

## 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!

## Theatre 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!

**Shop 4-H:** Beginner (08445), Theatre Arts Youth Notebook (108448Y)

## Theatre 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! **Shop 4-H:** Intermediate (08446), Theatre Arts Youth Notebook (108448Y)

## Theatre 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. **Shop 4-H:** Advanced (08447), Theatre Arts Youth Notebook (108448Y)

# 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. **Shop 4-H:** *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! **Shop 4-H:** *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. **Shop 4-H: 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.

**UW-Extension:** 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. **Shop 4-H: Level 1: Fundamentals (01606Y)**

## 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. **Shop 4-H: Level 2: Explorations (01801Y)**

## 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. **Shop 4-H: Level 3: Recursion (01802Y)**

# 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. **Shop 4-H: 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. **Shop 4-H: 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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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. Members will also have the opportunity to participate in county practices and county contests. **Shop 4-H:** *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. Members will also have the opportunity to participate in county practices and county contests. **Shop 4-H:** *Reaching New Heights (06844)*

## **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. Members will also have the opportunity to participate in county practices and county contests. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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.

## **Model Railroading**

**Grades:** 3 & Up

Members of this project will work to create a 2' X 4' or 2' X 6' static train display with scenery following NMRA guidelines. Members can also make a poster, display, or illustration to showcase some aspect of model railroading interests.

## **Remote Controlled (R/C) Cars**

**Grades:** 3 & Up

Members will be able to show off their driving skills with their remote controlled, 1/10<sup>th</sup> scale and battery operated R/C car. Members can also create a poster, display, or illustration focused on an aspect of R/C cars. Members will also have the opportunity to participate in county practices and county contests.

## **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.

**Shop 4-H:** *Junk Drawer Robotics Track Level 1: Give Robots a Hand (08431), 4-H Robotics Youth Notebook (08435)*

## **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. **Shop 4-H:** *Junk Drawer Robotics Track Level 2: Robots On the Move (08432), 4-H Robotics Youth Notebook (08435)*

## 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. **Shop 4-H:** *Junk Drawer Robotics Track Level 3: Mechanotronics (08433)*, *4-H Robotics Youth Notebook (08435)*

## 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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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 &*

# 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.

**Shop 4-H:** *Six Easy Bites Digital Download (07144)*, *Cooking 101 (01512Y)*

## 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. **Shop 4-H:** *Tasty Tidbits Digital Download (07146)*, *Cooking 201 (01513Y)*

## 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.

**Shop 4-H:** *You're the Chef Digital Download (07148)*, *Cooking 301 (01514Y)*

## 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." **Shop 4-H:** *Foodworks Digital Download (07150)*, *Cooking 401 (01515Y)*

## 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. **Shop 4-H: 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. **Shop 4-H: 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. **Shop 4-H: 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**

**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**

**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.

## **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.

## **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.

# 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.

## Communications II

**Grades:** 6-8

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

## Communications III

**Grades:** 9 & Up

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

## 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. **UW-Extension:** Creative Wordworking (COMM01)

## Speaking

**Grades:** All

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

**UW-Extension:** 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.

## 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. **Shop 4-H:** *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. **Shop 4-H:** *The Consumer in Me Digital Download (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. **Shop 4-H:** *Consumer Wise Digital Download (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. **Shop 4-H:** *Consumer Roadmap Digital Download (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?

**UW-Extension:** *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. **Shop 4-H:** *Agents of Change (08182)*, **UW-Extension:** *Reflection Activity Ideas: For Community Service & Service Learning Projects (4H503)*

## **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 **Shop 4-H:** *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. **Shop 4-H:** *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.

## 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.

# **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. **Shop 4-H:** *Citizenship Adventure Kit Digital Download (08153DD)*, *Citizenship Guide's Handbook Digital Download (08154DD)*

## 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.

**UW-Extension:** *Going to the Source (ACTas062)*, *Voices from the Past (COMM04)*

## Intergenerational

**Grades:** 3 & Up

Members will get to learn about and understand senior citizens better while letting them share their stories and experiences. Members will get the chance to visit different nursing homes to spend time with residents.

## International

**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. **Shop 4-H:** *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. **Shop 4-H:** *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. **Shop 4-H:** *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.*

<b>Shop 4-H</b> (Formerly 4-H Mall): Order on line at <a href="http://www.Shop4-H.org">www.Shop4-H.org</a> , by phone: 301-961-2934, or email: <a href="mailto:hello@hop4-h.org">hello@hop4-h.org</a> A credit card will be required to purchase.
<b>Ohio State:</b> You can order from their store at: <a href="https://extensionpubs.osu.edu/4-h">https://extensionpubs.osu.edu/4-h</a> A credit card will be required to purchase.
<b>Purdue University:</b> For items listed for Purdue contact: <a href="http://www.extension.purdue.edu/store/">http://www.extension.purdue.edu/store/</a> A credit card will be required to purchase.
<b>The Learning Store:</b> Order through the toll free phone: 877-947-7827 or on line at: <a href="http://learningstore.uwex.edu">http://learningstore.uwex.edu</a> . A credit card will be required to purchase.
<b>UW-Extension:</b> <a href="http://fyi.uwex.edu/wi4hpublications/">http://fyi.uwex.edu/wi4hpublications/</a> (then add the name of the publication) A credit card will be required to purchase.

