UW–MADISON EXTENSION

TAYLOR COUNTY 4-H ENROLLMENT GUIDE

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Mission of the Taylor County 4-H Program

Taylor County 4-H Program will provide many learning experiences through the cooperation and leadership of both the youth members and adult leaders.

Taylor County Website:
taylor.extension.wisc.edu

UW-Extension Office
Phone: 715-748-3327 ext. 3 or 4

Email:
phillips32@wisc.edu
diepenbrock@wisc.edu

Welcome to 4-H!

Enrollment/re-enrollment starts in September. Please enroll by November 1. Enrollment/re-enrollment after November 1 may affect eligibility for trips, scholarships, competitions, and awards, coverage by insurance, etc.

All new and returning members should enroll/re-enroll through 4-H Online by visiting https://v2.4honline.com. Instructions for re-enrolling members start on page 6 of this booklet and instructions for new family enrollments are on page 7. If you have trouble enrolling, ask your leader for help or contact our office.

Please make sure the office has up-to-date information about you. This includes not only your address, phone number, and email, but also the project areas that you're interested in. This allows us to help provide the information you need and to notify you of related activities and possible deadlines that may affect you.

Leaders: Please make sure the office has a calendar of events for your club. If there are changes as the year progresses, you may send us updates via email or a phone call. When people are interested in getting information about a club, it helps us to direct them when we know dates and locations of meetings and special events.

Members: You may still enroll after November 1, but you may not be eligible for state and national trips and competitions.

You may add or delete projects until March 1 by logging into your 4HOnline account. New and returning members are still welcome after March 1, but need to contact our office to complete your enrollment. Members must be enrolled by March 1 in order to take projects to the Taylor County Fair.

Please contact us if you have questions or need more information.

715-748-3327 ext. 3 or ext. 4

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2024-2025 TAYLOR COUNTY 4-H

Countrysiders

Meets at UW-Extension in Medford on second Sunday of the month at 5:30pm

Karyn Eckert, Co-Club Manager
N2156 County Rd C
Medford WI 54451
715-360-1779
keckert97@gmail.com

Nancy Graun, Co-Club Manager
W1533 Faber Ln
Medford, WI 54451
715-613-1020
nlnbstorm@hotmail.com

Diamond Lakers

Meets at Roosevelt Town Hall in Lublin on first Monday of month at 6:30 pm

Dorothy Halida, Co-Club Manager
W12276 Elm Dr
Lublin, WI 54447-9630
715-669-3655
halidas@centurylink.net

Paula Dubiak, Co-Club Manager
W13043 State Highway 64
Lublin, WI 54447-9625
715-512-0250
tpdubiak@yahoo.com

Liberty

Meets at Little Black Town Hall on the third Sunday at 6:30 p.m. most months

Kathy Schumacher, Club Manager
N137 Swallow Dr
Stetsonville WI 54480
kathleenannschumacher@gmail.com

Little Farmers

Meets at Medford Library and homes

Violet Jensen, Club Manager
N4089 State Hwy 13
Medford WI 54451
715-748-4481

There's more to 4-H ...

COUNTY-WIDE PROJECTS

Cat

Becky Czarnezki, 715-905-0334

Dog

Jeanine Renzoni, 715-748-4248

Horse

Ashley Dums, 715-965-4773

Rabbits

Katie Krause, 715-613-6499

YOUTH LEADERSHIP ORGANIZATION (YLO)

Extension Office, 715-748-3327 Ext. 4 or Ext. 3

ADULT VOLUNTEERS

Share your interests and support our youth.

Extension Office, 715-748-3327 Ext. 4 or Ext. 3

Little Whispers

Meets in Medford on the first Monday of the month at 7:00 p.m.

Cheri Klussendorf, Club Manager
W2072 State Hwy 64
Medford WI 54451
715-965-9075
cklussendorf@gmail.com

Sara Matyka, Assistant Club Manager
W2306 Wood Creek Ave
Rib Lake, WI 54470
715-427-3331
saranorthwoods@yahoo.com

Poplar Grove

Meets at Gilman Senior Citizen Center on Second Sunday of month at 7:30 pm

Cheryl Bolstad, Co Club Manager
N4314 Elder Dr
Gilman WI 54433
715-447-5428
cny62298@gmail.com

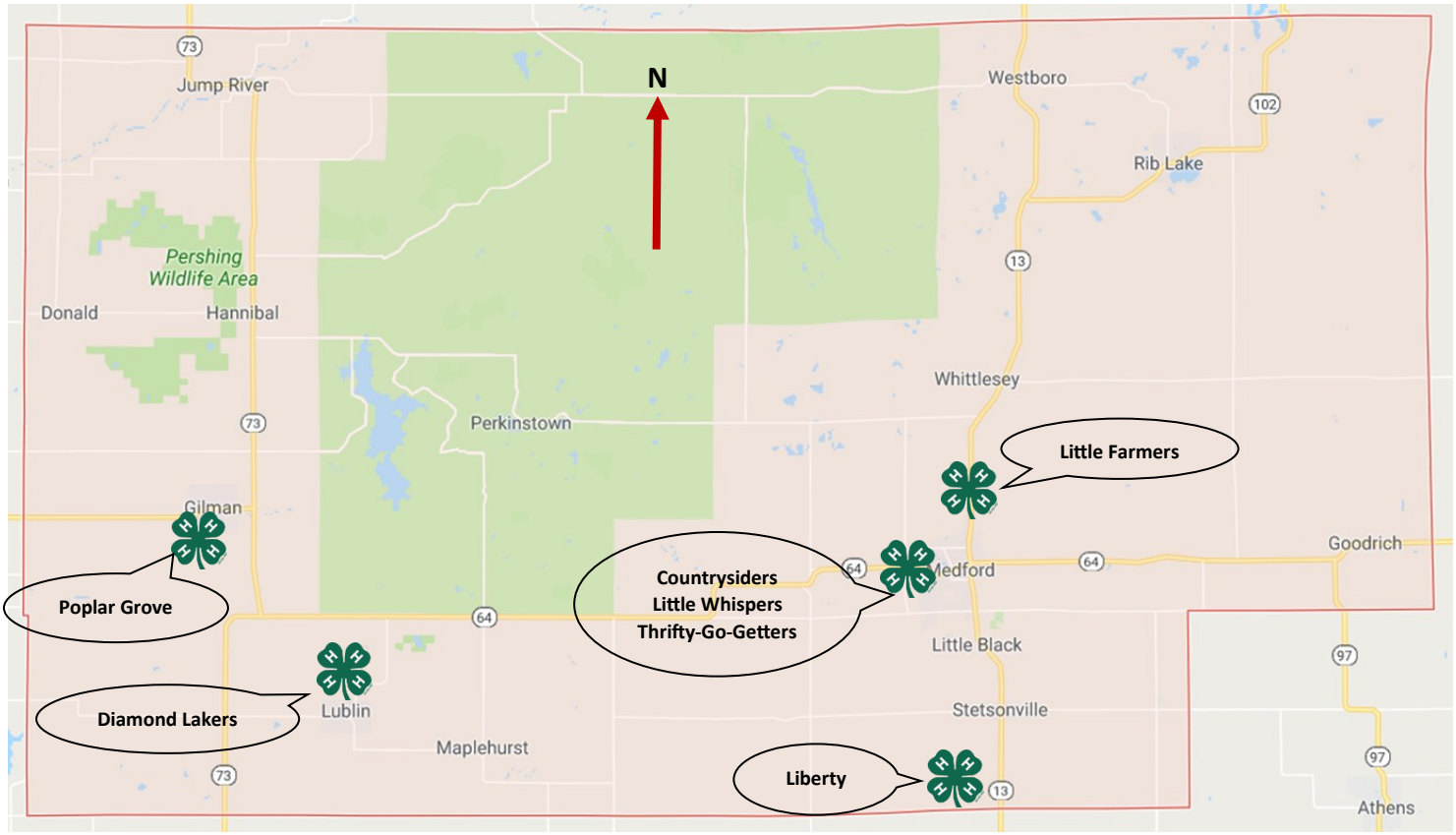
Wendy Okerglicki, Co Club Manager
N2030 County Road H
Stanley, WI 54768
715-313-0101
wendy_okes@yahoo.com

Thrifty-Go-Getters

Meets at UW-Extension in Medford on first Monday of month at 7p.m

Amanda Jensen, Co Club Manager
W6460 Hillcrest Rd
Medford WI 54451
715-748-3119
povie_@hotmail.com

4-H Clubs of Taylor County Wisconsin



How to Join 4-H

Youth in grades 5K through one year past high school graduation can join 4-H. Youth in Kindergarten through second grade are enrolled as Cloverbud members.

In order to join a Taylor County 4-H Club, follow these steps:

1. First, select a 4-H club from the current year's **Enrollment Book** on page two. You may also find the **Taylor County Club Meeting Locations Map** helpful when making your decision. Feel free to contact more than one club and visit more than one club meeting to find one that meets your needs and interests.

2. Once you select a club, find the name and phone number for that club's manager.

3. Call the club's Manager and find out more information about the club and its members. Most 4-H members join in the fall, but new members can join at any time. In order to show a project at the Taylor County Fair, new members must join by March 1 of the current 4-H year.

4. Attend 4-H club meetings with your parents, complete the online enrollment information on **v2.4HOnline** (instructions on page 6-17 of this booklet), select your projects and get ready to discover what 4-H is all about! A helpful resource for new members is the **New Member Reference Guide**, which can be picked up at the UW-Extension Office or found on our website at taylor.extension.wisc.edu.

5. Adults can also sign up to be 4-H leaders! If you are interested, please contact Extension Taylor County at 715-748-3327 ext. 4 or ext. 3 to learn more.

Joining 4-H

To sign up your child for 4-H, he or she will need to complete a 4-H Member Enrollment on v2.4HOnline. Instructions on how to enroll are on page 6-34 of this booklet. When your child is an official 4-H member, her/his name will be added to the county mailing list. It will not be shared outside of 4-H

About 4-H

Worldwide:
4-H programs are conducted in over 3,000 counties of the United States, as well as District of Columbia, Guam, Puerto Rico and The Virgin Islands. More than 80 countries around the world have youth programs similar to 4-H, with an overall enrollment of about 10 million young people.

Wisconsin:
In Wisconsin, 4-H is a youth organization that belongs to the members, their families, and other interested adults who serve as volunteer leaders. Professional leadership is given by Cooperative Extension faculty of the University of Wisconsin. Support for 4-H programs is a joint effort of local county government, the University of Wisconsin and the United States Department of Agriculture. The purpose of 4-H is to provide real-life experiences for youth through a fun and practical, learn-by- doing, educational program and to provide opportunities for adults to work with youth in their development. 4-H is open to any youth within the grades of K-13, regardless of race, color, creed, or religion, national origin, ancestry or gender.

4-H History

4-H started out as corn clubs for boys and canning clubs for girls. They were organized early in the 20th century by public school educators who wanted to broaden the knowledge and experience of their students. 4-H became an official part of the Cooperative Extension Service in 1914. By the mid 1920s, 4-H was well on its way to becoming a significant national program for youth. 4-H is an American idea that has spread around the world. Throughout its long history, 4-H has constantly adapted to the ever-changing needs and interests of youth.

Chartered 4-H Club

A chartered 4-H club is a group of five or more youth from 3 or more families, guided by an adult 4-H leader approved through the Youth Protection process. Each club has an educational plan which meets the purposes of the 4-H program. The club meets on a continuing basis, usually once a month. Youth are involved in leadership and decision-making roles because the club "belongs" to members. Many clubs have officers (president, vice president, secretary, treasurer and reporter) that are elected by the club members. Dues are optional and decided by the club.

Try to attend all of your club meetings: *• Arrive on time and plan to stay until the meeting ends. • If you're going to miss a meeting, let a club leader know in advance.*

4-H meetings are held to: *Make decisions about your club and projects • Discuss new ideas • Build your leadership and life skills • Get to know other members • Participate in community service projects • Learn and have fun.*

Read your county 4-H newsletter! *• It's written for you and your family • You'll find out about upcoming 4-H events for you and your club. • Keep your newsletter and other 4-H materials in a handy place.*

Costs

4-H costs are minimal. Individual clubs may charge dues to cover expenses such as insurance, 4-H Literature, etc. Some project areas, such as photography and livestock, may require extra investments for supplies and equipment, but scholarships are often available to help with these costs.

4-H Pledge

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

4-H Members Creed

I BELIEVE:

...I believe in 4-H club work for the opportunity it will give me to become a useful citizen.
...I believe in the training of my **Head** for the power it will give me to think, to plan, and to reason.
...I believe in the training of my **Heart** for the nobleness it will give me to become kind, sympathetic, and true.
...I believe in the training of my **Hands** for the ability it will give me to be helpful, useful, and skillful.
...I believe in the training of my **Health** for the strength it will give me to enjoy life, to resist disease, and to work efficiently.
...I believe in my country, my state, and my community, and in my responsibility for their development.

4-H Leaders Creed

I BELIEVE:

...The 4-H member is more important than the 4-H project.

...Learning how to do the project is more important then the project itself.

...4-H'ers should be their own best exhibits.

...No award is worth sacrificing the reputation of a member or a leader.

...Competition should be given no more emphasis than other fundamentals of 4-H work.

...Enthusiasm is caught, not taught.

...To learn by doing is fundamental in any sound educational program and is characteristic of the 4-H program.

...Generally speaking, there is more than one good way to do most things.

...Every 4-H member needs to be noticed, to feel important, to win and be praised (leaders, too).

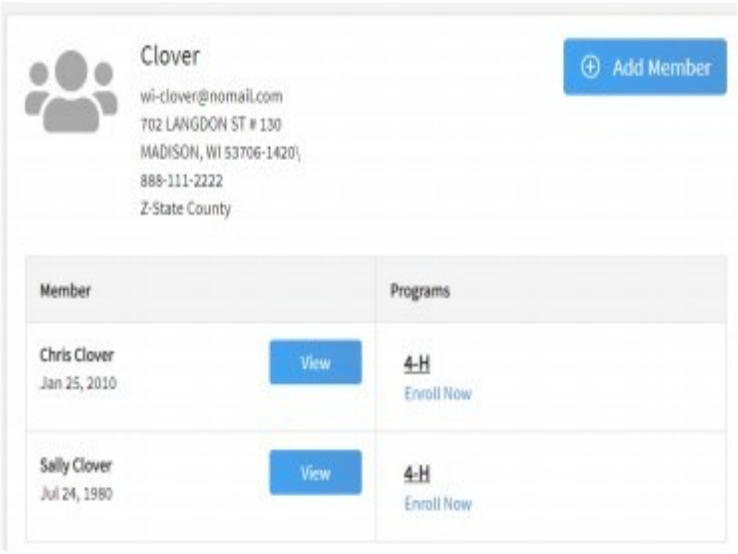
...Our job as leader is to teach 4-H members How to think, not What to think.

Logging in to an Existing 4-H Online Account

1. If you had an account in 4-H Online version 1.0, go to http://wi.4honline.com.
2. Enter your email address and password.
3. Click Sign-In

If you have forgotten your password, click "Reset Password?" to receive an email with a link to set a new password.

4. You will be at the Family Member List Screen.
5. To re-enroll a youth member, click on Enroll Now and skip to Youth Member Enrollment on page 7.
6. To re-enroll an Adult member, click on Enroll Now and skip to Adult Enrollment on page 11.
7. To add a new youth or adult member, click on the Add Member button and skip to Adding a New Member to the Family on page 5.



Creating a New 4-H Online Account

1. Go to http://wi.4honline.com.

2. Click "Don't have an account?" if you have never enrolled in 4-H before using 4-H Online.

   NOTE: If you had an account in 4-H Online 1.0, start at Logging in to an Existing 4-H Online Account on page 2.

3. Select Wisconsin from the drop-down menu and then select Wisconsin 4-H Youth Development.

4. Choose your county from the drop-down menu.

5. Complete your family's information

6. Click the Create Account button

7. Enter your family's address information.

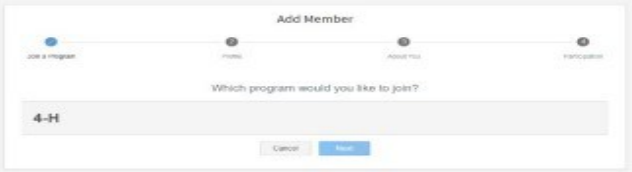
8. Click the Verify button.

   NOTE: The verification process may require you to select an appropriate USPS format.

If you create a new account and an existing account is found, click the Confirm button and continue to Logging in with an Existing 4-H Online Account on page 2.

Adding a New Member to the Family

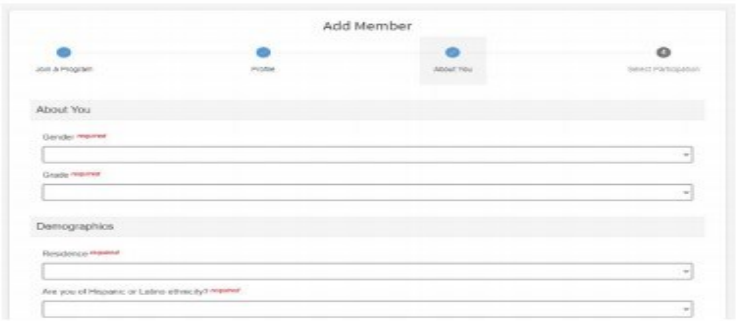
1. Click on 4-H.
2. Click the Next button.



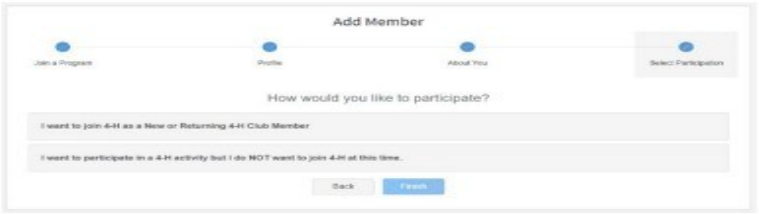
3. Enter the member's information.
4. Click the Next button.

   NOTE: fields marked with a red *required* are required fields and must be completed.

5. Complete the "About You", "Demographics", and "Emergency Contact" sections with the requested information.
6. Click the Next button.



7. Select your method of participation.
8. Click the Finish button.

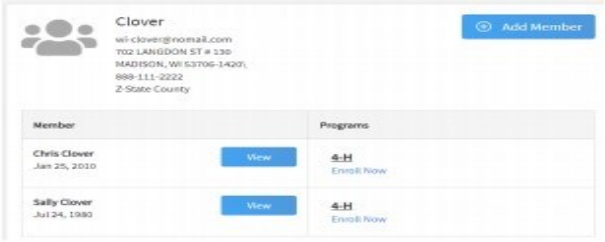


If you have selected that you will be participating as a New or Returning 4-H Club Member, continue to step 3 of Youth Member Enrollment on the next page.

If you are participating as an Adult Volunteer, continue to the Adult Volunteer Enrollment on page 11.

If you have selected that you will be participating, but not as a Club Member or Volunteer, your record is complete. You may register for events that are available to participants.

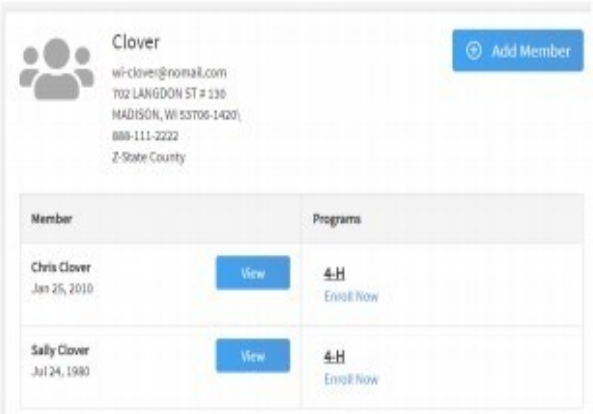
If you would like to enroll as a Club Member or Volunteer at any time, click "Enroll Now" from the Member List and continue to Youth Member Enrollment or Adult Volunteer Enrollment



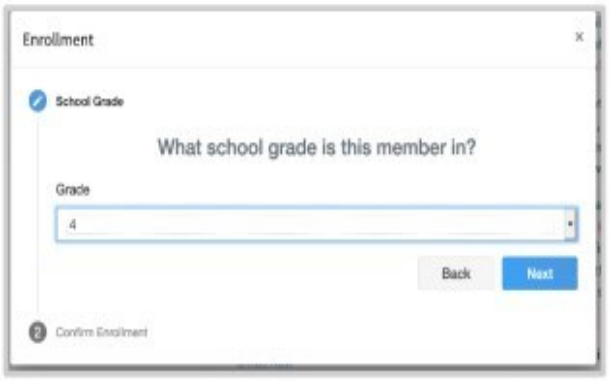
Youth Member Enrollment

If you are returning to 4-H, your member record will be listed on the family Member List. Click "Enroll Now" under the Program in which you would like to enroll.

If you are a new member and your name is not yet listed, click "Add Member" and follow the steps for "Adding a New Member to the Family" on page 5, then continue to Step 1 below.

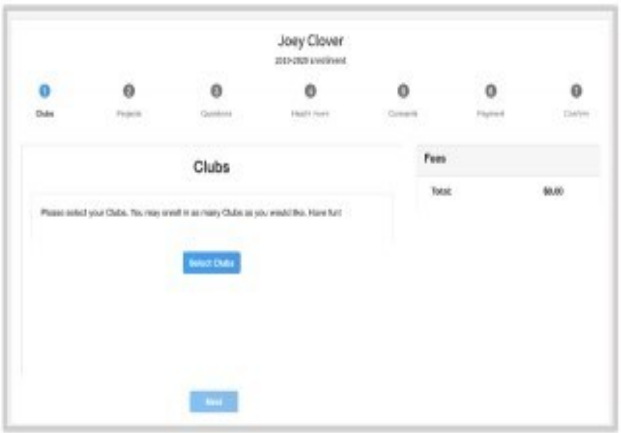


1. Select the member's Grade and click Next.



2. Select to Confirm that you would like to enroll as a Club Member

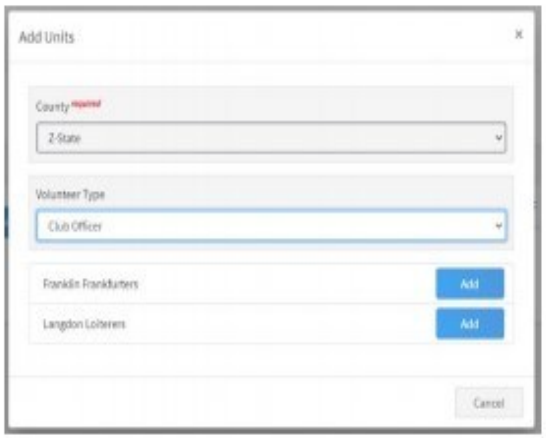
3. Click the Select Clubs button



4. If you are a club officer, select that from the Volunteer Type box.

5. Click Add next to the Club you would like to join.

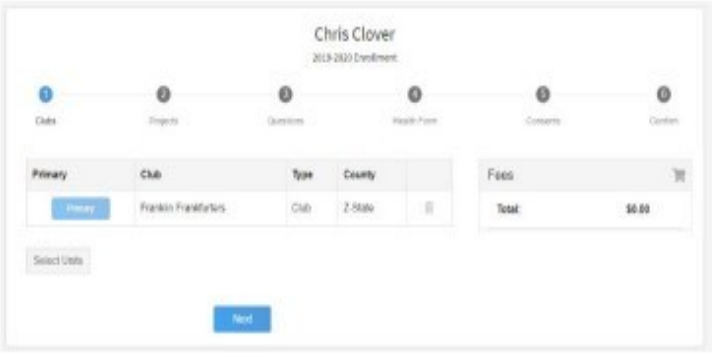
6. Repeat steps 3-5 to add all of the Clubs in which you would like to participate.



7. If you have enrolled in more than one club, be sure the Primary club is marked correctly. If not, click the Change to Primary button to mark a different Club as your Primary Club

8. Click the trash can icon to remove a Club from the list.

9. Once all of your Clubs are added, click Next at the bottom of the screen.



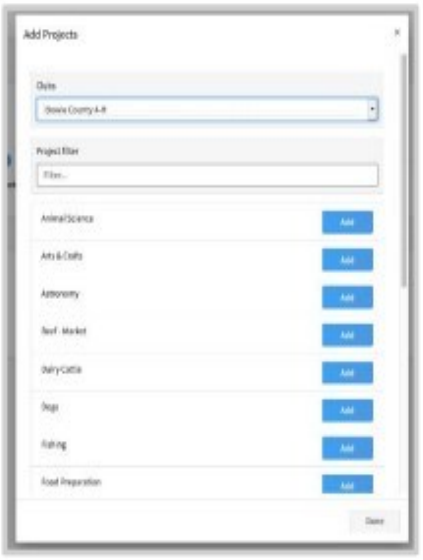
10. Click Select Projects

11. Select the Club with which you want your project to be associated

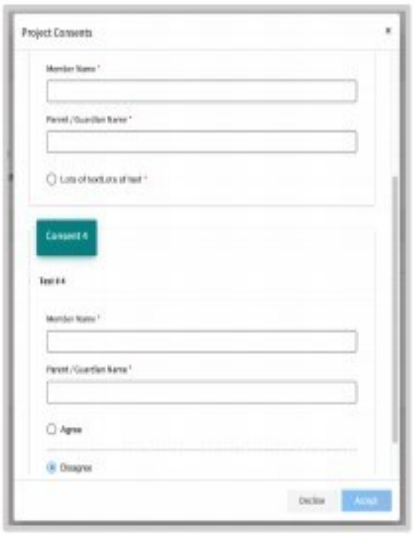
12. Scroll until you find the Project that you will be enrolling in. Use the Project Filter to search the list

13. Click the Add button next to the project you want to add to the member's enrollment

14. Repeat steps 10-13 for each project in which you would like to participate.

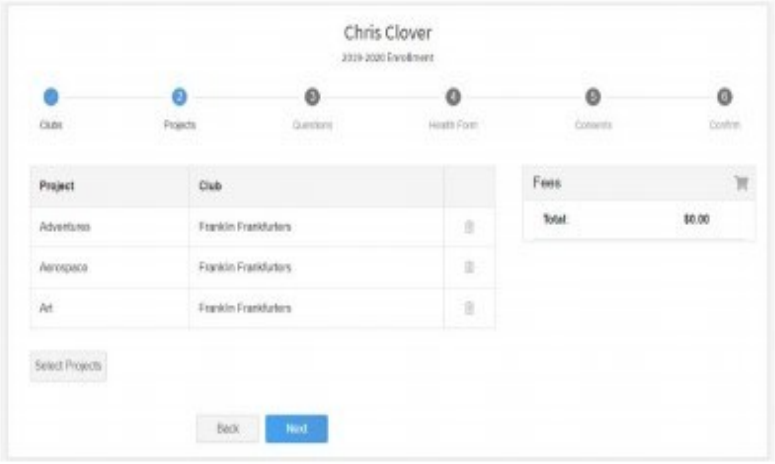


NOTE: Some projects may have Consents that are required in order to participate. You will be prompted to enter the required signatures and accept the Consents after you click "Add".



15. Click the trash can icon to remove any projects.

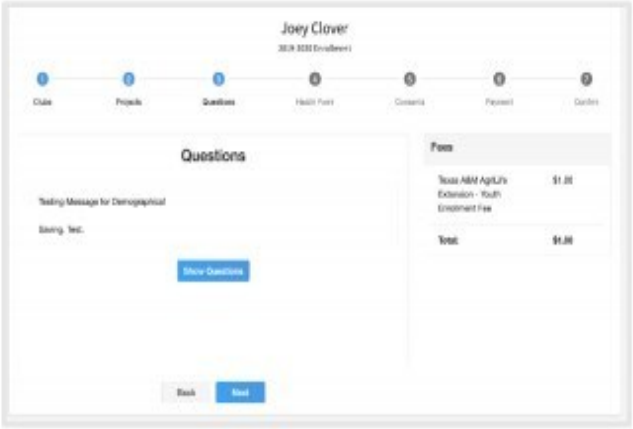
16. Click the Next button once all the member's projects have been added.



17. Click "Show Questions.

18. Complete the enrollment questions. Some of the questions will be completed for you based on what you entered when you created your record.

NOTE: Any questions with a red *required* are required.

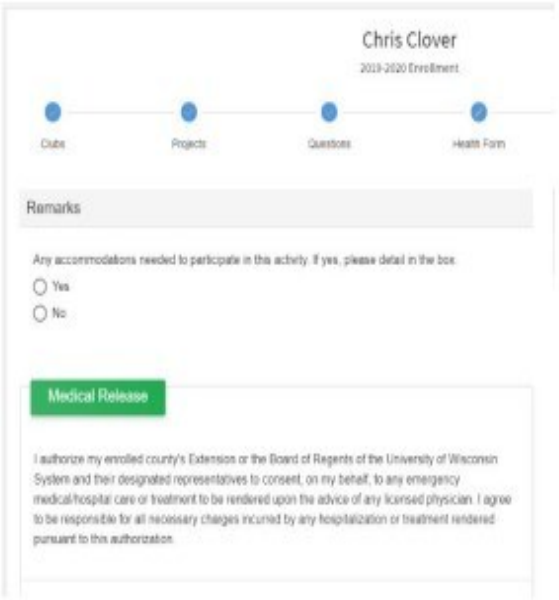


19. Click the Next button at the bottom of the screen when you are finished.

20. Click "Show Health Form".

21. During enrollment, you will be asked to complete the basic Health form fields and Consents.

22. Click the Next button at the bottom of the screen when you are done.



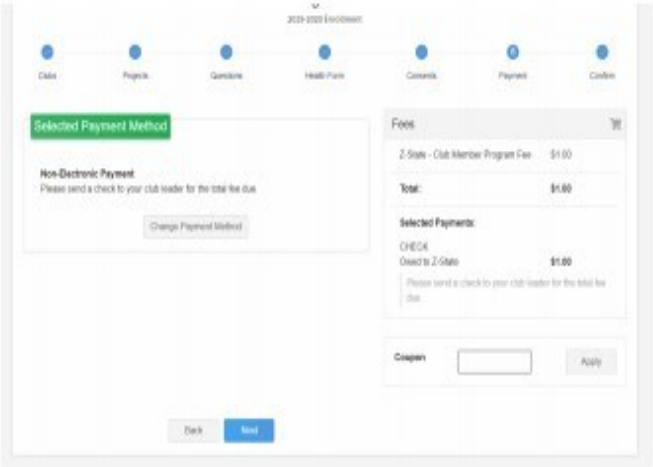
23. Click on "Show Consents".

24. Complete any Consents required.

25. Click the Next button at the bottom of the page when you are finished.

26. If applicable, review the fees for the member.

27. Click on Next.



28. Review the enrollment information.

29. Once you have verified that the clubs and projects are listed correctly, click the Submit button.

Congratulations, your enrollment is complete!

You will receive an email to let you know your enrollment has been submitted. You will receive another email when your County Extension office has approved your enrollment. You may view the enrollment status on the Member List.

Adult Volunteer Enrollment

If you are returning to 4-H, your Volunteer record will be listed on the family Member List. Click "Enroll Now" under the Program in which you would like to enroll.

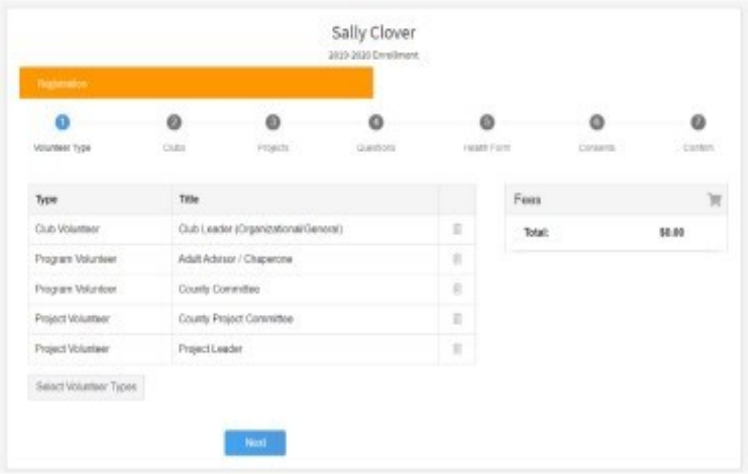
If you are a new volunteer and your name is not yet listed, click "Add Member" and follow the steps for "Adding a New Member to the Family" on page 5, then continue to Step 1 below.

1. Click Select Volunteer Types to indicate how you are planning to participate in the program throughout the year.
   At least one Volunteer Type is required during the enrollment process. You may add additional Volunteer Types later, if needed.

2. Select a Volunteer Type
   a. Club Volunteer
      i. Activity Leader
      ii. Club Enrollment Coordinator
      iii. Club Leader
      iv. Club Project Leader
   b. Program Volunteer
      i. Activity Leader
      ii. Adult Advisor / Chaperone
      iii. County Committee
   c. Project Volunteer
      i. County Project Committee
      ii. Key Leader
      iii. Project Leader
      iv. Resource Leader

3. Click Add next to your Volunteer Type Role
   NOTE: If you are a Project Leader for a specific Club, you will need to select a Club Volunteer Type and a Project Volunteer Type
   Some Volunteer Types require additional Consent forms. If additional Consent is required, you will be prompted to sign the Consent before the Volunteer Type will be added to your Record.

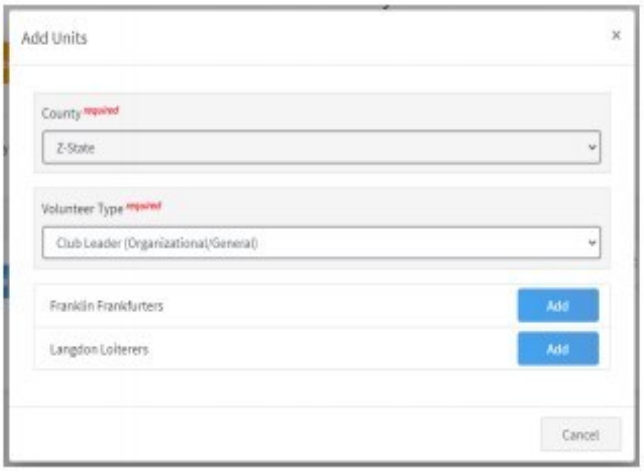
4. Repeat steps 1-4 for each Volunteer type that you would like to participate as
5. Click the small trash can icon to remove any Volunteer Types
6. Click Next.



7. If you have selected a Club Volunteer Type, click "Select Clubs" to choose the Clubs with which you would like to Volunteer.

   NOTE: If you did not select a Club Volunteer Type, you will not see this screen.

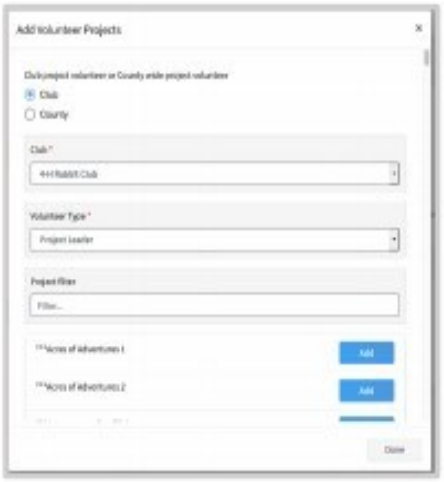
8. Select the County and Volunteer type that corresponds with the Club in which you would like to participate
9. Click Add next to the Club
10. Repeat steps 8-10 for each Club in which you would like to participate



11. If you have selected to participate as a Project leader, you will be prompted to select a Project. Click Select Projects

    NOTE: If you did not select a Project Volunteer Type, you will not see this screen.

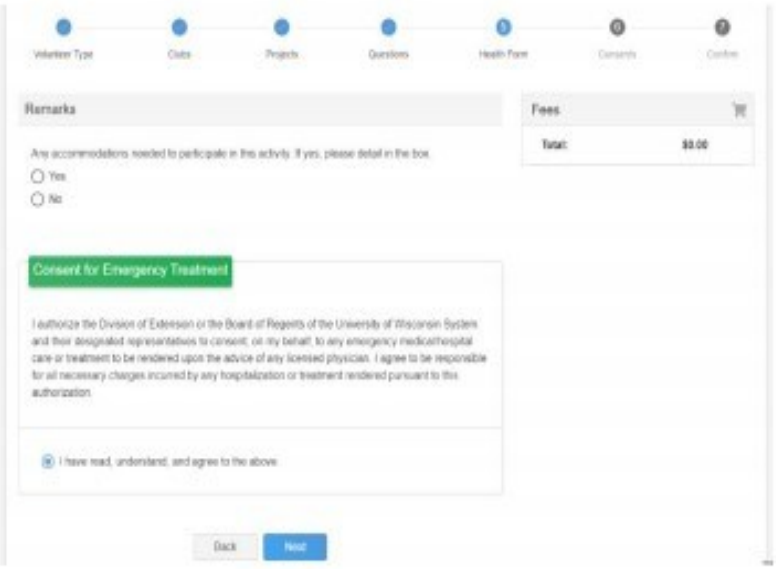
12. Select Club if you are a project leader for a specific Club, and select the Club. Then select the Project Volunteer Type that best describes your involvement
13. If you are a Project Volunteer for the entire County associated with your Family Profile, select County
14. Scroll until you find the Project that you will be working with. Use the Project Filter to search the list
15. Click Add next to the Project that you will be working with.



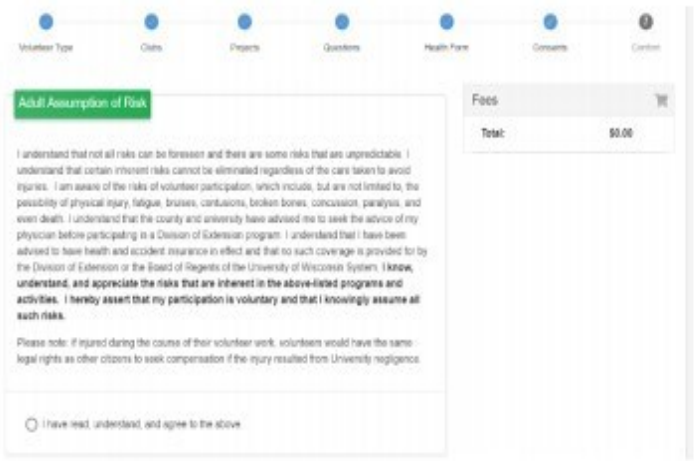
Some projects require additional Consents in order to participate. If an additional Consent is needed, you will be prompted to enter your signature and acceptance before the Project will be added to your record.

16. Click Show Questions
17. Complete the Questions section
18. When you are finished, click the Next button
    NOTE: Any questions with a red *required* are required

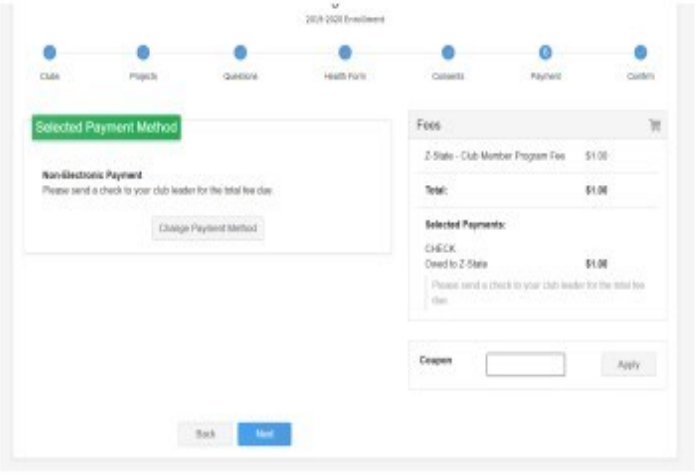
19. Click "Show Health Form".
20. During enrollment, you will be asked to complete the Basic Health Form fields and Consent.
21. Click the Next button at the bottom of the screen when you are done.



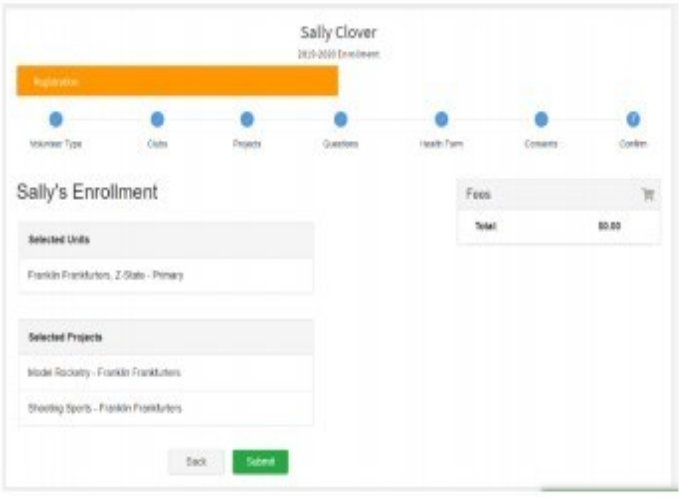
22. Complete the required Consents
23. Click Next at the bottom of the page.



24. Review the fees, if any
25. Click Next
26. If payment is not necessary, click the Next button



27. Click Submit



28. Additional steps (Screening and Training) are required for Adult Volunteers. Click Confirm to continue to any additional steps.

The additional steps may be completed at any time and in any order

Volunteer Screening, Training & Re-enrollment

Every adult volunteer is screened (criminal background check) upon initial enrollment and every four years thereafter. If you see the screening page, you need to be screened this year. Complete the screening form and associated Consent

Click Continue to Submit your screening approval.

Within a week you will receive an email from HireRight with a link to complete the screening process.

Volunteer Training

If you have not completed your Volunteer training, you will see a Training tab.

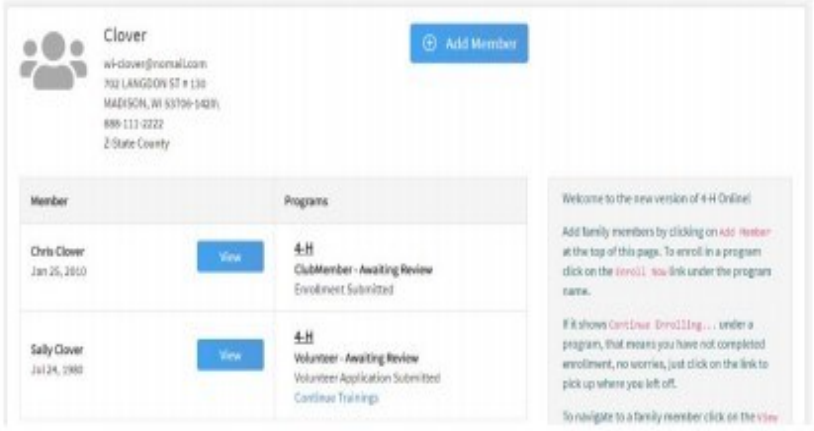
Click the title of the training to select a lesson.

Click on the lesson title to open the lesson and begin the training

Continuing an Enrollment

To continue an enrollment that has been started or to complete additional Volunteer enrollment steps, click on the Member List link in the upper left corner.

Then click the link to Continue the Enrollment or to continue a step in the Volunteer Enrollment process.



Wisconsin 4-H Project Guide (with Supplements)

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

So how do you know what projects are available to you? Your club organizational leader or enrollment coordinator can tell you what projects and resources are available in your county.

Do not forget to check out the project pages on the Wisconsin 4-H Web Site. On these pages, you will find descriptions for statewide projects, Internet resources and links of interest, county fair exhibit suggestions, state specialist contacts, and other suggested 4-H resources.

Remember, you will learn more than "subject matter" as you complete your projects. You will learn many "life" skills that you will use every day of your life, such as understanding yourself, communicating better, solving problems, making decisions, and working with others. Good luck in your project selections. Have a great 4-H year!

How to Select 4-H Projects

4-H members . . . First, make a list of the things you like to do or want to learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are good at that you do not even realize you do well.

Then compare your list with the projects described in this guide and any other project list you may receive from your county. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.

Many projects have more than one level. If you have had a lot of experience in an area, you may want to skip the first or beginning level of a project. Many projects also have grade recommendations. These are only recommendations.

If this is your first year in 4-H, concentrate on doing only two or three projects well. Usually you can spend more than one year in a project unit because there are enough ideas there to span two or three years.

4-H leaders . . . If there are several units within a project and you are a leader for only one, then choose that unit. For example, if you are a Shooting Sports leader for archery, choose Archery. You will need to make more than one entry if you are a leader for more than one project unit. For example, if you are a Shooting Sports leader for archery *and* air pistol, choose both.

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YOUTH LEADERSHIP

AMBASSADORS

YOUTH LEADERSHIP
What you can do in this project:
- Assess your leadership skills
- Practice effective communication skills
- Set goals and resolve conflict
- Plan a group event

Grades: 5-12
Resource: 4H375, *Leadership Road Trip: Where Are You Going?*

Resources: 07903, *Leadership Mentor Guide for Grades K-5*
07904, *Leadership Mentor Guide for Grades 6-12*

YOUNGER MEMBERS

AFTERSCHOOL PROJECTS

CLOVERBUDS 1-3
What you can do in this project:
- Learn about your 4-H club or group, activities and events
- Begin developing different skills, e.g., working with others
- Explore your community and working together
- Discover areas of project interest
- Share with others what you have learned

Grade: K-2
Resources: *Wisconsin 4-H Cloverbud Learning Activities*
4H710GPM, *The Big Book of 4-H Cloverbud Activities*

Resources: *Essential Elements for Cloverbud Programs*
Cloverbud Leader Guide

EXPLORING
What you can do in this project:
- Learn about the 4-H program
- Sample a variety of projects offered in 4-H
- Learn about yourself and others

Grade: 3
Resource: 08171, *Exploring the Treasures of 4-H*

Resources: 08172, *Exploring Treasures of 4-H Helper's Guide*

SERVICE LEARNING & CITIZENSHIP

CIVIC ENGAGEMENT
What you can do in this project:
- Discover and discuss public issues
- Plan a project to change or improve your community

Grades: 4-12
Resource: 08153, *Citizenship Adventure Kit*

Resource: 08154, *Citizenship Guide's Handbook*

HISTORY & HERITAGE

LATINO CULTURAL ARTS
What you can do in this project:
- Understand the Latino culture by exploring traditional art
- Make Latino instruments, jewelry, weavings, murals, etc.
- Celebrate Latino holidays, sample foods and tell stories

Grades: 3-8

Resource: 08180DD, *QuéRico! La Cultura Bilingual Helper's Guide*

SERVICE LEARNING 1
What you can do in this project:
- Learn to give back to your community
- Reflect on your experiences
- Identify community needs
- Plan a service project and execute the idea

Grades: 5-8
Resource: 08182, *Agents of Change + CD*

SERVICE LEARNING 2
What you can do in this project:
- Plan and implement your own service project
- Share your project plan and outcome with others
- Conduct an evaluation of your project

Grades: 9-12
Resource: 08183, *Raise Your Voice + CD*

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

SPECIAL EMPHASIS

SELF-DETERMINED

SELF-DETERMINED
What you can do in this project:
- Create your own project or expand on an old one
- Select a project, develop a plan, identify resources
- Carry out and evaluate your plan

Grades: 3-13
Resource: 4H272, *Designing Your Own Project*

SELF-DETERMINED:
ANIMAL SCIENCES
ARTS & COMMUNICATION
ENVIRONMENTAL EDUCATION
FAMILY, HOME, & HEALTH
MECHANICAL SCIENCES
PLANT & SOIL SCIENCES

ANIMAL SCIENCES

BEEF 1
What you can do in this project:
- Identify various beef breeds
- Identify parts of a beef animal
- Halter-break and show a calf
- Fit and judge beef cattle
- Recognize and raise a healthy animal

Grades: 3-5
Resources: 08143, *Bite into Beef*

BEEF 2
What you can do in this project:
- Present oral reasons during judging
- Learn about feed ingredients, behavior and parasites
- Study how to do nose-print identification
- Learn beef carcass composition and retail meat cuts

Grades: 6-8
Resources: 08144, *Here's the Beef*

BEEF 3
What you can do in this project:
- Explore selection and judging
- Learn about careers, health, reproduction, etc.
- Discover how to market your animal and by-products

Grades: 9-12
Resources: 08145, *Leading the Charge*

BEEF 4

Resources: 08146, *Beef Helper's Guide*
117R, *Beef Resource Handbook*

CAGE BIRDS

CATS 1
What you can do in this project:
- Select a cat
- Identify cat breeds
- Name the parts of a cat
- Handle and groom a cat
- Care for its health
- Create a budget

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

CATS 2
What you can do in this project:
- Learn about cat senses and sounds
- Explore tricks to teach a cat
- Traveling with a cat
- Learn about feeding and emergency care
- Detect signs of illness and health issues

Grades: 6-8
Resource: 08149, *Climbing Up!*

CATS 3
What you can do in this project:
- Explore veterinary procedures
- Learn reproduction and cat body systems
- Learn showmanship and cat behavior
- Explore community laws and animal welfare

Grades: 9-12
Resource: 08150, *Leaping Forward*

CATS 4

Resource: 08151, *Cat Helper's Guide*

CAVIES

DAIRY 1
What you can do in this project:
- Identify dairy breeds
- Study and identify parts of the dairy cow
- Learn how to select quality dairy calves
- Fit and show a calf
- Identify stages of calving and care
- Assemble tools needed for packing a show box

Grades: 3-5
Resources: 08161, *Cowabunga*
CANADA1, *Showmanship: Leading to Win*
LDR, *Lifetime Dairy Record*

DAIRY 2
What you can do in this project:
- Learn about housing and hay quality
- Learn about milking and food safety
- Explore ways to keep an animal healthy
- Observe animal behavior

Grades: 6-8
Resources: 08162, *Mooving Ahead*
CANADA2, *Preparing to Lead*
MPA, *Managerial Project Agreement*

DAIRY 3
What you can do in this project:
- Practice mastitis detections
- Learn to balance rations
- Practice pregnancy detection and delivery of a calf
- Learn body-conditioning scoring
- Promote dairy products
- Explore various dairy industry careers

Grades: 9-12
Resources: 08163, *Rising to the Top*
HMR, *WI 4-H Dairy Heifer Mgmt. Record*

DAIRY 4

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

DOGS 1

What you can do in this project:

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

Grades: 3-5
Resources: 08166, *Wiggles and Wags*
4H436, *The Basics of Training Your Dog*

DOGS 2

What you can do in this project:

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

Grades: 6-8
Resources: 08167, *Canine Connection*
4H439, *Dog Obedience – Novice & Beyond*

DOGS 3

What you can do in this project:

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

Grades: 9-12
Resources: 08168, *Leading the Pack*
4H437, *A Guide to Showmanship*

DOGS 4

Resources: 08169, *Dog Helper's Guide*
4H458, *4-H Dog Judging Guidelines*

DOGS OBEDIENCE TRAINING

EXOTIC ANIMALS

DAIRY GOAT 1

What you can do in this project:

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

Grades: 3-5
Resource: 08352, *Getting Your Goat*

DAIRY GOAT 2

What you can do in this project:

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

Grades: 6-8
Resource: 08353, *Stepping Out*

DAIRY GOAT 3

What you can do in this project:

- Learn about genetics, diseases and breeding
- Study body-condition scoring and linear appraisal
- Understand bio-security and prevention measures
- Gain leadership and explore career opportunities

Grades: 9-12
Resource: 08354, *Showing the Way*

DAIRY GOAT 4

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

MEAT GOAT 1

What you can do in this project:

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

Grades: 3-4
Resource: 07909, *Just Browsing*

MEAT GOAT 2

What you can do in this project:

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

Grades: 5-8
Resource: 07910, *Get Growing with Meat Goats*

MEAT GOAT 3

What you can do in this project:

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

Grades: 9-12
Resource: 07911, *Meating the Future*

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

PYGMY GOAT

HORSE 1

What you can do in this project:

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

Grades: 3-5
Resources: 01518Y, *Giddy Up & Go*
CO200, *Horses & Horsemanship*
CO201, *Horse Science*

HORSE 2

What you can do in this project:

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

Grades: 6-8
Resource: 01519Y, *Head, Heart & Hooves*

HORSE 3

What you can do in this project:

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

Grades: 9-12
Resource: 01520Y, *Stable Relationships*

HORSE 4

What you can do in this project:

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

Grades: 3-7
Resource: 01521Y, *Riding the Range*

HORSE 5

What you can do in this project:

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

Grades: 8-12
Resource: 01522Y, *Jumping to New Heights*

Resources: 01523F, *Horse Helper's Guide*

HORSELESS HORSE 1

What you can do in this project:

- You do *not* need a horse in this project
- Explore horse behavior, terms and breeds
- Identify body parts
- Learn grooming, saddling and bridling
- Learn about safety and equipment

Grades: 3-5
Resource: 01518Y, *Giddy Up & Go*

HORSELESS HORSE 2

What you can do in this project:

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

Grades: 6-8
Resource: 01519Y, *Head, Heart & Hooves*

HORSELESS HORSE 3

What you can do in this project:

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

Grades: 9-12
Resource: 01520Y, *Stable Relationships*

LLAMAS

PETS 1

What you can do in this project:

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

Grades: 3-5
Resource: 06359, *Pet Pals*

PETS 2

What you can do in this project:

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

Grades: 6-8
Resource: 06360, *Scurrying Ahead*

PETS 3

What you can do in this project:

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

Grades: 9-12
Resource: 06361, *Scaling the Heights*

PETS 4

Resource: 06362, *Pet Helper's Guide*

POULTRY 1

What you can do in this project:

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

Grades: 3-5
Resources: 06363, *Scratching the Surface*
CIR878, *From Egg to Chick*

POULTRY 2

What you can do in this project:

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

Grades: 6-8
Resources: 06364, *Testing Your Wings*
A2880, *Chicken Breeds & Varieties*

POULTRY 3

What you can do in this project:

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

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

Resource: 06366, *Poultry Helper's Guide*

POULTRY BANTAMS

What you can do in this project:

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

Grades: 3-12
Resources: NCR209, *Bantams*

POULTRY EXOTIC BIRDS (Ostrich, Emu)
POULTRY GAME BIRDS (Quail, Pheasant)
POULTRY MARKET

POULTRY PIGEONS

What you can do in this project:

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

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

POULTRY TURKEYS

What you can do in this project:

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

Grades: 3-12
Resources: NCR060, *Small Turkey Flock Management*

POULTRY WATERFOWL

What you can do in this project:

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

Grades: 3-12
Resources: A3311, *Raising Waterfowl*

RABBITS 1

What you can do in this project:

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

Grades: 3-5
Resource: 08080, *What's Happening?*

RABBITS 2

What you can do in this project:

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

Grades: 6-8
Resource: 08081, *Making Tracks*

RABBITS 3

What you can do in this project:

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

Grades: 9-12
Resource: 08082, *All Ears*

RABBITS 4

Resource: 08083, *Rabbit Helper's Guide*

RABBIT HOPPING

SHEEP 1

What you can do in this project:

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

Grades: 3-5
Resources: 06367, *Lambs, Rams and You*

SHEEP 2

What you can do in this project:

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

Grades: 6-8
Resources: 06368, *Shear Delight*

SHEEP 3

What you can do in this project:

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

Grades: 9-12
Resources: 06369, *Leading the Flock*

SHEEP 4

Resources: 06370, *Sheep Helper's Guide*
194R, *Sheep Resource Handbook*

SMALL ANIMALS

SWINE 1
What you can do in this project:
- Identify swine breeds, feeds and animal parts
- Practice judging market hogs
- Identify pork meat cuts
- Practice fitting and showing a hog

Grades: 3-5
Resources: 08065, *The Incredible Pig*
4H412, *Judging Breeding & Market Swine*

SWINE 2
What you can do in this project:
- Make a swine health care plan
- Identify diseases
- Assemble tack and pack a show box
- Plan and organize a facility expansion
- Complete a plan for a new pork product

Grades: 6-8
Resources: 08066, *Putting the Oink in the Pig*

SWINE 3
What you can do in this project:
- Learn to make breeding and culling decisions
- Judge a class of breeding gilts
- Design a preventative herd health plan
- Manage a feeding program

Grades: 9-12
Resources: 08067, *Going Whole Hog*

SWINE 4

Resources: 08068, *Swine Helper's Guide*
134R, *Swine Resource Handbook*

TROPICAL FISH

VETERINARY SCIENCE 1
What you can do in this project:
- Learn different breeds of animals
- Interpret animal behavior
- Identify feed nutrients
- Describe animal life stages and systems

Grades: 3-5
Resources: 08048, *From Airedales to Zebras*

VETERINARY SCIENCE 2
What you can do in this project:
- Create health records for your animal
- Conduct food safety experiments
- Discover importance of immunity and bio-security
- Consider ethics and animal welfare

Grades: 6-8
Resources: 08049, *All Systems Go*

VETERINARY SCIENCE 3
What you can do in this project:
- Investigate the importance of genetics
- Understand diseases that spread from animals to humans
- Learn about diversity of veterinary careers

Grades: 9-12
Resources: 08050, *On the Cutting Edge*

Resources: 08051, *Veterinary Science Helper's Guide*
08744DD, *Animal Behavior* (digital download)
08745DD, *Animal Vital Signs* (digital download)
08746DD, *Disease Transmission*
08748DD, *Principles of Bio-Security*
08749DD, *Advanced Concepts in Animal Care*

COMMUNICATION ARTS

BOOKS ON THE MOVE
COLLECTIONS - COIN

COMMUNICATIONS 1
What you can do in this project:
- Engage in non-verbal, verbal and written activities
- Strengthen your personal communication skills
- Encrypt codes, write songs and give directions

Grades: 3-5
Resource: 08644DD, *Communications: Module 1*

COMMUNICATIONS 2
What you can do in this project:
- Learn to become a confident communicator
- Present oral reasons, plan and present speeches
- Practice making good first impressions

Grades: 6-8
Resource: 08645DD, *Communications: Module 2*

COMMUNICATIONS 3
What you can do in this project:
- Polish your communication skills
- Explore communication careers
- Write résumés and interview for a job

Grades: 9-12
Resource: 08646DD, *Communications: Module 3*

Resources: COMM04, *Voices From the Past*
COMM05, *It's All in the Family*
COMM07, *Communication Activities for 4-H Clubs*

COMPUTER GRAPHIC DESIGN

CREATIVE WRITING
What you can do in this project:
- Explore language and creative expression
- Stimulate your creativity and self-expression
- Enrich your joy of book reading

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

DEMONSTRATIONS
SIGN LANGUAGE

SPEAKING
What you can do in this project:
- Plan, practice and present an effective speech
- Gain confidence in public speaking
- Plan, practice and present an effective demonstration

Grades: 3-12
Resources: COMM02, *4-H Public Speakers Handbook*
COMM06, *4-H Public Speaking Opportunities*

PERFORMING ARTS

CLOWNING
What you can do in this project:
- Discover the history of clowning
- Develop your own character
- Design your own makeup, costume and props

Grades: 3-12
Resource: 4H265, *Enter the Clowns*

DANCE

JUGGLING
What you can do in this project:
- Learn to select the right juggling ball
- Learn 3 steps to basic juggling

Grades: 3-12
Resource: 19083, *4-H Juggling with Andy Talen* (DVD in CES Media Collection)

MUSIC
What you can do in this project:
- Gain a greater appreciation for music
- Explore different ways to participate
- Listen, perform and compose various types of music
- Teach others and make instruments

Grades: 3-12
Resource: 4H620MP, *Youth and 4-H Music Project Guide*

PUPPETRY

THEATRE ARTS 1
What you can do in this project:
- Study acting, sound, movement, voice and speech
- Learn different ways to play a scene
- Try pantomime, clowning and improvisation

Grades: 3-5
Resource: 08445, *Theatre Arts Beginner*
08448Y, *Theatre Arts Journal*

THEATRE ARTS 2
What you can do in this project:
- Become a puppeteer
- Investigate the history of puppets
- Explore types of puppets and puppet characters
- Use puppets in community service work
- Plan and present a puppet show

Grades: 6-8
Resource: 08446, *Theatre Arts Intermediate*
08448Y, *Theatre Arts Journal*

THEATRE ARTS 3
What you can do in this project:
- Study costumes, makeup, stage sets, props and sound
- Learn stage management
- Create sounds and disguises
- Make up your own character and bring it to life

Grades: 9-12
Resource: 08447, *Theatre Arts Advanced*
08448Y, *Theatre Arts Journal*

THEATRE ARTS 4

VISUAL ARTS

ART 1
What you can do in this project
- Learn art through cutting, pasting and drawing
- Explore sculpting and constructing with fibers
- Paint and print using different materials

Grades: 3-6
Resources: 4H592, *Get Started in Art Curriculum*

ART 2
What you can do in this project:
- Explore art techniques, culture and history of art
- Learn artistic challenges in drawing, fiber arts and sculpting
- Develop graphic design techniques

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

ART 3

ART - CELEBRATE ART
ART IN YOUR FUTURE
BASKETRY
BEADWORK

BLOCK PRINTING
What you can do in this project:
- Design and cut blocks from different materials
- Print designs on cloth and paper
- Create your own original designs

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

Resource: CIR008, *Block Printing Leader Guide*

CALLIGRAPHY
CANDLE MAKING
CERAMICS
COLLAGES
CREATIVE/CROSS STITCHERY
DECORATIVE BOXES
DECORATIVE WREATHS
DECOUPAGE

DRAWING & PAINTING
What you can do in this project:
- Learn to draw with pencil, chalk, crayon, etc.
- Learn to blend and shade
- Make surface rubbings
- Paint with watercolor, oil and acrylics
- Mix colors
- Mat and frame your artwork

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

FIBER ARTS
FLOWER CRAFTS
FOLK ARTS
GLASSWORK
HANDMADE DOLLS
JEWELRY MAKING

LEATHERCRAFT
What you can do in this project:
- Learn about the characteristics and uses of leather
- Use tools and equipment
- Make patterns and original designs
- Explore various leathercraft techniques

Grades: 3-12

LIQUID EMBROIDERY
MACRAMÉ
MOSAICS
ORNAMENTS

METAL ENAMELING
What you can do in this project:
- Try enameling earrings, pins and other jewelry
- Learn to attach fasteners
- Create original designs and patterns

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

Resource: *CIR009, Metal Enameling Leader Guide*

NEEDLEPOINT
PAPER ART

PHOTOGRAPHY 1
What you can do in this project:
- Explore the camera and learn to use it properly
- Learn the basics of lighting and composition
- Learn the use of different light sources
- Shoot photos that tell a story

Grades: 3-5
Resource: 01920Y, *Photography Basics*

PHOTOGRAPHY 2
What you can do in this project:
- Learn about camera adjustments
- Learn about film speed, shutter speed and aperture
- Take silhouettes, candids, action shots and others

Grades: 6-8
Resource: 01903Y, *Next Level Photography*

PHOTOGRAPHY 3
What you can do in this project:
- Learn about wide-angle and telephoto lenses
- Explore the use of light meters and studio lighting
- Experiment with special effect photos
- Take still life photos and portraits

Grades: 9-12
Resource: 01904Y, *Mastering Photography*

PLASTERCRAFT
POSTERS
FUZZY POSTERS
POTTERY
PRIMITIVE ART
PRINT MAKING
ROCK ART
RUBBER STAMPING
RUG HOOKING
SCRAPBOOKING
SCULPTY CLAY
SOAP CARVING
SOAP MAKING
STENCIL PAINTING
STRING/WIRE ART
STUFFED ANIMALS
TIE DYING

VIDEOGRAPHY
What you can do in this project:
- Learn storytelling, editing and lighting
- Experiment with camera handling and editing
- Learn to plan a project with the use of sound and titles
- Show and review your production

Grades: 6-12
Resource: DVDFILM, *4-H Filmmaking Workshop* (DVD)
IS401, *Action! Making Videos & Movies*

WEAVING
WEARABLE ART
WOOD ART
WOOD BURNING

FAMILY, HOME & HEALTH

BOWLING
CHILD DEVELOPMENT

HOME ENVIRONMENT 1
What you can do in this project:
- Learn about home care
- Learn to sand and finish a simple wood item
- Make small home decorative items for the home
- Explore the world of home interior design

Grades: 3-5
Resource: 4H425, *Exploring Your Home*

HOME ENVIRONMENT 2
HOME ENVIRONMENT 3

HOME ENVIRONMENT 4
What you can do in this project:
- Focus on the application of design fundamentals
- Learn about purchasing furnishings for the home
- Restore or make a heritage item

Grades: 10-12
Resource: 4H465, *In My Home*

HOME ENVIRONMENT 5

FUN & FITNESS

HEALTH 1
What you can do in this project:
- Practice first-aid skills to treat basic injuries
- Learn how to respond to someone who is choking
- Assemble a first-aid kit

Grades: 3-5
Resource: 08174, *First Aid in Action*
08380, *Health Rocks! Curriculum 1 – Beginning*

HEALTH 2
What you can do in this project:
- Identify your personal talent areas in health care
- Explore hygiene, nutrition and physical activities
- Share what you learn with others

Grades: 6-8
Resource: 08175, *Staying Healthy*
08381, *Health Rocks! Curriculum 2 – Intermediate*
4H359, *Your Thoughts Matter: Navigating Mental Health*

HEALTH 3
What you can do in this project:
- Design your own fitness plan
- Track your plan and review your progress
- Interview individuals in the health and fitness fields

Grades: 9-12
Resource: 08176, *Keeping Fit*
4H359, *Your Thoughts Matter: Navigating Mental Health*

INTERGENERATIONAL PROGRAMS
What you can do in this project:
- Learn to understand older people better
- Let them share their stories and experiences
- Explore what happens as you grow older

Grades: 5-12
Resource: NCR591, *Walk in My Shoes Member Guide*

INTERGENERATIONAL PROGRAMS LDR
Resource: NCR548, *Walk in My Shoes Leader Guide*

SOFTBALL

CONSUMER EDUCATION

CONSUMER SAVVY 1
What you can do in this project:
- Learn your shopping style
- Use the yellow pages to find goods and services
- Know the difference between wants and needs
- Write a savings and spending plan
- Start a savings account

Grades: 3-5
Resource: 08030DD, *The Consumer in Me*

CONSUMER SAVVY 2
What you can do in this project:
- Identify your personal spending values
- Understand advertising appeal and its affects
- See how peer pressure can influence your purchases
- Understand the risks of shopping on the Internet

Grades: 6-9
Resource: 08031DD, *Consumer Wise*

CONSUMER SAVVY 3
What you can do in this project:
- Define consumer responsibilities and ethics
- Understand your consumer rights
- Use comparison shopping techniques
- Understand the costs of owning a vehicle

Grades: 10-12
Resource: 08032DD, *Consumer Roadmap*

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

ENTREPRENEURSHIP
What you can do in this project:
- Practice the skills needed to be an entrepreneur
- Explore businesses, products, marketing and pricing
- Create a business plan and start your own business

Grades: 7-12
Resource: 08035DD, *Entrepreneurship: Be the E*

Resource: 08036, *Entrepreneurship Helper's Guide*

PERSONAL FINANCE 1
What you can do in this project:
- Learn money management skills
- Learn how to live on a budget

Grades: 6-8
Resource: 07710DD, *Money FUNdamentals*

PERSONAL FINANCE 2
What you can do in this project:
- Learn about wants and needs, values and goal setting
- Explore ways to use and save money
- Learn the benefits and drawbacks of credit
- Survey and select financial services

Grades: 9-12
Resource: 07711DD, *Money Moves*

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

WORKFORCE READINESS
What you can do in this project:
- Explore what it takes to get your first job
- Discover how to assess job possibilities in the community
- Create job scenarios
- Recognize your learning styles and personal qualities

Grades: 6-9
Resource: 08561, *Build Your Future Youth Notebook*

Resource: 08562, *Build Your Future Facilitator's Guide*

FOODS AND NUTRITION

BREADS
CAKE DECORATING
CANDY MAKING

FOOD PRESERVATION 1
What you can do in this project:
- Learn the basics of preserving food safely
- Use UW-Extension Safe Food Preservation Series

Grades: 6-12
Resources: B0430, *Canning Fruits Safely*
B1159, *Canning Vegetables Safely*
B2909, *Making Jams, Jellies & Fruit Preserves*
B3278, *Freezing Fruits & Vegetables*

FOOD PRESERVATION 2
What can I do in this project:
- Continue learning food preservation techniques
- Use UW-Extension Safe Food Preservation Series

Grades: 6-12
Resources: B2267, *Homemade Pickles & Relishes*
B2605, *Tomatoes Tart & Tasty*
B3345, *Canning Meat, Wild Game, Poultry & Fish*
B3570, *Canning Salsa Safely*

FOOD PRESERVATION 3

FOODS & NUTRITION 1
What you can do in this project:
- Learn what is good to eat and how to fix simple foods
- Fix pizza, pancakes, fruit kabobs and granola bars
- Explore why calcium is important to our bodies
- Understand TV commercial messages about food

Grades: 3-4
Resource: 07144DD, *Six Easy Bites*

FOODS & NUTRITION 2
What you can do in this project:
- Make main dishes, e.g., meatballs, pasta and salads
- Learn to make basic muffins and biscuits
- Learn to change recipes
- Reduce fat content in recipes
- Discover how to store fruit and vegetables

Grades: 5-6
Resource: 07146DD, *Tasty Tidbits*

FOODS & NUTRITION 3
What you can do in this project:
- Learn to evaluate nutrition information and fad diets
- Develop your own exercise program
- Learn how to cook different cuts of meat
- Learn to divide large-quantity packages for family use
- Make baked chicken, breadsticks and stir-fried vegetables

Grades: 7-9
Resource: 07148DD, *You're the Chef*

FOODS & NUTRITION 4
What you can do in this project:
- Learn how to make jelly, bake fish and marinate meat
- Conduct a food activity with young children
- Learn to divide recipes and make substitutions
- Plan menus on a budget

Grades: 10-12
Resource: 07150DD, *Foodworks*

FOODS & NUTRITION 5

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

MICROWAVE

CLOTHING AND TEXTILES

CLOTHING 1

What you can do in this project:

- Identify sewing tools and machine parts
- Thread a sewing machine and identify fabrics
- Select and purchase a pattern
- Sort clothes for laundry and remove stains
- Donate a sewing project

Grades: 3-5
Resources: 08060, *Under Construction*
4H2210, *FUNdamentals: STEAM Clothing 1*

CLOTHING 2

What you can do in this project:

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

Grades: 6-8
Resource: 08061, *Fashion Forward*
4H2220, *Simply Sewing: STEAM Clothing 2*

CLOTHING 3

What you can do in this project:

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

Grades: 9-12
Resource: 08062, *Refine Design*
4H2230, *A Stitch Further: STEAM Clothing 3*
4H2240, *Maker's Guide: STEAM Clothing*
4H2260, *Beyond the Needle: STEAM Clothing*

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

CROCHETING

KNITTING 1

What you can do in this project:

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

Grades: 3-12
Resource: CC1402, *Knitting Made Easy*

KNITTING 2

KNITTING 3

QUILTING

WOOL SPINNING

MECHANICAL SCIENCES

AUTOMOTIVE

BICYCLES – ENG & TECH 1

What you can do in this project:

- Learn the essentials for getting started safely
- Explore the basics toward lifelong cycling
- Learn safety, road rules and planning for a pleasant ride

Grades: 3-4
Resource: 08334, *Bicycling for Fun*

BICYCLING – ENG & TECH 2

What you can do in this project:

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

Grades: 4-6
Resource: 08335, *Wheels in Motion*

BICYCLING – ENG & TECH 3

Resources: 08336, *Bicycle Helper's Guide*
08399, *Bicycle Fix It! (DVD)*

COMPUTERS 1

What you can do in this project:

- Learn about hardware, software and components
- Explore how computers work
- Learn the various programs and their features
- Visit the project's interactive website

Grades: 3-5
Resource: 08346, *Newbie Know How*
01606Y, *Comp. Science & Programming with Scratch: 1*

COMPUTERS 2

What you can do in this project:

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

Grades: 6-8
Resource: 08347, *Inside the Box*
01801Y, *Comp. Science & Programming with Scratch: 2*

COMPUTERS 3

What you can do in this project:

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

Grades: 9-12
Resource: 08348, *Peer to Peer*
01802Y, *Comp. Science & Programming with Scratch:*

Resource: 08349, *Teens Teaching Tech*
01607Y, *Comp. Science & Programming with Scratch: Level 1 Facilitator Guide*

ELECTRICITY 1

What you can do in this project:

- Understand how to use electricity
- Identify electrical materials
- Wire a simple circuit
- Build a compass, flashlight, switch and electric motor

Grades: 4-5
Resource: 06848, *Magic of Electricity*

ELECTRICITY 2

What you can do in this project:

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

Grades: 6-7
Resource: 06849, *Investigating Electricity*

ELECTRICITY 3

What you can do in this project:

- Develop a basic electrical tool and supply kit
- Understand the symbols on wires and cables
- Locate your home wiring system

Grades: 8-9
Resource: 06850, *Wired for Power*

ELECTRICITY 4

What you can do in this project:

- Identify electrical and electronic parts and devices
- Learn how to solder and prepare parts for assembly
- Assemble a circuit using a transistor

Grades: 10-12
Resource: 06851, *Entering Electronics*

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

FLYING
HANDYMAN
LEGOS
MAINTENANCE & REPAIR
MECHANICAL SCIENCES
MODEL CARS
MODEL RAILROAD
MODEL ROCKETRY
OFF-HIGHWAY VEHICLES
RADIO-CONTROLLED PLANE
REMOTE-CONTROLLED CARS
SCALE MODELS

SMALL ENGINES 1

What you can do in this project:

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

Grades: 3-5
Resource: 08186, *Crank It Up!*

SMALL ENGINES 2

What you can do in this project:

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

Grades: 6-8
Resource: 08187, *Warm It Up!*

SMALL ENGINES 3

What you can do in this project:

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

Grades: 9-12
Resource: 08188, *Tune It Up!*

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

SNOWMOBILING

TRACTORS 1

What you can do in this project:

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

Grades: 3-4 (little or no experience)
Resource: 4H961, *Starting Up: Getting to Know Your Tractor*

TRACTORS 2

What you can do in this project:

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

Grades: 5-6 (little or no experience)
Resource: 4H962, *Tractor Operations: Gearing Up for Safety*

TRACTORS 3

What you can do in this project:

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

Grades: 7-9 (some prior experience)
Resource: 4H963, *Moving Out: Learning About Your Tractor & Farm Machinery*

TRACTORS 4
What you can do in this project:
- Focus on safety and maintenance
- Identify and work with operational systems

Grades: 10-12 (some prior experience)
Resource: 4H964, *Learning More: Learning About Agricultural Tractors & Equipment*

TRACTOR CERTIFICATION
WELDING

WOODWORKING 1
What you can do in this project:
- Learn safety practices when working with wood and tools
- Use various hand tools, e.g., hammer and saw
- Identify types of nails and wood
- Sand and paint a piece of wood

Grades: 3-4
Resource: 06875, *Measuring Up*

WOODWORKING 2
What you can do in this project:
- Identify functions of various tools
- Practice safety techniques
- Select a project to build, e.g., birdhouse or foot stool
- Use a screwdriver and combination square

Grades: 4-6
Resource: 06876, *Making the Cut*

WOODWORKING 3
What you can do in this project:
- Compare different types of hinges
- Enlarge scale-drawn woodworking plans
- Use a hand plane and build a laminated cutting board
- Compare different grades of plywood

Grades: 6-8
Resource: 06877, *Nailing It Together*

WOODWORKING 4
What you can do in this project:
- Use a table saw, router, powered circular saw and sander
- Learn to make more difficult joints
- Evaluate exotic and veneer woods
- Create inlays and overlays
- Test various adhesives

Grades: 9-12
Resource: 06878, *Finishing Up*

WOODWORKING 5

Resource: 06879, *Woodworking Helper's Guide*

NATURAL RESOURCES & ENVIRONMENTAL EDUCATION

ADVENTURES
AQUATIC SCIENCE
ASTRONOMY

BACKPACKING & HIKING 1
What you can do in this project:
- Plan a day hike, select items and plan the food
- Learn to organize and pack a backpack
- Select appropriate clothing
- Prepare a first-aid kit
- Learn to use a compass
- Prepare for dangerous weather

Grades: 3-5
Resource: 08043, *Hiking Trails*

BACKPACKING & HIKING 2
What you can do in this project:
- Plan a camping trip
- Select equipment, including shelter
- Plan a camping trip menu and prepare supplies
- Practice "Leave No Trace" principles while hiking
- Study various organism habitats

Grades: 6-8
Resource: 08044, *Camping Adventures*

BACKPACKING & HIKING 3
What you can do in this project:
- Select group backpacking gear including a tent
- Design a non-tent backpacking shelter
- Develop a personal conditioning program
- Learn to orient a map and use triangulation

Grades: 9-12
Resource: 08045, *Backpacking Expeditions*

Resource: 08046, *Outdoor Adventures Helper's Guide*

BEES
BICYCLING – ENVIRON ED
BIRDS
CAMPING
CANOEING
CONSERVATION
CROSS COUNTRY SKIING
DOWNHILL SKIING

ENTOMOLOGY (INSECTS) 1
What you can do in this project:
- Learn about insects, their behavior and life history
- Discover the parts of an insect's body
- Collect and compare insects
- Explore how insects communicate and move

Grades: 3-5
Resource: 08440, *Teaming with Insects: Level 1*
08392, *Project Butterfly Wings Youth Guide*

ENTOMOLOGY (INSECTS) 2

What you can do in this project:

- Learn how an insect protects itself
- Explore insect habitats
- Create an insect display
- Build an insect extractor
- Investigate entomology careers

Grades: 6-8
Resource: 08441, *Teaming with Insects: Level 2*
08392, *Project Butterfly Wings Youth Guide*

ENTOMOLOGY (INSECTS) 3

What you can do in this project:

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

Grades: 9-12
Resource: 08442, *Teaming with Insects: Level 3*

Resource: 08444, *Teaming with Insects Facilitator's Guide*
08393, *Project Butterfly Wings Facilitator Guide*

EXPLORING YOUR ENVIRONMENT 1

What you can do in this project:

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

Grades: 5-7
Resource: 08411, *Earth's Capacity*

EXPLORING YOUR ENVIRONMENT 2

EXPLORING YOUR ENVIRONMENT 3

What you can do in this project:

- Explore the world of biotechnology
- Learn the features of insect creatures
- Begin to understand biodiversity
- Learn what climate has to do with the way we live

Grades: 11-12
Resource: 08410, *Ecosystems Services*

Resources: 08412, *Exploring Your Environment Facilitator Guide*
PUB-CE-456, *Education Connection*
PUBL-ER-001, *WI Endangered & Threatened Species*

FISHING 1

What you can do in this project:

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

Grades: 3-5
Resource: 07598, *Take the Bait*

FISHING 2

What you can do in this project:

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

Grades: 6-8
Resource: 07599, *Reel in the Fun*

FISHING 3

What you can do in this project:

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

Grades: 9-12
Resource: 07600DD, *Cast into the Future*

FISHING 4
FISHING 5

Resource: 07601DD, *Fishing Adventures- Helper's Guide*

FORESTRY 1

What you can do in this project:

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

Grades: 3-5
Resource: 08038, *Follow the Path*

FORESTRY 2

What you can do in this project:

- Learn how trees move water from soil to canopy
- Diagram a leaf
- Understand major forest changes and their impact
- Select urban tree planting sites

Grades: 6-8
Resource: 08039, *Reach for the Canopy*

FORESTRY 3

What you can do in this project:

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

Grades: 9-12
Resource: 08040, *Explore the Deep Woods*

Resource: 08041, *Forestry Helper's Guide*

GEOLOGY
HOME ENERGY
MAPLE SYRUP
RECYCLING
REPTILES
ROCK CLIMBING
ROCK HOUND
SCIENCE DISCOVERY

TAXIDERMY

WATER

What you can do in this project:

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

Grades: 3-12

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

Resource: 4H850, *Give Water A Hand Leader Guide*

WEATHER

WILDFLOWERS

WILDLIFE

WILDLIFE HABITAT

WINTER TRAVEL

SHOOTING SPORTS EDUCATION

SHOOTING SPORTS LDR

SHOOTING SPORTS YTH LDR

Resource: Each Shooting Sports Leader should attend a Certification Training to receive the *WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

AIR PISTOL

What you can do in this project:

- Explore different air pistols
- Learn basic safety rules and guidelines
- Learn marksmanship and shooting procedures

Grades: 3-12

AIR PISTOL LDR

AIR PISTOL YTH LDR

Resource: Each Pistol Leader should attend a Certification Training to receive the *Pistol Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

AIR RIFLE

What you can do in this project:

- Explore different types of air rifles
- Learn basic safety rules and range commands
- Develop marksmanship
- Learn various shooting positions used in competition

Grades: 3-12

Resource: Each Air Rifle Leader should attend a Certification Training to receive the *Air Rifle Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

ARCHERY

What you can do in this project:

- Learn the fundamentals of archery marksmanship
- Learn rules and safety guidelines
- Make archery equipment
- Shoot with sights and different bows

Grades: 3-12

Resource: 751, *Archery Member Record Book*

Resource: Each Archery Leader should attend a Certification Training to receive the *Archery Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

HUNTING

What you can do in this project:

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

Grades: 3-12

MUZZLELOADING

What you can do in this project:

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

Ages: Only 12 years old and above can shoot powder burning guns

Resource: Each Muzzleloading Leader should attend a Certification Training to receive the *Muzzleloading Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

PISTOL (smallbore .22)

What you can do in this project:

- Explore the history of different types of pistols
- Learn basic safety rules and range commands
- Develop marksmanship and shooting procedures

Ages: Only 12 years old and above can shoot powder burning guns

Resource: 753, *Pistol Member Record Book*

Resource: Each Pistol Leader should attend a Certification Training to receive the *Pistol Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

RIFLE

What you can do in this project:

- Explore rifle history and the different models
- Learn to sight-in your rifle and score targets
- Learn various shooting positions used in competition
- Learn safe handling procedures and range rules

Ages: Only 12 years old and above can shoot powder burning guns

Resource: 750, *Rifle Member Record Book*

Resource: Each Rifle Leader should attend a Certification Training to receive the *Rifle Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

SHOTGUN

What you can do in this project:

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

Ages: Only 12 years old and above can shoot powder burning guns
Resource: 752, *Shotgun Member Record Book*

Resource: Each Shotgun Leader should attend a Certification Training to receive the *Shotgun Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see Shooting Sports webpage.

PLANT & SOIL SCIENCES

CORN (CROPS 1)

What you can do in this project:

- Learn about variety selection, germination and planting
- Learn about nutrients, harvesting and storage
- Explore uses and marketing strategies for corn

Grades: 3-12
Resources: 4H440, *Marketing Your 4-H Crops*
RS1, *Record Sheet – Crops Management*

FORAGE (CROPS 2)

What you can do in this project:

- Establish and manage a forage crop
- Scout fields for pests, diseases and nutrition shortages
- Take an accurate forage sample
- Study growing techniques

Grades: 3-12
Resources: 4H440, *Marketing Your 4-H Crops*
RS1, *Record Sheet – Crops Management*

SMALL GRAINS (CROPS 3)

What you can do in this project:

- Explore types of grasses, including wheat, oats and barley
- Learn about growing conditions and nutrients
- Practice integrated pest management
- Compare production costs and marketing

Grades: 3-12
Resources: 4H440, *Marketing Your 4-H Crops*
RS1, *Record Sheet – Crops Management*

SOYBEANS (CROPS 4)

WEED MANAGEMENT (CROPS 5)

FLOWERS 1

What you can do in this project:

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

Grades: 3-5
Resources: 07162, *Gardening: See Them Sprout*
4H1301A, *Forcing Spring Flowering Bulbs*
A2935, *Evaluating & Judging Flowers & Indoor Plants*

FLOWERS 2

What you can do in this project:

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

Grades: 6-8
Resource: 07163, *Gardening: Let's Get Growing*

FLOWERS 3

What you can do in this project:

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

Grades: 9-12
Resource: 07164, *Gardening: Take Your Pick*
07165, *Gardening: Growing Profits*

Resource: 4H1041W, *Gardening Helper's Guide*

FRUITS 1

What you can do in this project:

- Produce fruits from apples to berries
- Select the best fruit cultivar for your home garden

Grades: 3-12
Resources: A1597, *Growing Strawberries in Wisconsin*
A1610, *Growing Raspberries in Wisconsin*
A1960, *Growing Currants, Gooseberries, & Elderberries in Wisconsin*

FRUITS 2

What you can do in this project:

- Produce fruits such as pears and grapes
- Learn about different varieties of cultivars

Resources: A1656, *Growing Grapes in Wisconsin*
A2072, *Growing Pears in Wisconsin*

FRUITS 3

HERBS

HOME GROUNDS 1

What you can do in this project:

- Learn about seeding a lawn
- Study proper lawn care and maintenance
- Explore fertilization and pest management techniques

Grades: 3-5
Resource: 4H321, *4-H Lawn Care*

HOME GROUNDS 2

What you can do in this project:

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

Grades: 6-8
Resources: A3067, *Selecting, Planting & Caring for Shade Trees*

HOME GROUNDS 3
What you can do in this project:
- Explore landscape planning
- Make a plan and put it on paper
- Select, place and plant trees and shrubs
- Maintain your home grounds

Grades: 9-12
Resource: G1923, *Planning & Designing Your Home Landscape*

HORTICULTURE

HOUSE PLANTS 1
What you can do in this project:
- Identify plant parts and their functions
- Grow house plants and start a plant from a cutting
- Make a dish garden
- Prepare house plants for exhibit

Grades: 3-5
Resources: 07162, *Gardening: See Them Sprout*
4H328, *Propagating & Growing House Plants*

HOUSE PLANTS 2
What you can do in this project:
- Learn about plant seeds and soil
- Select and start new plants and grow transplants
- Plant a terrarium
- Examine plants for insects and diseases

Grades: 6-8
Resource: 07163, *Gardening: Let's Get Growing*

HOUSE PLANTS 3
What you can do in this project:
- Take a tour of a horticulture business
- Design a plant experiment
- Teach others how to grow house plants
- Compare different fertilizers: organic and chemical

Grades: 9-12
Resource: 07164, *Gardening: Take Your Pick*
07165, *Gardening: Growing Profits*

Resource: 4H1041W, *Gardening Helper's Guide*

PLANT CRAFTS
What you can do in this project:
- Learn to harvest plants
- Use different drying techniques
- Learn how to use plant materials
- Learn how to make dried arrangements, corsages, etc.

Grades: 3-12
Resources: 4H330, *Plant Crafts*

SOIL SCIENCE

VEGETABLES 1
What you can do in this project:
- Identify plant parts and their functions
- Explore germination and start a plant from a cutting
- Grow vegetables in containers
- Plan an outdoor garden
- Prepare a vegetable exhibit for show

Grades: 3-5
Resources: 07162, *Gardening: See Them Sprout*
A3306, *Exhibiting & Judging Vegetables*

VEGETABLES 2
What you can do in this project:
- Learn about plant needs and soil testing
- Start new plants and grow transplants
- Build a compost pile and use mulches

Grades: 6-8
Resource: 07163, *Gardening: Let's Get Growing*

VEGETABLES 3
What you can do in this project:
- Grow plants in a cold frame
- Make a site analysis and landscape plan
- Compare organic and chemical fertilizers
- Research various insect control methods

Grades: 9-12
Resource: 07164, *Gardening: Take Your Pick*
07165, *Gardening: Growing Profits*

Resource: 4H1041W, *Gardening Helper's Guide*

STEM (Science, Technology, Engineering & Math)

STEM Exploring
STEM LDR
STEM YTH LDR

AEROSPACE 1
What you can do in this project:
- Build an introductory level rocket
- Compare birds and airplanes
- Make a space helmet

Resource: 06842, *Pre-Flight*

AEROSPACE 2
What you can do in this project:
- Build straw and paper rockets
- Learn to read a map
- Identify types of aircraft
- Discover how weather affects flying
- Build and fly a kite
- Make a hot-air balloon model

Grades: 3-5
Resource: 06843, *Lift Off*

AEROSPACE 3
What you can do in this project:
- Build, exhibit and launch model rockets
- Test a paper hang glider
- Make a flight simulator
- Demonstrate why rockets fly
- Organize a kite-flying contest

Grades: 6-8
Resource: 06844, *Reaching New Heights*

AEROSPACE 4
What you can do in this project:
- Design and build rockets and box kites
- Build an altitude tracker
- Plan a flight route
- Discover the affects of gravity
- Explore life in space and aerospace careers

Grades: 9-12
Resource: 06845, *Pilot in Command*

Resource: 06846, *Aerospace Adventures Helper's Guide*

GEOSPATIAL
GEOCACHING

ROBOTICS 1
What you can do in this project:
- Explore and learn about robots arms
- Learn about robot form, function and design
- Build robots from everyday items

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

ROBOTICS 2
What you can do in this project:
- Explore and learn about robots that move with legs, wheels and underwater.
- Learn about basic electrical power and motors, and gear system
- Build robots from everyday items

Resource: 08432, *Junk Drawer Robotics Track Level 2: Robots on the Move*
08435, 4-H Robotics Youth Notebook

ROBOTICS 3
What you can do in this project:
- Explore and learn about robots sensors and analog and digital systems
- Build basic circuits
- Study basic elements of programming and instruction

Resource: 08433, *Junk Drawer Robotics Track Level 3: Mechatronics*
08435, 4-H Robotics Youth Notebook

SCIENCE

WIND ENERGY
Resource: 08383, *The Power of the Wind Youth Guide*

Resource: 08384, *The Power of the Wind Facilitator Guide*

OTHER PROGRAMS

SAFETY

INTERNATIONAL PROGRAMS

https://wi4hinternational.org/

INTERNATIONAL 1
What you can do in this project:
- Explore the world around you through maps
- Track weather in various parts of the world
- Make your family tree by talking with relatives
- Explore where your ancestors came from

Grades: 3-12

INTERNATIONAL 2 & 3
What you can do in this project:
- Explore culture, fear, and identity
- Stretch your values and frame of reference
- Challenge stereotypes and assumptions
- Connect with global citizenship

Grades: 6-12
Resource: 01501F, *WeConnect: A Global Youth Citizenship Curriculum*

2024-2025 4-H EVENTS & DEADLINES			
Year	**MONTH**	**EVENT OR DEADLINE**	**LOCATION**
2024	September 1	4-H Re-Enrollment Begins	4HOnline
2024	September 8	4-H Trip Applications & Record Books Due	To UWEX Office
2024	September 9	Federation Meeting	UWEX Bldg.
2024	September	4-H Trip Interviews & Record Book Review	UWEX
2024	October 1	Club Charters Due	To UWEX Office
2024	October 14	Federation Meeting	UWEX Bldg.
2024	October 6-12	National 4-H Week	National
2024	October 26	4-H Discovery Day	Huey's Hideaway
2024	27-Oct	Trick or Treat for the Hungry	Medford & Gilman
2024	October/November	MASS Annual Meeting & Orientation	TBD
2024	November 1	Re-Enrollment Due	4HOnline
2024	November 2-3	4-H Fall Forum	Green Lake
2024	November 11	Federation Meeting	UWEX Bldg.
2024	Nov 28-Dec 3	National 4-H Congress	Atlanta, GA
2024	December	Beef & Dairy (MASS) Initial Weigh-In	Taylor Co. Fairgrounds
2024	December	National 4-H Conference Applications Open	4hextension.wisc.edu
2024	December	Citizenship Washington Focus Registration Opens	4hextension.wisc.edu
2025	January 13	Federation Meeting	UWEX Bldg.
2025	January	YQCA Training	Online
2025	January	Space Camp Registration Due	4hextension.wisc.edu
2025	February 10	Federation Meeting	UWEX Bldg.
2025	February	Camp Counselor & Adult Chaperone Apps due	To UWEX Office
2025	March 1	Projects due in 4-H Online for Fair Participation	Online
2025	March 10	Federation Meeting	UWEX Bldg.
2025	March	MASS Spring Orientation & Salesmanship Training	TBD
2025	March 15	WI 4-H Foundation Scholarship Application Due	wis4hfoundation.org
2025	April 1	Federation Scholarship Application Due	To UWEX Office
2025	April 14	Federation Meeting	UWEX Bldg.
2025	April	Natonal 4-H Conference	Washington D.C.
2025	April	Space Camp	Hunstville, AL
2025	April	Camp Counselor Training	TBD
2025	April	Club Assessments Due	To UWEX Office
2025	April	MASS Swine ID and Lamb Initial Weigh-In	Taylor Co. Fairgrounds
2025	April	Summer Academy Registration Opens	4hextension.wisc.edu
2025	May	Northwoods Premiere Beef Show & Beef Clinic	Taylor Co. Fairgrounds
2025	May 12	Federation Meeting	UWEX Bldg.
2025	May 15	Horse Project paperwork due to Extension	To UWEX Office
2025	May 31	Summer Camp registration and payments due	To UWEX Office
2025	June 1	Fair Entries due	Online
2025	June 9	Federation Meeting	UWEX Bldg.
2025	June	Summer Camp - multiple counties	Northern Lakes Impact Center
2025	June	Summer Academy	UW-Madison
2025	June	Taylor County Dairy Breakfasts	Gilman and Medford
2025	June	American Spirit East Trip	Eastern U.S.
2025	June-August	Summer Day Camps - county wide	Taylor County
2025	July 1	Bidder Sheets, YQCA & Clinic Verification Sheets due	MASS
2025	July 14	Federation Meeting	UWEX Bldg.
2025	July	Citizenship Washington Focus	Washington D.C.
2025	July 24-27	TAYLOR COUNTY FAIR	Taylor Co. Fairgrounds
2025	July 25	44th Annual Taylor County MASS Sale	Taylor Co. Fairgrounds
2025	August 11	Federation Meeting	UWEX Bldg.

*Subject To Change

4-H VOLUNTEER LEADER ROLES

Leadership means guiding and influencing others to achieve goals. Leadership means getting things done.

In 4-H, most volunteers lead projects for a local year-round club or short-term 4-H groups. But there are many ways that volunteers get involved. 4-H volunteer leaders are youth and adults that are working to make a difference in the lives of young people.

Club Manager/Leader - Provides overall 4-H club leadership. Also coordinates members, parents, and the involvement of other leaders. Club Managers can be an individual, a team, or a group of people that have specific roles that fulfill the responsibilities of the position. Team members can be a youth/adult partnership.

Project Leader - Coordinates and teaches members within a specific project area, such as horse, dog, photography, foods, dairy, etc. The Project programs must be open to all 4-H members in the county.

Activity Leader - Directs activities, such as drama, fund raising, recreation, community service, and promotion. Members learn through involvement in the activity.

Resource Volunteer - Serves as a resource to leaders or members in a specific project or activity area.

Youth Leader - Older 4-H member who develops leadership skills and teaches other 4-H members. The 4-H Youth Leadership Project is designed to give youth the experience they need under the guidance of an adult volunteer.4-H'ers learn leadership skills by teaching, working with others, and taking on responsibilities.

County 4-H Leaders Federation - The county 4-H organization supports their county 4-H program through one or more of the following roles:

- Conduct supplemental county level programs for youth
- Support volunteer education
- Raise funds and manage a budget to support 4-H Youth Development work
- Coordinate county level recognition
- Represent 4-H Youth Development to the community
- Advocate for 4-H Youth Development
- Provide input on new 4-H Youth Development opportunities and youth and volunteer needs

Leaders Federation Executive Board - While County Leader organizations are structured in a variety of ways, many operate with a board of directors or executive board, including Taylor County. Leadership roles the board may provide for the Leaders organization:

- Organizational planning
- Policy making that relates to the organization
- Enforcement of policies and grievance handling
- Legal responsibilities
- Financial responsibilities

State 4-H Adult Leader Council - Composed of one delegate per county selected annually. This group selects an Executive Board. The purpose of the group is to provide a statewide forum for 4-H Youth Development adult leaders on:

- Issue awareness and discussion;
- Education on new opportunities;
- Topic/interest sharing between counties;
- Opportunities for volunteers to be involved in planning and evaluating specific statewide programs; serve on state committees; and as chaperones for state and national programs.

State 4-H Youth Leader Council - Composed of 24 youth from across the state who have completed 8th to 10th grade at the start of their two-year term. A slate of candidates is picked from applicants, with selection at the Fall Forum Annual Meeting by youth delegates. The opportunity to be a candidate is announced in county 4-H newsletters. The Council works to strengthen the statewide 4-H Youth Development Program by addressing youth issues, promoting 4-H, providing leadership at State Youth Conference, and communicating needs between local and state levels.

SELF-DETERMINED PROJECT IDEA LIST

Enroll in the Self-Determined Project for any of these projects. Not all self-determined projects will be eligible for the fair. Some literature or UW-Extension bulletins may be available for a few of these projects, but mostly you will have to research for yourself.

SERVICE LEARNING & CITIZENSHIP
History and Heritage
Family Times
Community Development

ANIMAL SCIENCES
Draft Horse
Donkeys & Mules
Miniature Horses
Model Horses
Pygmy Goats
Llamas
Exotic Birds (ostrich, emu, peacock, etc.)
Game Birds (quail, pheasant, etc.)
Cavies
Cage Birds
Tropical Fish
Other Exotic Animals

ARTS & COMMUNICATION
Demonstrations
Sign Language
Dance
Juggling
Puppetry
Mime
Yo-Yo
Basketry
Ceramics
Collages
Collections
Creative/Cross Stitchery
Beadwork
Calligraphy
Candle Making
Decorative Boxes
Decorative Wreaths
Decoupage
Fiber Arts
Flower Crafts
Glasswork
Graphic Design
Handmade Dolls
Jewelry Making
Liquid Embroidery
Macramé
Mosaics
Needlepoint
Ornaments
Paper Art
Plastercraft
Plastics
Primitive Art
Print Making
Quilling
Rock Art
Rosemaling
Rubber Stamping
Sand Sculpting
Sculpty Clay
Soap Carving
Soap Making
String/Wire Art
Stuffed Animals
Fuzzy Posters
Pottery
Rubber Stamping
Rug Hooking
Scrapbooking
Soap Carving
Stencil Painting
String/Wire Art
Textile Painting
Tie Dying
Wearable Art
Weaving
Wood Art
Wood Burning

FAMILY, HOME & HEALTH
Bowling
Recreation
Rollerblading
Safety
Softball
Sports
Breads
Candy Making
Cake Decorating
Microwave
Quilting
Wool Spinning

MECHANICAL SCIENCES
Automotive
Flying
Model Rocketry
Radio-Controlled Plane
Computer Technology
Electronics
Maintenance & Repair
Welding
Model Cars
Model Railroad
Model Rocketry
Tractor Certification
Snowmobiling
Off-Highway Vehicles
Radio-Controlled Plane
Remote-Controlled Cars

NATURAL SCIENCES
Camping
Conservation
Air Rifle
Wildlife
Wildlife habitat
Weather
Bees
Home Energy
Maple Syrup
Aquatic Science
Boating
Geology
Rock Hound
Taxidermy
Reptiles
Water Safety
Astronomy

PLANT & SOIL SCIENCE
Herbs
Horticulture
Soil Science

STEM
Geocaching

OTHERS _____

I ENROLLED IN 4-H. NOW WHAT?

Congratulations, you are officially a 4-H member! It's time to get busy ...

Set your 4-H goals: What would you like to learn in 4-H this year? What skills would you like to gain? Think beyond your projects—you can also learn to work in a team, serve others, keep records, and much more.

Participate in your club: Be sure to attend club meetings and events. The best way to meet new friends and know what's going on is to be there and hear about it for yourself. If you are new, be sure to call your club leader to introduce yourself and find out when the next club meeting is.

Read the Taylor County 4-H Email Blasts and Newsletter: This is where you will find everything you need to know about 4-H in Taylor County – what's coming up, deadlines for activities and events, and how you can get the most out of your 4-H experience.

Like our Facebook page: You'll find quick updates of what's going on in 4-H and reminders for upcoming events and deadlines. Find it at facebook.com/4h.taylorcounty.

Attend county-wide events: There are many fun county-wide events where you can meet 4-H members from other clubs. A few you might want to visit:

- Youth Leader Organization (YLO): This group is for grades 6 and up. Some YLO activities include Trick-or-Treat for the Hungry in October and the Soda Stand at the Fair.
- 4-H Discovery Day: Learn more about projects you are enrolled in or try new ones with fun, hands-on activities.
- Cloverbud Day: Just for our youngest members, Cloverbud Day brings together members in grades K through 2nd.
- Summer 4-H Camp: A wonderful overnight experience for members in grades 2 and up. Youth in grades 8 and up are invited to help plan and lead camp as counselors.
- Summer 4-H Day Camps: A great way for K-5th graders to connect with other friends and 4-Hers in a "hands-on" learning environment throughout Taylor County.

Work on your 4-H Projects: Attend every project meeting you can. Project leaders are a wonderful resource – take advantage of their wealth of knowledge, learn from them. Begin working on your 4-H projects right away rather than waiting until right before the fair.

Keep your Record Book: Document your 4-H experience at the club, county, and state level in your Record Book. The Record Book is also used to track community activities and your progress in each 4-H project. Submit your Record Book at the end of the 4-H year to be recognized for your work. Record book pages can be downloaded from our website: taylor.extension.wisc.edu

Display your work at the Taylor County Fair: The county fair is one place to exhibit items to demonstrate the knowledge and ability you have developed through your 4-H projects. Youth must have been enrolled in the related 4-H project by March 1 and enter their project according to fair rules. The 2023 Taylor County Fair will be held the last week in July.
Visit www.witaylorcountyfair.com for more info.

Also at the fair, clubs take turns staffing the Taylor County 4-H Food Stand. This stand, along with plat book sales, fund all the events and activities the Federation supports throughout the year. Working at the food stand is a lot of fun. For many members, working at the food stand is the highlight of their 4-H year!

Travel Beyond County Borders: One of the most valuable experiences in 4-H are 4-H trips. The Federation of Taylor County 4-H pays for 50% of the trip costs and the member pays 50%. Participants are expected to share their experiences with their 4-H club and throughout the county. The trips typically available are:

- 4-H American Spirit East – Grades 8-10. June. East Coast. Bus trip to visit multiple attractions in New York, Pennsylvania, Massachusetts.
- Citizenship Washington Focus – Grades 10-12. July. Week-long trip to Washington, D.C. Includes workshops at the National 4-H Center, visit with U.S. Congressmen and Senators, and touring significant sites in the Washington, D.C. area.
- National 4-H Congress – Grades 9-12. November. Atlanta, GA. Self-development, leadership, careers, and community service.
- National 4-H Conference – Grades 10-12. March Washington, D.C. Civic engagement. Skill building. Meet with federal officials.
- Advanced Space Camp – Grades 10-12. January. Huntsville, AL. Explore space exploration, science, and technology; simulators and NASA engineers.
- Wisconsin 4-H & Youth Conference – Grades 7-10. June. Four-day trip to the UW-Madison campus to participate in a variety of workshops and tours in the Madison area.
- State Fair & State Competitions – Members can request reimbursement from the Federation for expenses they incur when traveling to the Wisconsin State Fair, State 4-H Horse Expo, State 4-H Gymkhana or other competitions when they are representing Taylor County 4-H.
- Other Opportunities – Members may also apply for a monetary award to help pay for other trips such as art, horse, or dairy camps or any other worthwhile 4-H experience. This is known as a "Camp of Choice" award.

Scholarships for Graduates: The Federation offers scholarships for higher education to graduating members. Applications are accepted annually from 12th graders and those one year out of high school. Qualified applications will receive a scholarship award from $50 to a maximum of $1000. Actual amount is proportional to the evaluation results.

If you have any questions about what you can do in 4-H, please contact your club leader (information on p. 2) or our office 715-748-3327 ext. 3 or 4 or email diepenbrock@wisc.edu or phillips32@wisc.edu.

Taylor County 4-H Enrollment Checklist

- ☐ Have a family e-mail address
- ☐ Create family profile on 4HOnline: v2.4honline.com *(You cannot use Internet Explorer. Try Firefox or Chrome.)*
- ☐ Personal information entered for each member and leader in your family
- ☐ Complete authorizations on "Additional Information" page
- ☐ Select a 4-H Club
- ☐ Select 4-H Projects
- ☐ New adult leader only: Submit background check information to HireRight through email, complete Mandated Reporter & complete Volunteer Orientation Training
- ☐ Pay club dues, if applicable
- ☐ Enrollment confirmed by 4-H Club Leader and Extension Staff
- ☐ Set goals for your 4-H projects and activities

4-H Enrollment Frequently Asked Questions

Q: **I don't have an email address. How do I enroll with 4HOnline?**
A. We prefer families obtain an e-mail address since 4HOnline will also be used as a primary communication tool. If you have internet access at home, you probably already have an e-mail address. Otherwise, there are many options for free e-mail accounts (Google's Gmail, for example) that are easy to set up.

Q: **Can I enroll with a paper form?**
A: Paper enrollment forms are available, but should only be used as a last resort for families who do not have any computer access and have no other way to enroll. You can visit the UW-Extension office for help enrolling electronically.

Q: **I'm new to the county. Do I have to join a club? How do I choose a club?**
A: Being a member of a club is the most valuable part of 4-H, therefore, all members need to join a club. If you are not sure which club to join, we recommend talking to club leaders and even visiting club meetings before choosing a club. Each of our community clubs is unique, and it is important to choose a club that is a good fit for your family.

Q: **I'm a new adult leader. How do I enroll?**
A: Becoming a leader is a multi-step process. First, you need to enroll with 4HOnline and sign the Volunteer Behavior Expectations. While you are logged into your account, you will be asked for an email address to send a request for background check information. While logged in, also take the opportunity to complete the Mandated Reporter Training. Lastly, the leader needs to participate in an orientation and training session. The leader's enrollment status will show as "pending" until all steps are completed.

Q: **Are there any limits to the projects I can enroll in?**
A: For youth in grades 3-13, the answer is no. If this is your first year in 4-H, you may want to concentrate on doing a few projects well rather than enrolling in many projects.

Youth in grades K-2 should only enroll in Cloverbuds. The Cloverbud Project Book contains age-appropriate activities in many project areas.

Q: **I have a hobby, activity or animal that isn't included in the project list. Can I still sign up for it as a project?**
A: Yes! If your project doesn't fit with anything else, sign up for the Self-Determined Project. This allows you to create your own 4-H project. Contact the UW-Extension Office if you have questions about what project area to sign up for or how to create your own self-determined project.

Q: **Is there a deadline to enroll?**
A: Returning 4-H members need to enroll by November 1. After November 1, they are considered inactive and may affect member-in-good standing status, mailings, and insurance coverage. New 4-H members may enroll at any time of the year. Members (returning or new) who do not enroll by the November 1 deadline may not qualify for financial assistance for trips or scholarships and/or participation in state 4-H competitions and trips through the Federation of Taylor County 4-H.

Q: **Is there a deadline to enroll in projects?**
A: After March 1, members will not be able to change projects and a member roster is submitted to the Taylor County Fair.

You can still enroll after March 1 and those who enroll after the deadline can still participate in most 4-H activities. Youth who enroll after March 1 may not take projects to the Taylor County Fair.