

Walworth County 4-H



**P
R
O
M
O
T
I
O
N
A
L
P
R
O
G
R
A
M**

2015-2016

2015-2016 4-H YEAR AT-A-GLANCE

Junior & Senior Leader Association meetings are held the 4th Monday of every month. Senior Leaders' Assn. members include ALL enrolled, active 4-H volunteers. Junior Leaders' Assn. meetings are open to all 4-H members in grades 6 and up.

FALL SEASON:

4-H members sign up for projects

Record Books due to club in September
Record Books due to Extension Office from club leaders by the Sept. Senior Leaders' Assn. Mtg.
National 4-H Week – 1st week of October
National 4-H Congress – Atlanta, Georgia
4-H Officer School
Interviews for State/National awards and trips
Junior/Senior Leaders' Banquet

WINTER SEASON:

Enrollment Deadline for Returning 4-H Members (*to be fair eligible*) -Dec. 1

Members receive project manuals and set project goals.
New 4-H Family Orientation-Part 1
County Bowling Tournament
Beef Weigh-in (market animals only)
County Pizza Fundraiser
Kids College Project Workshop Day
Music & Drama Fests

SPRING SEASON:

Enrollment Deadline for New 4-H Members (*to be fair eligible*) – March 1

Add/Drop Deadline for All Members – March 1

Members make progress on their project goals
Swine tagging (market animals only)
New 4-H Family Orientation – Part II
Lamb Tagging Day (market animals only)
National 4-H Conference, Washington, D.C.
Communication Arts Fest (COMMUNICATION & CONSUMER ED project pre-fair activity)

Members register for fair entries on-line by date TBA

SUMMER SEASON:

Fair entry tags distributed by club leaders to members

Families report fair entry tag corrections to the fair office – date TBA

Begin work on 4-H records, and culminate fair project work!
4-H Camp
Club and County wide June is Dairy Month activities
Walworth County Shoot-off (SHOOTING SPORTS project pre-fair activity)
4-H Style Revue (CLOTHING project pre-fair activity)
WI 4-H State Conference and Citizenship Washington Focus
Walworth County Fair Pre-fair Judging – August 16-19
Walworth County Fair—August 31 – September 5

LET'S GET STARTED!

Welcome to the 2015-2016 4-H program year! We hope this will be a fantastic year of learning and fun for your family. One of the most unique things about 4-H is that it allows members to develop expertise in areas of study that interest them. Then, it provides them with a variety of opportunities to pass their knowledge on to other kids!

What will you become an expert in?

Make a list of the things you would like to do or learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are good at that you don't realize you do well, and that may influence what you will choose.



- Compare your list with the projects described in this guide. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.
- Finally, consider who will help you learn and grow in your project. This might be a club project leader, county-wide 4-H project committees, a friend, or a relative. If you need help finding a leader, please contact the Extension Office and we will assist you with locating possible leaders for the project/s that most interest you!

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

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

Literature:

When you are enrolling for your project you will have the option to choose the literature that is offered for that project. Be aware that if you order literature, it will automatically be purchased, sent to your club's General Leader, and then passed on to you. The cost of your literature will be added to your club's bill for enrollment. Depending on how your club handles literature costs you may be responsible to reimburse your club.

Re-Enrolling in 4-H:

With the start of a new 4-H year, your RE-ENROLLMENT in *4HOnline* will be much faster and easier. All of the information you entered before will remain, and you will simply need to update things that have changed (address, email, phone number, health info, etc.). Your years in 4-H and school grade level will have automatically increased a year. *4HOnline* officially opens for Walworth County 4-H families on October 1. Re-enrolling members must sign up **no later than December 1** to be eligible to show in the Junior Department at our 2016 Walworth County Fair. However, re-enrolling members may add and drop projects until March 1. After March 1, *4HOnline* will close down so that you will still be able to look at your account, but not make changes to it. To re-enroll on-line, follow the directions in this packet: "Re-enroll Members/Leaders." These instructions are also available on our website at <http://walworth.uwex.edu>. Everyone that enrolled in 4-H last year is considered a "re-enrollee" this year.

Enrolling as a new member or leader:

For New family enrollment, you will need to access the website <http://wi.4honline.com> and follow the instructions for "Enrolling in *4HOnline* as a NEW family." These instructions are available from your General Leader or at <http://walworth.uwex.edu>. *4HOnline* is easy to use and will give your family the opportunity to review and update your information as needed. Your account will be available for viewing 24-7 year round. You may enroll members of your family in 4-H using this system anytime **between December 1 and March 1**. (This time frame is the required enrollment period in order for members to be eligible to participate in the 2016 Walworth County Fair Junior Department.) After March 1, new families are welcome to enroll, but will not be eligible to show at the fair. To enroll after March 1, contact the UW-Extension office at 262-741-4951 for help.

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

Table of Contents

Cloverbuds & Exploring	3
Animal Sciences	3-6
Arts & Crafts	6
Child & Family Studies	6-7
Clothing & Textiles	7
Communications	7
Consumer Education	8
Environmental Sciences	8-9
Foods, Nutrition, & Health	9-10
Heritage & Culture	10
Home Environment	10
Leadership & Service	10-11
Mechanical Sciences	11-12
Plant & Soil Sciences	12-13
Photography	13
Self-Determined	13
Shooting Sports	14
Technology	14-15
Theater Arts	15
Woodworking	15

CLOVERBUDS



Cloverbuds

Grades: K-2 ■

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

Resource: *Cloverbud Activity Sheets (05561)*

Exploring



Exploring

Grade: 3, first year 4-H members only ■

The Exploring Project is an experience of discovery for first year 4-H members who are in grades 2-3. Exploring members sample a wide variety of projects offered in 4-H. Projects include nature, foods, pets, sewing, arts and crafts, plus many more. The project manual will help you learn more about yourself, being a 4-H member, your community and the people in it, and your environment.

Resource: *Exploring the Treasures of 4-H (08171)*

Animal Science



Beef I

Grades: 3-5 ■ *

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

Resource: *Bite Into Beef (08143)*

Beef II

Grades: 6-8 ■ *

Learn to present oral reasons during judging. Find out about feed ingredients, behavior, and parasites. Discover how nose-print identification is done, and learn beef carcass composition and retail meat cuts.

Resource: *Here's the Beef (08144)*

Beef III

Grades: 9 & Up ■ *

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

Resource: *Leading the Charge (08145)*

Cats I

Grades: 3-5 ■

Learn to select a cat; identify cat breeds; name the parts of a cat; handle and groom a cat; care for your cat's health; and create a project budget.

Resource: *Purr-fect Pals (08148)*

Cats II

Grades: 6-8 ■

Learn about cat senses and sounds. Explore tricks to teach a cat. Consider what to do when traveling with a cat. Learn about feeding and emergency care, and how to detect signs of illness or other health issues.

Resource: *Climbing Up! (08149)*

Cats III

Grades: 9 & Up ■

Explore veterinary procedures. Learn reproduction and cat body systems. Learn about showmanship and cat behavior, and explore community laws and animal welfare.

Resource: *Leaping Forward (08150)*

Dairy I

Grades: 3-5 ■ *

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

Resource: *Cowabunga (08161)*

Dairy II

Grades: 6-8 ■ *

Learn about housing and hay quality. Learn about milking and food safety. Explore ways to keep your dairy animals healthy, and become a keen observer of animal behavior.

Resource: *Mooving Ahead (08162)*

Dairy III

Grades: 9 & Up ■ *

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

Resource: *Rising to the Top (08163)*

Dairy Goat I

Grades: 3-5 ■ *

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

Resource: *Getting Your Goat (08352)*

Dairy Goat II

Grades: 6-8 ■ *

Learn to keep your goat healthy. Feed your goat for maximum production. Prepare for kidding. Develop judging skills, and find out how to milk a goat properly.

Resource: *Stepping Out (08353)*

Dairy Goat III

Grades: 9 & Up ■ *
Explore genetics, diseases, and breeding. Study body-condition scoring and linear appraisal. Understand bio-security and prevention measures. Gain leadership, and explore career opportunities.

Resource: *Showing the Way (08354)*

Dogs I

Grades: 3-5 ■ *
Learn basic skills for dog care and training. Discover different dog breeds. Study and identify dog body parts, and learn how to keep a dog healthy and groomed.

Resource: *Wiggles & Wags (08166)*

Dogs II

Grades: 6-8 ■ *
Explore dog health and nutrition; discover genetic problems and population control; learn showmanship and training techniques; and find out about show-ring ethics.

Resource: *Canine Connections (08167)*

Dogs III

Grades: 9 & Up ■ *
Investigate responsible breeding. Care for geriatric dogs. Train service dogs, and explore careers related to dogs.

Resource: *Leading the Pack (08168)*

Horse I

Grades: 3-5 ■ *
Members will explore horse behavior, terms, and breeds; identify body parts; learn grooming, saddling, bridling, and selection techniques; and practice horse safety.

Resource: *Giddy Up & Go (08053)*

Horse II

Grades: 6-8 ■ *
Members will practice horsemanship and judging; understand horse selection and training; learn about tack, feeding, and diseases; and practice showing a horse and trail riding.

Resource: *Head, Heart, & Hooves (08054)*

Horse III

Grades: 9 & Up ■ *
Members will explore horse breeding, genetics, and heredity; understand horse diseases and prevention; learn about fencing, pasturing, and housing; and explore related careers.

Resource: *Stable Relationships (08055)*

Horse IV

Grades: 3-7 ■ *
Members will train a horse; practice a round-pen workout; learn English and Western style bridles; and understand equitation and riding styles.

Resource: *Riding the Range (08056)*

Horse V

Grades: 8 & Up ■ *
Members will learn to set goals; compare costs of show clothing; present their horses in showmanship classes; rate their showmanship skills; and practice proper show ethics.

Resource: *Jumping to New Heights (08057)*

Horseless Horse I

Grades: 3-5 ■ *
This project is for the member who does not own a horse and is not the primary caregiver of a horse. Members will explore horse behavior, terms, and breeds; identify body parts; learn grooming, saddling, and bridling practices; and find out about safety and equipment. Members will also participate in programs where they'll have contact with horses.

Resources: *Giddy Up & Go (08053)*, *Horses are Fun—Horseless Horse (4H266)*

Horseless Horse II

Grades: 6-8 ■ *
This project is for the member who does not own a horse and is not the primary caregiver of a horse. Members will learn about horsemanship, explore judging and oral reasons; learn selection, training, and showing; and practice trail riding.

Resource: *Head, Heart, & Hooves (08054)*

Horseless Horse III

Grades: 9 & Up ■ *
This project is for the member who does not own a horse and is not the primary care giver of a horse. Members will explore horse breeding, genetics, and heredity; understand horse diseases and prevention; learn about fencing, pasturing, and housing; and explore horse-related careers.

Resource: *Stable Relationships (08055)*

Clothes Horse

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

Resource: *4-H Clothes Horse Activity Guide (4H360)*

Draft Horse

Grades: 6 & Up ■ *
Members will explore different breeds and characteristics of draft horses; learn conformation, selection, and nutrition; and practice harnessing and hitching.

Resource: *Draft Horse (4H181)*

Horse--Miniature Horse

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

Model Horses

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

Meat Goat I

Grades: 3-4

■ *

Learn to identify meat goat breeds and body parts. Find out how to select a good animal. Feed and care for a meat goat, and develop a budget for your meat goat project.

Resource: *Just Browsing (07909)*

Meat Goat II

Grades: 5-8

■ *

Learn to recognize meat goat diseases. Select a veterinarian and purchase breeding stock. Understand the reproduction cycle and keep records, and fit and show meat goats.

Resource: *Get Growing with Meat Goats (07910)*

Meat Goat III

Grades: 9 & Up

■ *

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

Resource: *Meating the Future (07911)*

Pets I

Grades: 3-5

■ *

Explore your favorite pet or select a pet. Identify pet body parts. Learn to provide a safe environment for your pets, and design a space for them to live.

Resource: *Pet Pals (06359)*

Pets II

Grades: 6-8

■ *

Explore animal digestion and feeding. Shop for pet supplies. Determine the animal's sex and proper health; and study pet behavior and communication.

Resource: *Scurrying Ahead (06360)*

Pets III

Grades: 9 & Up

■ *

Explore pet products. Teach others about pets. Understand how genetics work; and explore animal welfare issues.

Resource: *Scaling the Heights (06361)*

Poultry I

Grades: 3-5

■ *

Learn to identify poultry breeds, the parts of a bird, and the parts and functions of the egg. Learn how to select and handle poultry, and how to fit and show poultry.

Resource: *Scratching the Surface (06363)*

Poultry II

Grades: 6-8

■ *

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

Resource: *Testing Your Wings (06364)*

Poultry III

Grades: 9 & Up

■ *

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

Resource: *Flocking Together (06365)*

Rabbits I

Grades: 3-5

■ *

Learn about selecting and handling rabbits. Identify rabbit breeds and body parts, and explore health issues and feeding.

Resource: *What's Hoppening? (08080)*



Rabbits II

Grades: 6-8

■ *

Learn to select show rabbits. Judge rabbits and give oral reasons to explain your decisions. Learn to tattoo. Detect diseases, and keep records of your animals.

Resource: *Making Tracks (08081)*

Rabbits III

Grades: 9 & Up

■ *

Learn about breeding and genetics; how to design a rabbitry and market rabbits; and all about disease prevention and rabbit registration.

Resource: *All Ears (08082)*

Sheep I

Grades: 3-5

■ *

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

Resource: *Lambs, Rams, & You (06367)*

Sheep II

Grades: 6-8

■ *

Learn to identify sheep parasites. Promote meat safety. Judge wool. Diagnose sheep diseases. Use medications safely, and explore careers.

Resource: *Shear Delight (06368)*

Sheep III

Grades: 9 & Up

■ *

Learn to set sheep production goals. Plan sheep related activities. Market sheep products and teach others. Plan a judging contest, and explore careers.

Resource: *Leading the Flock (06369)*

Swine I

Grades: 3-5

■ *

Learn to identify swine breeds, feeds, and animal parts. Practice judging market hogs. Identify pork meat cuts, and practice fitting and showing a hog.

Resource: *The Incredible Pig (08065)*

Swine II

Grades: 6-8

■ *

Learn to identify diseases. Make a swine health care plan. Assemble and pack a show box. Plan and organize for facility expansion. Complete a plan for a new pork product.

Resource: *Putting the Oink in the Pig (08066)*

Swine III

Grades: 9-12

■ *

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

Resource: *Going Whole Hog (08067)*

Veterinary Science I

Grades: 3-5 ■

Learn different breeds of animals. Interpret animal behavior. Identify feed nutrients, and describe animal life stages and systems.

Resource: *From Airedales to Zebras (08048)*

Veterinary Science II

Grades: 6-8 ■

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

Resource: *All Systems Go (08049)*

Veterinary Science III

Grades: 9 & Up ■

Investigate the importance of genetics. Understand diseases that spread from animals to humans; and learn about the diversity of veterinary careers.

Resource: *On the Cutting Edge (08050)*

Arts & Crafts

Art I

Grades: 3-6 ■

In this project, you will learn art through cutting, pasting, and drawing. You'll get to explore sculpting and construction with fibers; and you'll paint and print using a variety of materials.

Resource: *Elements & Principles of Design Card (23112)*

Art II

Grades: 7 & Up ■

This project builds on Art I, allowing you to explore art techniques, art culture, and art history. You'll also be challenged in drawing, fiber arts, and culture, and develop graphic design techniques.

Resource:

Advanced Visual Arts: Sketchbook Crossroads (08140)

Advanced Visual Arts: Portfolio Pathways (08141)

Block Printing

Grades: 5-12 ■

Learn to use purchased and homemade blocks. Then, print your designs on a variety of materials

Resource: *Block Printing Member Guide (4H156)*

Ceramics

Grades: All ●

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

Drawing & Painting

Grades: 3-12 ■

Topics include drawing with pencil, chalk, crayon, pen and ink as well as painting with watercolor, poster paint, oil and acrylics. You will learn about the use of blending and shading, drawing from nature and surface rubbings in drawing in addition to using the brush, colors, tints, shades, and textures in painting. Finally, designing, matting and framing pictures will be covered.

Resource: *Drawing & Painting (4H169)*

Folk Arts

Grades: 5-12 ●

In this project, you will explore traditional folk arts; learn more from your family and community; work on your storytelling skills; and learn to decorate fancy eggs and make baskets.

Latino Cultural Arts

Grades: 3 & Up ■

This project will help you understand the Latino culture by exploring traditional art, instruments, jewelry, weavings, murals, foods, and stories.

Resource: *QueRico! La Cultura Bilingual Helper's Guide (08180)*

Leathercraft

Grades: 3-12 ■

This project focuses on the characteristics and use of leather, use of the tools and equipment, making patterns, original designs, and leathercraft techniques.

Resource: *Adventures in Leathercraft Members Guide (4H149)*

Stenciling

Grades: 3-12 ●

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

Metal Enameling

Grades: 5-12 ■

This project gives you a chance to try enameling earrings, pins, and other jewelry. It teaches you to properly attach fasteners, and guides you in creating original designs and patterns.

Resource: *Metal Enameling Member Guide (4H158)*

Child & Family Studies

Child Development I

Grades: 3-4 ■

Members of this project will find out how babies and toddlers grow and develop and learn to make toys safe for small children.

Resource: *On My Own (08075)*

Child Development II

Grades: 5-6

Members of this project will learn how to take care of themselves and others. They will also discover what makes families special; develop family rules; check for safety hazards; and match toys to the ages of children.

Resource: *Growing With Others (08076)*

Child Development III

Grades: 7 & Up

Members will explore effective parenting and gain experience in teaching or coaching. They will make babysitting first-aid kits, and learn about careers.

Resource: *Growing in Communities (08077)*

Clothing & Textiles



Clothing I

Grades: 3-5

In this project you, you will learn about sewing tools and machine parts. You'll find out how to thread a sewing machine and identify fabrics. You'll select and purchase patterns. You'll sort and remove stains from laundry, and you'll donate a sewing product.

Resource: *Under Construction (08060)*

Clothing II

Grades: 6-8

Members learn to identify types of fabric constructions; sew different buttonholes and seam finishes; use pressing tools and thread a serger; and research different laundry products.

Resource: *Fashion Forward (08061)*

Clothing III

Grades: 9 & Up

Members will use specialized sewing tools or equipment; combine patterns to create a design; create outdoor wear; design and embellish a garment; and use a computer to print on fabric.

Resource: *Refine Design (08062)*

Crocheting I

Grades: 3 & Up

Discover what to consider when buying yarn, crochet thread, and crochet equipment. Learn crocheting, finishing techniques, and how to care for crocheted items.

Resource: *Crochet Made Easy (CC1403)*

Knitting I

Grades: 3 & Up

Find out what to consider when buying yarn and knitting equipment. Learn knitting and finishing techniques, as well as how to correct errors and care for your knitted items.

Resource: *Knitting Made Easy (CC1402)*

Communications



Communications I

Grades: 3-5

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

Resource: *Picking Up the Pieces (08156)*

Communications II

Grades: 6-8

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

Resource: *Putting It Together (08157)*

Communications III

Grades: 9 & Up

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

Resource: *The Perfect Fit (08158)*

Creative Writing

Grades: All

Explore the importance of language and creative expression. Enjoy fun ideas, tips, and special projects to stimulate your creativity and self-expression in this 4-H project.

Resource: *Creative Wordworking (COMM01)*

Speaking

Grades: All

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

Resource: *4-H Public Speakers Handbook (COMM02)*

Entrepreneurship

Grades: 7-12

Spearheading a successful business venture on your own depends a lot on how you communicate yourself and your business to the public. In this project, you will practice the skills needed to be an entrepreneur; explore businesses, products, marketing, and pricing; and create a business plan to start your own business.

Resource: *Entrepreneurship: Be the E (08035)*

Workforce Readiness

Grades: 6-9

Impressing prospective employers has a lot to do with how you communicate. In this project, you will explore what it takes to get that first job; assess job possibilities in the community; create job scenarios; and take a look at your learning styles and personal qualities.

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

Consumer Education



Consumer Savvy I

Grades: 3-5 ■

This project will help you discover your shopping style; learn to use the yellow pages to efficiently find the goods and services you need; distinguish between your needs and wants; write savings and spending plans to guide you; and start a savings account.

Resource: *The Consumer in Me (08030)*

Consumer Savvy II

Grades: 6-9 ■

In this second level of Consumer Savvy, you will identify your personal spending values and see how peer pressure can influence your purchases. You will also study advertising appeal and its affects and learn more about the risks of shopping on the internet.

Resource: *Consumer Wise (08031)*

Consumer Savvy III

Grades: 10 & Up ■

This advanced level project will help you define consumer responsibilities and ethics. You'll learn about your rights as a consumer; utilize comparison shopping techniques; and understand the costs of owning a vehicle.

Resource: *Consumer Roadmap (08032)*

Environmental Sciences



Adventures

Grades: 3 & Up ■

In this project, you'll learn how to camp safely in all weather conditions. You'll investigate camping equipment and clothing; build a campfire and cook a meal; practice tying knots and first aid; and learn to use maps and compasses effectively. **Resource:** *Introduction to Adventures (4H444)*

Backpacking & Hiking I

Grades: 3-5 ■

In this project, you will plan a day hike, organize and pack a backpack; consider appropriate clothing; prepare a first aid kit; use a compass; and prepare for dangerous weather.

Resource: *Hiking Trails (08043)*

Backpacking & Hiking II

Grades: 6-8 ■

In this project, you will plan a camping trip; select equipment (including shelter); plan a menu and prepare supplies; practice "Leave No Trace" principles; and study various organism habitats.

Resource: *Camping Adventures (08044)*

Backpacking & Hiking III

Grades: 9 & Up ■

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

Resource: *Backpacking Expeditions (08045)*

Bees/Beekeeping

Grades: 3 & Up ●

In this self-directed project, you can learn the interesting facets of this microcosm of life. From colony structure to the end product (honey), explore the amazing contributions this insect provides to the world around it.

*Resource available through county project meetings.

Bicycling as Recreation

Grades: 3 & Up ■

In this project, you will learn how and where to bicycle safely. You'll plan a bicycle camping trip; design a bicycle obstacle course; and conduct a bike maintenance check.

Resource: *Bicycling (4H446)*

Birds

Grades: 3 & Up ●

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

Canoeing

Grades: 3 & Up ■

In this project, you'll learn how and where to safely canoe; how to select and maintain equipment; explore aquatic environments; plan a canoeing trip; and canoe a river.

Resource: *Canoeing (4H447)*

Entomology I

Grades: 3-5 ■

In this project, you will learn all about insects--their behavior, body parts, and life history. You'll collect insects and explore how they communicate and move.

Resource: *Creepy Crawlies (06853)*

Entomology II

Grades: 6-8 ■

In this project, you will find out about insect defenses, explore their habitats, create an insect display, and build an insect extractor. You will also investigate careers.

Resource: *What's Bugging You? (06854)*

Entomology III

Grades: 9 & Up ■

In this project, you can raise and study mealworms and mosquitoes; observe a colony of ants; make an insect identification key; record and collect aquatic insects; and explore various gardens and habitats.

Resource: *Dragons, Houses, & Other Flies (06855)*

Exploring Your Environment I

Grades: 5-7 ■

In this project, you will explore the four elements of life; use your senses to explore the environment; connect to the environment through plants and animals; and learn about the environmental impacts of pollution.

Resource: *Eco-Wonders (07704)*

Exploring Your Environment II

Grades: 8-10

Members will explore wildlife habitats and tracking; learn about groundwater; and research pollination.

Exploring Your Environment III

Grades: 11 & Up

Members will explore the world of biotechnology; learn the features of insect creatures; begin to understand biodiversity; and learn what climate has to do with the way we live.

Resource: *Eco-Actions (07706)*

Fishing I

Grades: 3-5

Learn how to identify types of tackle, bait, and fish in your area; organize a tackle box, and learn to take proper care of your catch.

Resource: *Take the Bait (07598)*

Fishing II

Grades: 6-8

Learn how to find credible fishing info on the internet; cast a spinning rod and reel; tie fishing knots; select a recipe and cook a fish; and collect and analyze aquatic life.

Resource: *Reel In the Fun (07599)*

Fishing III

Grades: 9 & Up

Learn how to reassemble a fishing reel; make artificial flies and lures; modify fishing equipment; and investigate fishing careers.

Resource: *Cast Into the Future (07600)*

Forestry I

Grades: 3-5

Members will learn to distinguish between types of forests; how to identify forest products and trees; how to determine the age of trees; the significance of forest competition; and describe how rainfall affects leaves.

Resource: *Follow the Path (08038)*

Forestry II

Grades: 6-8

Members will learn how trees move water from soil to canopy. They will diagram a leaf, understand the impact of major forest changes, and select urban tree planting sites.

Resource: *Reach for the Canopy (08039)*

Forestry III

Grades: 9 & Up

Members will recognize different tree fruits; create a community forest map; identify forest biomes by continent; and identify an unknown tree using a tree key.

Resource: *Explore the Deep Woods (08040)*

Geology

Grades: 3 & Up

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

Recycling

Grades: 3 & Up

Member will learn about landfills, the issues surrounding solid waste management, and how various materials can be recycled to minimize the use of natural resources and benefit the earth.

Resource: *Recycling for Reuse (4H362)*

Water

Grades: 3-12

In this project, you will identify water conservation and pollution issues; select a local issue to focus on, and develop and implement a plan to address it.

Resource: *Give Water A Hand Action Guide (4H855)*

Wildflowers

Grades: 3-12

Learn how to identify wildflowers, where they grow, their life cycles, what they eat, and who eats them. Discover how humans affect wildflowers and how they change our lives. Plant collecting, labeling and mounting are included.

Resource: *Wildflowers (4H392)*

Wildlife

Grades: 3 & Up

In this self-directed project, you can learn about local wildlife; how they protect themselves; how they reproduce and care for young; all about endangered species; how to attract wildlife to your yard; game management practices, and more.

Foods, Nutrition, & Health

Cake Decorating

Grades: 3 & Up

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

Foods & Nutrition I

Grades: 3-4

This beginning project is aimed at teaching members what's good to eat and how to fix foods, such as, pizza pockets, microwave stuffed potatoes, muffins, and pancakes. Learn how to store your food safely and decode food labels.

Resource: *Six Easy Bites (07144)*

Foods & Nutrition II

Grades: 5-6

This intermediate project teaches members to make vegetable salads, main dishes, and yogurt. Learn to change recipes and freeze leftovers.

Resource: *Tasty Tidbits (07146)*

Foods & Nutrition III

Grades: 7-9

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

Resource: *You're the Chef (07148)*

Foods & Nutrition IV

Grades: 10-12 ■

This advanced project explores making bean burritos, jelly, jerky and peanut butter. Cook fish and marinate meat. Conduct a food activity with young children, plan menus with various budgets, compare costs of eating out, plan and cater a party, or plan an international food “festival.”

Resource: *Foodworks (07150)*

Food Preservation I

Grades: 3 & Up ■

This project focuses on making jams, jellies, and fruit preserves, as well as canning and freezing fruits and vegetables.

Resources: *Canning Fruits Safely (B0430); Canning Vegetables Safely (B1159); Making Jams, Jellies, & Fruit Preserves (B2909); Freezing Fruits & Vegetables (B3278)*

Food Preservation II

Grades: 3 & Up ■

This project focuses on making homemade pickles and relishes; preserving tomatoes; and canning meat and salsa.

Resources: *Homemade Pickles & Relishes (B2267); Tomatoes Tart & Tasty (B2605); Canning Meat, Wild Game, Poultry, & Fish (B3345); Canning Salsa Safely (B3570)*

Health I

Grades: 3-5 ■

This beginning project will engage members in practicing first-aid skills to treat basic injuries. They will learn how to respond to someone who is choking and make a first-aid kit.

Resource: *First Aid in Action (08174)*

Health II

Grades: 6-8 ■

This intermediate project will help members identify their personal talent areas in health care; explore hygiene, nutrition, and physical activities; and share what they learned with others.

Resource: *Staying Healthy (08175)*

Health III

Grades: 9 & Up ■

Members of this advanced project will design their own fitness plans; track their plans and review their progress; and interview individuals in the health and fitness fields.

Resource: *Keeping Fit (08176)*



Heritage & Culture

Citizenship

Grades: 4 & Up ■

In this project members discover and discuss public issues and plan a project to change or improve their community.

Resource: *Citizenship Adventure Kit (08153)*

History & Heritage (Genealogy)

Grades: 3 & Up ■

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

Resource: *Voices From the Past (HHHH)*

International I

Grades: 3 & Up ■

In this project members will explore the world around them through maps. They will track weather in various parts of the world; make a family tree by talking with relatives; and explore where their ancestors came from.

Resources: *And My World (4H812)*



Home Environment

Home Environment I

Grades: 3-5 ■

This project will help you learn more about home care. You'll learn to sand and finish a simple wood item; make decorative items for your home; and explore the world of home interior design.

Resource: *Exploring Your Home (4H425)*

Home Environment II

Grades: 6-7 ■

Members of this project will become more involved with activities around the home; learn to handle home tasks and entertain guests; and refinish wood furnishings and make decorative home items.

Resource: *Living With Others (4H426)*

Home Environment III

Grades: 8-9 ■

Members will learn the principles of home design; learn scale, balance, and proportion in home design; use the principles of design to arrange their homes; create storage centers; and restore furniture.

Resource: *Where I Live (4H427)*

Home Environment IV

Grades: 10-12 ■

Members will focus on the application of design fundamentals; learn about purchasing furnishings for the home; restore furniture; and make a heritage item.

Resource: *In My Home (4H465)*

Leadership & Service

Service Learning I

Grades: 5-8 ■

In this project members will learn the value of giving back to their community; identify community needs; and conduct a service project.

Resource: *Agents of Change (08182)*

Service Learning II

Grades: 9 & Up ■

In this project members will plan and implement their own service project; share their project plan and outcome with others; and conduct a formal evaluation of their project.

Resource: *Raise Your Voice (08183)*

Youth Leadership I

Grades: 3-5 ■

Members of this project will assess their leadership skills; practice effective communication skills; set goals and resolve conflict; and plan a group event.

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

Youth Leadership II

Grades: 6-8 ■

Members of this project will explore how leaders are different; develop a multi-media presentation; set and achieve team goals; and practice teamwork.

Resource: *My Leadership Workbook for Grades 6-8 (07906)*

Youth Leadership III

Grades: 9 & Up ■

Members of this project will build trust in a group; assess their own strengths and weaknesses; write vision and mission statements; and contribute to a group project.

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

Mechanical Sciences



Aerospace II

Grades: 3-5 ■

This project guides members in building straw and paper rockets; learning to read maps; identifying types of aircraft; discovering how weather affects flying; building and flying kites; and making a hot-air balloon model.

Resource: *Lift Off (06843)*

Aerospace III

Grades: 6-8 ■

Members in this project can build, exhibit, and launch model rockets; test a paper hang glider; make a flight simulator; demonstrate why fly rockets; and organize a kite-flying contest.

Resource: *Crank It Up! (08186)*

Aerospace IV

Grades: 9 & Up ■

Members can design and build rockets and box kites; build an altitude tracker; plan a flight route; discover the effects of gravity; and explore life in space and aerospace careers.

Resource: *Pilot in Command (06845)*

Bicycle I

Grade: 3 - 4 ■

Members will learn the essentials for getting started safely; explore bicycling as a lifelong activity; and learn safety, road rules, and tips for planning a pleasant ride.

Resource: *Bicycling for Fun (08334)*

Bicycle II

Grade: 4-6 ■

Members will choose a bike that is appropriate for them; and practice bike maintenance and biking rules of the road.

Resource: *Wheels in Motion (08335)*

Electricity I

Grades: 4-5 ■

In this project, you'll come to understand how to use electricity. You'll identify electrical materials; wire a simple circuit; and build a compass, switch, and electric motor.

Resource: *Magic of Electricity (06848)*

Electricity II

Grades: 6-7 ■

Members of this project will work with electrical equipment; learn to read circuit diagrams; build a circuit and measure voltage; and communicate in Morse code.

Resource: *Investigating Electricity (06849)*

Electricity III

Grades: 8-9 ■

Members develop a basic electrical tool kit; understand symbols on wires; and explore their home wiring system.

Resource: *Wired for Power (06850)*

Electricity IV

Grades: 10-12 ■

Members will learn to identify electrical and electronic parts and devices; learn how to solder and prepare parts for assembly; and assemble a circuit using a transistor.

Resource: *Entering Electronics (06851)*

Legos

Grades: All ●

In this self-directed project, you can use construction materials such as K-nex and Legos to creatively design and build structures and vehicles.

Scale Models

Grades: 3 & Up ■ *

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

Resource: *Guidelines for Building Scale Models (4H424)*

Small Engines I

Grades: 3-5 ■

This project covers the basics of small engines. It explores external engine parts, engine uses, and related safety issues.

Resource: *Reaching New Heights (06844)*

Small Engines II

Grades: 6-8 ■

This project explores the internal parts of engines, engine sizes, safety issues, and careers in the field.

Resource: *Warm It Up! (08187)*

Small Engines III

Grades: 9 & Up ■

This project helps members tear down and rebuild an engine; learn to use diagnostic tools; and research regulations.

Resource: *Tune It Up! (08188)*

Tractors I

Grades: 3-4 ■

This project is recommended for members with little or no experience. Members will learn about tractor parts and maintenance; find out about different fuels and engine cooling systems; and explore tractor safety.

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

Tractors II

Grades: 5-6 ■

This project is recommended for members with little or no experience. Members will practice farm and tractor safety; understand the mechanics of engines; identify accessory equipment; and learn about operational systems.

Resource: *Tractor Operations: Gearing Up for Safety (4H962)*

Tractors III

Grades: 7-9 ■

This project is recommended for members with some prior experience. Members will learn types of oil systems and fuel safety; how to hook on a PTO unit; and more advanced tractor maintenance practices.

Resource: *Tractor Operations: Learning About Your Tractor & Farm Machinery (4H963)*

Tractors IV

Grades: 10 & Up ■

This project is recommended for members with some prior experience. Members will focus on safety and maintenance practices and identify and work with operational systems.

Resource: *Tractor Operations: Learning More About Agricultural Tractors & Equipment (4H964)*



Plants & Soils

Corn

Grades: 3 & Up ■

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

Resource: *4-H Corn Project Manual (4H4355)*

Forage

Grades: 3 & Up ■

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

Resource: *Pest Scouting Alfalfa (4H349)*

Flowers I

Grades: 3-5 ■

In this project, members identify flower parts and functions; plant flowers and make arrangements; give a presentation on flowers; and prepare a flower exhibit.

Resource: *Gardening: See Them Sprout (07162)*

Flowers II

Grades: 6-8 ■

In this project, members learn about plant needs and soil testing; select and start new plants and grow transplants; examine plants for insects and diseases; and judge a flower exhibit.

Resource: *Gardening: Let's Get Growing (07163)*

Flowers III

Grades: 9 & Up ■

In this project, members design a plant experiment; make a landscape plan; write instructions on how to force bulbs; and compare fertilizers.

Resource: *Gardening: Take Your Pick (07164)*

Fruits I (Apples & Berries)

Grades: 3 & Up ■

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

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

Fruits II (Grapes & Pears)

Grades: 3 & Up ■

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

Resources: *Growing Grapes in WI (A1656); Growing Pears in WI (A2072)*

Home Grounds I

Grades: 3-5 ■

In this project, members learn how to seed a lawn; study lawn care and maintenance; and explore fertilization and pest management techniques.

Resource: *4-H Lawn Care (4H321)*

Home Grounds II

Grades: 6-8 ■

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

Resources: *Selecting, Planting, & Caring for Shade Trees (A3067); Evergreens—Planting & Care (A1730)*

Home Grounds III

Grades: 9 & Up ■

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

Resource: *Planning & Designing Your Home Landscape (G1923)*

Houseplants I

Grades: 3-5 ■

In this project, members identify plant parts and functions; grow house plants and start plants from cuttings; make dish gardens; and prepare houseplants for exhibit.

Resource: *Gardening: See Them Sprout (07162);*

Propagating & Growing Houseplants (4H328)

Houseplants II

Grades: 6-8 ■

In this project, members learn about plant seeds and soil; select and start new plants and grow transplants; plant a terrarium; and examine plants for insects and diseases.

Resource: *Gardening: Let's Get Growing (07163)*

Houseplants III

Grades: 9 & Up ■

In this project, members can take a tour of a horticulture business; design a plant experiment; teach others how to grow house plants; and compare different fertilizers.

Resource: *Gardening: Take Your Pick (07164)*

Plant Crafts

Grades: 3 & Up ■

This project covers harvesting, drying, and using plant materials to make dry arrangements, collages, potpourri, Tussie-Mussies and other plant crafts.

Resource: *Plant Crafts (4H330)*

Small Grains

Grades: 3 & Up ■

Learn about other members of the grass family such as wheat, oats, barley, rye, and sunflowers. Explore growing conditions, nutrients, integrated pest management, production costs and marketing strategies.

Resource: *4-H Small Grains Manual (4H356)*

Soybeans

Grades: 3 & Up ●

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

Vegetables I

Grades: 3-5 ■

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

Resources: *Gardening: See Them Sprout (07162)*

Vegetables II

Grades: 6-8 ■

In this project, members will learn about plant needs and soil testing; start new plants and grow transplants; build a compost pile; and use mulches.

Resources: *Gardening: Let's Get Growing (07163)*

Vegetables III

Grades: 9 & Up ■

In this project, members will grow plants in a cold frame; make a site analysis and landscape plan; compare organic and chemical fertilizers; and research various insect control methods.

Resources: *Gardening: Take Your Pick (07164)*

Photography



Photography I

Grades: 3-5 ■

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

Resource: *Focus on Photography (PC1)*

Photography II

Grades: 6-8 ■

Learn about camera adjustments. Learn about film speed, shutter speed, and aperture; and take silhouettes, candid, action shots, and others.

Resource: *Controlling the Image (PC2)*

Photography III

Grades: 9 & Up ■

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

Resource: *Mastering Photography (PC3)*

Scrapbooking

Grades: All ●

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

Videography

Grades: 6-12 ■

“Motion” pictures are what you see on TV screens. Whether your camera uses videotape or movie film, the same techniques apply. In this project, learn storytelling, editing, planning, lighting, camera handling, making titles, recording sound, as well as showing and reviewing your production.

Resource: *Action! Making Videos & Movies (IS401)*

Self-determined

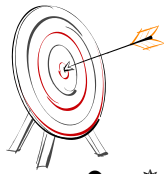
Self-Determined

Grades: 3 & Up ■

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

Resource: *Designing Your Own 4-H Project (4H272)*

Shooting Sports



Air Pistol

Grades: 3 & Up

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

Air Rifle

Grades: 3 & Up

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

Archery

Grades: 3 & Up

This project covers the fundamentals of archery marksmanship and safety; making archery equipment, shooting form, shooting with sights and compound bows, and target games.

Resource: *Archery Member Record Book (751)*

Hunting

Grades: 3 & Up

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

Muzzleloading

Ages 12 & up

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

Pistol (small-bore .22)

Ages 12 & up

In this project, members will explore the history of pistols; learn basic safety rules and range commands; and develop marksmanship and shooting procedures. Only youth who are 12 years and older can shoot powder burning guns.

Resource: *Pistol Member Record Book (753)*

Rifle

Ages 12 & up

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

Resource: *Rifle Member Record Book (750)*

Shotgun

Ages 12 & up

This project covers basic safety issues with shotgun handling; shooting fundamentals; and the proper way to carry a shotgun. Only youth who are 12 years and older can shoot powder burning guns.

Resource: *Shotgun Member Record Book (752)*

Technology



Computers I

Grades: 3-5

This project is designed for beginners with little or no experience, but who have access to a computer. In this project, you can learn about hardware, software, and components. You can explore how computers work and learn about various programs and their features. Plus, you can visit the project's interactive website.

Resource: *Newbie Know How (08346)*

Computers II

Grades: 6-8

This project is designed for users who have some basic computer skills. Members will build and repair a computer; identify the components of a computer and how they work together; and learn to upgrade and create connections. Members will also install operating systems.

Resource: *Inside the Box (08347)*

Computers III

Grades: 9 & Up

This project is designed for the skilled user. Members discover how to create and manage networks; make decisions about network management; and explore security issues.

Resource: *Peer to Peer (08348)*

Geospatial I

Grades: 4-12

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

Resource: *Exploring Spaces, Going Places: "Getting Out" (CD8358)*

Geospatial II

Grades: 4-12

In this project, you'll learn how to collect data and combine that data with geographical positions. You'll also make maps of your home, neighborhood, and community.

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

Geospatial III

Grades: 4-12

Members of this project will use multi-layered maps to attempt to solve problems such as reducing traffic congestion and pinpointing pollution sources.

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

Robotics I

Grades: 3-5

Members of this project will explore and learn about robots arms, form, function, and design; and they will build robot models from everyday items.

Resource: *Junk Drawer Robotics Track Level 1: Give Robots a Hand (08431)*

Robotics II

Grades: 6-8 ■

Members will explore and learn about robots that move with legs, wheels, and underwater. Learn about basic electrical power, motors, and gear systems; and build robots from everyday items.

Resource: *Junk Drawer Robotics Track Level 2: Robots On the Move (08432)*

Robotics III

Grades: 9 & Up ■

In this project, members will explore and learn about robot sensors and analog and digital systems. They will build basic circuits, and study the basic elements of programming and instruction.

Resource: *Junk Drawer Robotics Track Level 3: Mechanotronics (08433)*

The Power of Wind

Grades: All ■

Are you interested in wind turbines? How to save energy? How to power a cell phone with your own energy of motion? This brand new project explores all of these things and more!

Resource: *The Power of Wind Youth Guide (08383)*

Theater Arts



Clowning

Grades: 3 & Up ■

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

Resource: *Enter the Clowns (4H265)*

Theater Arts I

Grades: 3-5 ■

In Theater Arts I you will study acting, sound movement, voice, and speech. Plus you'll learn different ways to play a scene and try improvisational techniques.

Resource: *Play the Role (08070)*

Theater Arts II

Grades: 6-8 ■

In Theater Arts II you will investigate the history of puppets and try your hand at being a puppeteer. You'll explore types of puppets and puppet characters, use puppets in community service work, and present your own puppet show.

Resource: *Become a Puppeteer (08071)*

Theater Arts III

Grades: 9 & Up ■

In this project, you will study costumes, makeup, stage sets, props, and sound. You'll learn about stage management, how to create sounds and disguises, and bring life to your own character.

Resource: *Set the Stage (08072)*

Woodworking

Woodworking I

Grades: 3-4 ■

Learn how to use various hand tools (hammer, saw, etc.), how to identify types of nails and wood, and how to sand and paint a piece of wood. You'll also learn woodworking safety practices.

Resource: *Measuring Up (06875)*

Woodworking II

Grades: 4-6 ■

Learn about the functions of various tools; practice safety techniques; select a project to build (e.g. birdhouse or foot stool); and use a screwdriver and combination square.

Resource: *Making the Cut (06876)*

Woodworking III

Grades: 6-8 ■

In this project, you'll compare different types of hinges; enlarge scale-drawn woodworking plans; use a hand plane and build a laminated cutting board; and compare different grades of plywood.

Resource: *Nailing It Together (06877)*

Woodworking IV

Grades: 9 & Up ■

Learn to use a table saw, router, powered circular saw, and sander. Make more difficult joints than before. Evaluate exotic and veneer woods. Create inlays and overlays, and test various adhesives.

Resource: *Finishing Up (06878)*

