

Green County 4-H



2015-2016

4-H Enrollment Guide



Re-Enrollment Instructions for the 2015-2016 4-H Year for MEMBERS:

Welcome to 4-H Online <https://wi.4honline.com/>

Again for this year all 4-H enrollments, whether new members or re-enrolling members as well as all adult leaders, will be done online as a family or individual. Please follow the enclosed instructions to complete your enrollment.

Upon completion of a member's online enrollment, the enrollment will not be approved by the Green County Extension Office until the dues have been received by our office from the club leader. Please refer to your club leader for the deadline to pay your 2015-16 dues. This also applies to returning adult leaders who register as volunteers.

2015-16 Membership Dues: In 2014-15, dues for members, including Cloverbuds, are \$15.00 per member.* This covers accident insurance, state dues and county dues. Even though members are enrolled online, individual payment for 4-H enrollment is still paid to the individual 4-H Club.

2015-16 Leader Dues: The annual dues for enrolled 4-H adult volunteer leaders is \$5.00 per leader. This covers annual accident insurance and background checks runs on each volunteer every four years.

- **Returning Adult Leaders** – Some clubs choose to pay the Leader Dues for their adult volunteers, while other clubs ask that the volunteer pays the \$5 dues. Please check with your club organizational leader(s) to find out what is your club's policy and what the deadline is for paying dues.
- **New Adult Leaders** – All new adult volunteers, before beginning their 4-H leader role, must enroll through 4HOnline, complete the New Volunteer Orientation process (includes online and face-to-face training), and pay the \$5 leader dues. These leader dues need to be pay at the time of the face-to-face New Volunteer training. Adults interested in becoming 4-H adult volunteer leaders will have several opportunities to attend the required face-to-face New Volunteer Orientation throughout the winter months. The first New Volunteer Orientation opportunity will be offered: **Wednesday, November 18th, 7:00-9:00pm, Green County Justice Center, Room #1**

PROJECT LITERATURE for 4-H MEMBER & LEADERS

4-H Project Literature is designed to be a resource for both members and leaders, and is available for many, but not all project areas. Most of the project literatures includes hands-on activities to help youth learn project related skills and knowledge, along with general life skills.

Options for Getting Project Literature – 2015-2016

- **Club Project Literature Library Kits** - Each 4-H Clubs has a project literature library kit. Clubs are responsible for having their own process to check out specific 4-H literature resources for a limited time.
- **Purchasing Literature** - Families may purchase project literature directly through the 4-H Cooperative Curriculum System (4-H CCS) catalog and/or the National 4-H Supply Service (www.4-hmall.org) if they would like to have their own copy.
- **FREE Literature: While Supplies Last** – The Green County UW-Extension Office will be giving away excess inventory of Project Literature, while supplies last. This free literature will be available at 4-H Adult Leader meetings (Oct., Nov., & Dec.), as well as during normal UW-Extension Office hours (8am-4:30pm, one-day advanced notice required.)

If you have any questions regarding 4-H literature, please contact your organizational leader or the UWEX Office at 328-9440.

If you have additional questions about 4-H Enrollment, Contact your 4-H Club Organizational Leader(s) or the UW-Extension office at 328-9440.

Enrolling in 4HOnline as a NEW family

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

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

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

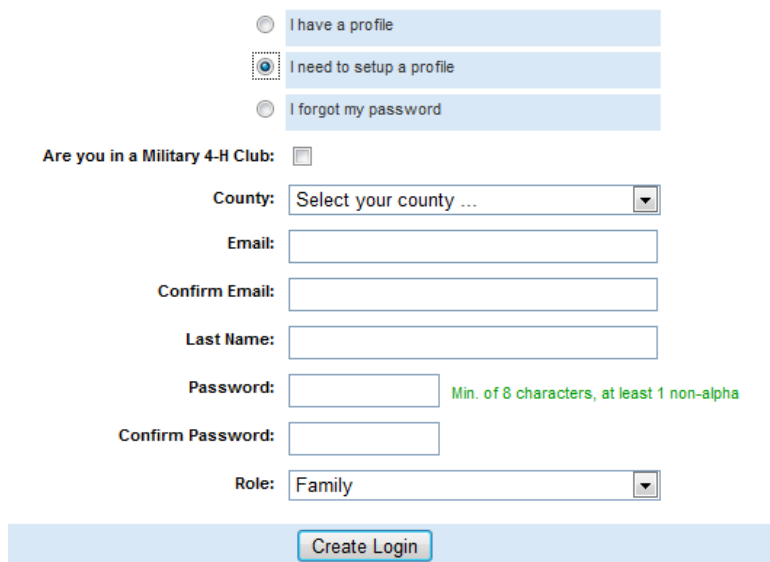
Go to <http://wi.4honline.com> (notice there’s no “www” in that address). After carefully reading the instructions at the top of the page, you are ready to begin entering your family information.

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

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

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

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



The screenshot shows the enrollment form with the following elements:

- Three radio button options: "I have a profile", "I need to setup a profile" (selected), and "I forgot my password".
- A checkbox for "Are you in a Military 4-H Club:" which is unchecked.
- A "County:" dropdown menu with the text "Select your county ...".
- An "Email:" text input field.
- A "Confirm Email:" text input field.
- A "Last Name:" text input field.
- A "Password:" text input field with a green note: "Min. of 8 characters, at least 1 non-alpha".
- A "Confirm Password:" text input field.
- A "Role:" dropdown menu with "Family" selected.
- A blue "Create Login" button at the bottom.

Family Information Page

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

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

Family Information

Profile Information

Email joe@gmail.com

Last Name

Mailing Address

City

State

Zip Code 12345

Primary Phone 555-555-1234

Correspondence Preference

4-H County

Update member records with the same address

Password Management

Current Password:

New Password:

Confirm New Password:

Member List Page

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

Smith Family [Edit Family](#)

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

Add A New Family Member

select a member type...
select a member type...
 Adult
 Youth

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

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

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

Youth Personal Information Page

Fill in all information for this member correctly and completely.

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

Youth Personal Information

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

Profile Information

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

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

Additional Information Page

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

Complete the five following authorizations:

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

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

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

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

On the Clubs tab:

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

Additional Information

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

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

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

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

1. Assumption of Risks

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

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

2. Hold Harmless, Indemnity and Release

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

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Clubs Projects Groups

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

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

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

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

Add a Club

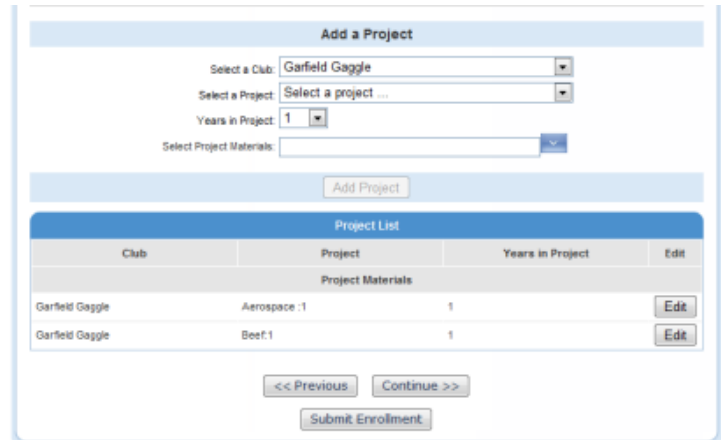
Select a Club:

| Primary | Club | Edit |
|----------------------------------|-----------------|---------------------------------------|
| <input checked="" type="radio"/> | Garfield Gaggle | <input type="button" value="Delete"/> |

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On the Projects tab:

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



| Club | Project | Years in Project | Edit |
|-----------------|--------------|------------------|------|
| Garfield Gaggle | Aerospace :1 | 1 | Edit |
| Garfield Gaggle | Beef:1 | 1 | Edit |

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

Entering Additional Youth or Adult Leaders in Your Family

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

Enrollment Approval

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

Use 4HOnline Throughout the Year

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

4HONLINE

Re-Enroll Members/Leaders

OVERVIEW

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

GETTING STARTED

To get started with the re-enrollment process, log into 4HOnline with your family email and password. *Do NOT simply create a new family profile, if you are a returning family.

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

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

RE-ENROLL

At the bottom of the next screen, click on the button for **Enroll for 201-2016**.

You will now see the Personal Information that you entered when you first enrolled. Look over the information and make any corrections. When you are done, click on **Continue**.

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

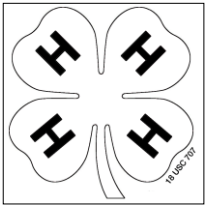
The Health Form for members is optional at enrollment, but you could be asked to complete it in the future if you attend any events that require one. Click **Continue** when done.

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

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

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

2015-16 Green County 4-H Project Selection



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

The projects and curriculum listed in this guide are all offered in Green County.

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

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

How to Select 4-H Projects

4-H members . . . First, make a list of the things you like to do or want to learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are interested in that you don't even realize were a project opportunity in 4-H.

Then compare your list with the projects described in this guide. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.

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

4-H leaders . . . If you're a 4-H adult leader, please make certain that you enroll as a leader in the projects that you are interest in supporting (i.e. "Dairy:Ldr", "Ceramics: Ldr") and not in the projects themselves.

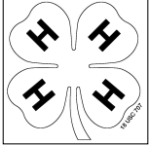


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YOUTH LEADERSHIP

YOUTH LEADERSHIP (Exhibits in Dept. 33)

Examples of what you can do in this project:

- Grades 3-5
 - Assess your leadership skills
 - Practice effective communication skills
 - Set goals and resolve conflict
 - Plan a group event
- Grades 6-8
 - Explore how leaders are different
 - Develop a multi-media presentation
 - Set and achieve team goals
 - Practice teamwork
- Grades 9-13
 - Build trust in a group
 - Assess you own strengths and weaknesses
 - Write vision and mission statements
 - Contribute to a group project

YOUTH LEADERSHIP – JUNIOR LEADERS GROUP

- Join county Junior Leaders group at grade 6 & up
- Meetings are held the third Monday of the month (except in July & December) at 7:00 pm at the Justice Center. Learn leadership skills, participate in fun outings, serve in 4-H Dairy Bar at the Fair, and earn trips and awards! Be a voice in Green County's 4-H program by becoming involved!

YOUTH LEADERSHIP – LEADER



YOUNGER MEMBERS

EXPLORING (Exhibits in Dept. 17B)

What you can do in this project:

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

Grades: 3-4 ONLY

EXPLORING - YOUTH LEADER

EXPLORING - LEADER

CLOVERBUDS (Exhibits in Dept. 17A)

What you can do in this project:

- Learn about your 4-H club or group
- Begin developing different life skills
- Explore your community
- Discover areas of project interest

Grades: Kindergarten – 2nd Grade ONLY

CLOVERBUDS - YOUTH LEADER

CLOVERBUDS - LEADER



SERVICE LEARNING & CITIZENSHIP

SERVICE LEARNING (Exhibits in Dept. 33)

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: 5-13

SERVICE LEARNING - YOUTH LEADER

SERVICE LEARNING - LEADER

CITIZENSHIP (Exhibits in Dept. 33)

What you can do in this project:

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

Grades: 3-13

CITIZENSHIP - YOUTH LEADER

CITIZENSHIP – LEADER



SELF-DETERMINED

SELF-DETERMINED (Exhibits in Dept. 33)

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

SELF-DETERMINED - YOUTH LEADER

SELF-DETERMINED - LEADER



ANIMAL SCIENCES

BEEF (Exhibits in Dept. 2)

What you can do in this project:

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

Grades: 3-13

Beef Exhibitors will be required to pay a per head bedding fee at the Green County Fair. More information will be available in the summer.

BEEF - YOUTH LEADER

BEEF - LEADER

DAIRY/MEAT GOATS (Exhibits in Dept. 5)

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
- Identify goat breeds and parts
- Develop a budget

Grades: 3-13

DAIRY/MEAT GOATS - YOUTH LEADER

DAIRY/MEAT GOATS – LEADER

DAIRY (Exhibits in Dept. 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

Grades: 3-13

DAIRY - YOUTH LEADER

DAIRY - LEADER

HORSES (Exhibits in Dept. 6)

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: 3-13

Please note: This project **MAY** require payment of an additional project fee (Approx. \$25.00) at the Mandatory meeting in February – watch 4-H newsletter for more info!

HORSE/HORSELESS HORSE – YOUTH LEADER **HORSE/HORSELESS HORSE - LEADER**

HORSELESS HORSE (Exhibits in Dept. 6)

(Horseless horse fair entries are displayed in Dept. 10 at fair.)

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
- **Members cannot be in both the horse and horseless horse projects.**

Grades: 3-13

CLOTHES HORSE (Exhibits in Dept. 26)

Note: This is a pre-fair judged project area.

What you can do in this project:

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

Grades: 3-13

CLOTHES HORSE - YOUTH LEADER **CLOTHES HORSE - LEADER**

SWINE (Exhibits in Dept. 3)

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: 3-13

SWINE - YOUTH LEADER **SWINE - LEADER**

POULTRY (Exhibit in Dept 7)

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: 3-13

POULTRY - YOUTH LEADER **POULTRY - LEADER**

SHEEP (Exhibits in Dept. 4)

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: 3-13

SHEEP - YOUTH LEADER **SHEEP - LEADER**

CATS (Exhibits in Dept. 13)

What you can do in this project:

- Learn how to 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: 3-13

CATS - YOUTH LEADER **CATS - LEADER**

DOGS (Exhibits in Dept. 9)

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: 3-13

Please note: This project requires payment of an additional project fee (Approx. \$10.00) – watch the 4-H newsletter for more info!

DOGS - YOUTH LEADER **DOGS - LEADER**

Isn't it time to be a 4-H Leader? All you need is the desire to help youth.
Previous 4-H experience is not necessary.

RABBITS (Exhibits in Dept. 8)

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: 3-13

RABBITS - YOUTH LEADER

RABBITS - LEADER

VETERINARY SCIENCE (Exhibits in Dept. 10)

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: 3-13

VETERINARY SCIENCE - YOUTH LEADER

VETERINARY SCIENCE - LEADER

PETS (Exhibits in Dept. 10)

What you can do in this project:

- This project replaces the Cavy and Hamster 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: 3-13

PETS - YOUTH LEADER

PETS - LEADER

VIDEOGRAPHY (Exhibits in Dept. 20)

What you can do in this project:

- Learn storytelling, editing and lighting
- Experiment with camera handling and editing
- Learn to plan a project with use of sound and titles
- Show and review your production

Grades: 6-13

VIDEOGRAPHY LEADER

COMMUNICATIONS

What you can do in this project:

- **DEMONSTRATIONS** Project (*Exhibits Dept. 31*)
- **CREATIVE WRITING** Project (*Exhibits in Dept. 33*)
- **MUSIC and DRAMA** Projects (*Exhibits in Dept. 18*)
- Engage in non-verbal, verbal and written activities
- Strengthen your personal communication skills
- Encrypt codes, write songs and give directions

Grades: 3-13

COMMUNICATIONS - LEADER

ARTS/CRAFTS (Exhibits in Dept. 18)

What you can do in this project

- Metal enameling, Scrapbooking
- Stenciling, Stitchery, Block Printing, etc.
- Explore sculpting and constructing with fibers
- Paint and print using different materials

Grades: 3-13

ARTS/CRAFTS - YOUTH LEADER

ARTS/CRAFTS - LEADER

CERAMICS (Exhibits in Dept. 18)

Grades 3-13

CERAMICS - YOUTH LEADER

CERAMICS - LEADER

LEATHERCRAFT (Exhibits in Dept. 18)

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: 3-13

LEATHERCRAFT - YOUTH LEADER

LEATHERCRAFT - LEADER



ARTS & COMMUNICATION

(Includes Visual Arts, Performing Arts, and Communication Arts)

PHOTOGRAPHY (Exhibits in Dept. 20)

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: 3-13

PHOTOGRAPHY - YOUTH LEADER

PHOTOGRAPHY - LEADER

DRAWING & PAINTING (Exhibits Dept. 18)

What you can do in this project:

- Learn to draw with pencil, chalk, crayon, etc.
- Learn to blend and shade
- Make surface rubbings
- Paint with watercolor
- Paint with oil and acrylics
- Mix colors, mat and frame your artwork

Grades: 3-13

DRAWING & PAINTING - YOUTH LEADER

DRAWING & PAINTING - LEADER

THEATRE ARTS (Exhibits in Dept. 18)

This Project is Pre-Fair Judged

What you can do in this project:

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

Grades: 3-13

THEATRE ARTS - YOUTH LEADER

THEATRE ARTS - LEADER

COMPUTERS (Exhibits in Dept. 21)

What you can do in this project:

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

Grades: 3-13

COMPUTERS - YOUTH LEADER

COMPUTERS - LEADER



FAMILY, HOME & HEALTH

INTERGENERATIONAL PROGRAMS (Exhibits in Dept. 33)

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: 5-13

INTERGENERATIONAL - YOUTH LEADER

INTERGENERATIONAL - LEADER

CHILD DEVELOPMENT (Exhibits in Dept. 29)

This is a Pre-Fair Judged Project

What you can do in this project:

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

Grades: 3-13

CHILD DEVELOPMENT - YOUTH LEADER

CHILD DEVELOPMENT - LEADER

CLOTHING (Exhibits in Dept. 26)

This is a Pre-Fair Judged Project: Both Style Revue and Clothing Construction are included in this project area.

What you can do in this project:

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

Grades: 3-13

CLOTHING - YOUTH LEADER

CLOTHING - LEADER

CROCHETING (Exhibits in Dept. 27)

This is a Pre-Fair Judged Project Area.

What you can do in this project:

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

Grades: 3-13

CROCHETING - YOUTH LEADER

CROCHETING - LEADER

FOODS & NUTRITION (Exhibits in Dept. 25)

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: 3-13

FOODS & NUTRITION - YOUTH LEADER

FOODS & NUTRITION - LEADER

FOODS PRESERVATION (Exhibits in Dept. 25)

What you can do in this project:

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

Grades: 6-13

FOODS PRESERVATION - YOUTH LEADER

FOODS PRESERVATION - LEADER

ENTREPRENEURSHIP (Exhibit in Dept. 33)

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: 7-13

ENTREPRENEURSHIP - YOUTH LEADER

ENTREPRENEURSHIP - LEADER

HOME ENVIRONMENT (Exhibits in Dept. 28)

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: 3-13

HOME ENVIRONMENT - YOUTH LEADER

HOME ENVIRONMENT - LEADER

KNITTING (Exhibits in Dept. 27)

This is a Pre-Fair Judged Project Area

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: 3-13

KNITTING - YOUTH LEADER/LEADER

KNITTING - LEADER

CONSUMER SAVVY (Exhibits in Dept. 33)

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: 3-13

CONSUMER SAVVY - YOUTH LEADER

CONSUMER SAVVY - LEADER

HEALTH (Exhibit in Dept. 34)

This is a Pre-Fair Judged Project Area

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: 3-13

HEALTH - YOUTH LEADER

HEALTH - LEADER



MECHANICAL SCIENCES

AEROSPACE (Exhibits in Dept. 24)

What can I do in this project:

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

Grades: 3-13

AEROSPACE - YOUTH LEADER

AEROSPACE - LEADER

BICYCLING (Exhibits in Dept. 24)

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: 3-13

BICYCLING - YOUTH LEADER

BICYCLING - LEADER

ELECTRICITY (Exhibits in Dept. 23)

What you can do in this project:

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

Grades: 3-13

ELECTRICITY - YOUTH LEADER

ELECTRICITY - LEADER

GEOSPATIAL (Exhibits in Dept. 24)

What you can do in this project:

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

Grades: 4-13

GEOSPATIAL - YOUTH LEADER

GEOSPATIAL - LEADER

ROBOTICS (Exhibits in Dept. 24)

What you can do in this project:

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

Grades: 4-13

ROBOTICS - YOUTH LEADER

ROBOTICS – LEADER

SMALL ENGINES (Exhibits in Dept. 24)

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: 3-13

SMALL ENGINES - YOUTH LEADER

SMALL ENGINES - LEADER

SCALE MODELS (Exhibits in Dept. 24)

What you can do in this project:

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

Grades: 3-13

SCALE MODELS - YOUTH LEADER

SCALE MODELS - LEADER

TRACTORS (Exhibits in Dept. 24)

What you can do in this project:

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

Grades: 3-13

TRACTORS - YOUTH LEADER

TRACTORS - LEADER

WOODWORKING (Exhibits in Dept. 22)

What you can do in this project:

- Learn safety practices when working with wood and tools
- Use various hand tools: hammer, handsaw
- Identify types of nails and wood
- Sand and paint a piece of wood

Grades: 3-13

WOODWORKING - YOUTH LEADER

WOODWORKING - LEADER



NATURAL RESOURCES & ENVIRONMENTAL EDUCATION

EXPLORING YOUR ENVIRONMENT (Exhibits in Dept. 16)

What you can do in this project:

- Explore the four elements of life- sun, air, water & soil
- Includes the project areas of: Adventures
- Birds, Insects, Tress, Wildflowers, Wildlife,
- Geology, Weather, Water and Recycling

Grades: 3-13

EXPLORING YOUR ENVIRONMENT - YOUTH LEADER

EXPLORING YOUR ENVIRONMENT - LEADER

FORESTRY (Exhibits in Dept. 16)

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: 3-13

FORESTRY - YOUTH LEADER

FORESTRY - LEADER

ENTOMOLOGY (Exhibits in Dept. 16)

What you can do in this project:

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

Grades: 3-13

ENTOMOLOGY - YOUTH LEADER

ENTOMOLOGY - LEADER

Resource: 06856, *Entomology Group Helper's Guide*

REMEMBER:
**You must sign up for a Project area in order to
 be eligible to exhibit in that Project/Department
 at the COUNTY FAIR!**

SHOOTING SPORTS

*****PLEASE NOTE:** Members and leaders must enroll in **EACH** discipline they plan on participating in.

Resource: 4H428, 4-H Shooting Sports Program

ARCHERY (Exhibits in Dept. 16)

What you can do in this project:

- Workshops will begin in the spring
- Learn the fundamentals of archery marksmanship
- Learn rules and safety guidelines
- Shoot with sights and different bows
- Hunter Safety Certification is **NOT NEEDED** for this project.

Grades: 3-13

ARCHERY - YOUTH LEADER

ARCHERY - LEADER

AIR PISTOL (Exhibits in Dept. 16)

What you can do in this project:

- Learn basic safety rules and guidelines
- Learn marksmanship and shooting procedures
- Youth must have participated in the Air Rifle Discipline or any powder burning discipline prior to moving to Air Pistol.
- Youth must have participated in the Air Pistol discipline prior to moving to .22 pistol. We will allow for both Air & .22 pistol to be taken in the same year.
- Hunter Safety Certification is **NOT NEEDED** for this project.

Grades: 4-13

AIR PISTOL - YOUTH LEADER

AIR PISTOL - LEADER

.22 RIFLE (Exhibits in Dept. 16)

What you can do in this project:

- Introduction to **.22 rifle**
- Learn to sight your rifle and how to score targets
- Learn various shooting positions
- Learn safety policies and procedures
- Hunter Safety Certification is **REQUIRED** for .22 Rifle

Grades: 6-13

.22 RIFLE - YOUTH LEADER

.22 RIFLE - LEADER

HUNTING (Exhibits in Dept. 16)

What you can do in this project:

- Learn the history, philosophy and laws of hunting
- Learn to plan and equip yourself for a hunt
- Youth must have completed a Hunter Safety Course

Grades: 6-13

HUNTING – LEADER

SHOTGUN (Exhibits in Dept. 16)

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
- Youth must have completed a Hunter Safety Course prior to the start of workshops to participate.
- Hunter Safety Certification is **REQUIRED** for Shotgun.

Grades: 6-13

SHOTGUN - YOUTH LEADER

SHOTGUN - LEADER

MUZZLE LOADING (Exhibits in Dept. 16)

What you can do in this project:

- Learn about muzzleloading history
- Learn about different guns and accessories
- Learn how to clean a muzzleloader
- Learn safety issues
- Hunter Safety Certification is **REQUIRED** prior to the start of workshops to participate.

Grades: 6-13

MUZZLELOADING - YOUTH LEADER

MUZZLELOADING - LEADER

AIR RIFLE (Exhibits in Dept. 16)

What you can do in this project:

- Introduction to **air rifle**
- Learn to sight your rifle and how to score targets
- Learn various shooting positions
- Learn safety policies and procedures
- Hunter Safety Certification is **NOT NEEDED** for this project.

Grades: 3-13

AIR RIFLE - YOUTH LEADER

AIR RIFLE - LEADER

.22 PISTOL (Exhibits in Dept. 16)

What you can do in this project:

- Learn basic safety rules and guidelines
- Learn marksmanship and shooting procedures
- Hunter Safety Certification is **REQUIRED** for .22 pistol.
- Youth must have participated in the Air Pistol Discipline or any powder burning discipline prior to moving to Pistol. We will allow for both Air & .22 pistol to be taken in the same year.

Grades: 6-13

.22 PISTOL - YOUTH LEADER

.22 PISTOL - LEADER

SPORT FISHING (Exhibits in Dept. 16)

What you can do in this project:

- Identify types of tackle/bait & fish
- Learn to take proper care of your catch

Grades: 3-13

SPORT FISHING - YOUTH LEADER

SPORT FISHING - LEADER



PLANT & SOIL SCIENCES

CROPS

CORN (Exhibits in Dept. 14)

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: 3-13

FORAGE (Exhibits in Dept. 14)

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: 3-13

SMALL GRAINS (Exhibits in Dept. 14)

What you can do in this project:

- Learn about wheat, oats, barley & soybeans
- Explore growing conditions and nutrients
- Learn integrated pest management practices
- Learn to compare production costs and marketing

Grades: 3-13

CROPS - YOUTH LEADER

CROPS - LEADER

FRUITS (Exhibits in Dept. 14)

What you can do in this project:

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

Grades: 3-13

FRUITS - YOUTH LEADER

FRUITS - LEADER

VEGETABLES (Exhibits in Dept. 14)

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: 3-13

VEGETABLES - YOUTH LEADER

VEGETABLES - LEADER

HOUSE PLANTS (Exhibits in Dept. 15)

What you can do in this project:

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

Grades: 3-13

HOUSE PLANTS - YOUTH LEADER

HOUSE PLANTS - LEADER

FLOWERS (Exhibits in Dept. 15)

What you can do in this project:

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

Grades: 3-13

FLOWERS - YOUTH LEADER

FLOWERS - LEADER

HOME GROUNDS (Exhibits in Dept. 15)

What you can do in this project:

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

Grades: 3-13

HOME GROUNDS - YOUTH LEADER

HOME GROUNDS - LEADER

INTERNATIONAL PROGRAMS



INTERNATIONAL (Exhibits in Dept. 33)

What you can do in this project:

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

Grades: 3-13

Resource: 4H812, *And My World*

INTERNATIONAL LEADER