Green County 4-H

2014-2015
4-H PROJECT SELECTION GUIDE

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Re-Enrollment Instructions for the 2014-2015 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 2014-15 dues. This also applies to adult leaders who register as volunteers.

PROCEDURES FOR ALL LEADERS AND MEMBERS RECEIVING PROJECT LITERATURE!
4-H Clubs have a project literature library kit. Each club will designate a process to check out specific resources. Families may want to order additional project literature directly through the 4-H Cooperative Curriculum System (4-H CCS) catalog and/or the National 4-H Supply Service Source Book if they would like to have their own copy. If you have any questions regarding 4-H literature, please contact your general leader or the UWEX Office at 328-9440.

2014-15 Membership Dues: In 2014-15, dues for members, including Cloverbuds, are $15.00 per member.* This covers 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.

Leaders who have been through a New Volunteer Orientation session pay $5.00. Clubs may choose to pay this for their leaders. New Adult Leaders must attend a New Volunteer Orientation training session before gaining membership for a club.

- **Dues increase was approved at the June 2013 Green County 4-H Adult Leaders meeting.**
- **If you have additional questions about 4-H Enrollment, Contact your club general leader or the UWEX 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"
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.

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”.

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

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.
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.

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.
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.

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

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

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

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.
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 good at that you don’t even realize you do well.

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.

Your club organizational leader or enrollment coordinator will give you a form when you're ready to sign up for projects.

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, some project listings are just for you. For example, you can be a leader for all of the Shooting Sports project units or just 1 discipline, such as Archery. You’ll need to make more than one entry if you’re a leader or member for more than one project unit.
## Youth Leadership

### Younger Members –
- Cloverbuds- Grade K-2
- Exploring -Grades 3-4

### Service Learning & Citizenship

### Self-Determined

## Animal Sciences

- Beef
- Cats
- Dairy
- Dogs
- Goats (Dairy & Meat)
- Horses (Includes Horseless Horse & Clothes Horse)
- Pets
- Poultry (includes Domestic Waterfowl)
- Sheep
- Swine
- Veterinary Science

## Arts & Communication

- Communications (includes demonstrations, creative writing, music, & drama)
- Arts & Crafts
- Ceramics
- Drawing & Painting
- Leathercraft
- Photography
- Videography
- Theatre Arts

## Family, Home & Health

- Child Development
- Clothing
- Computers
- Consumer Savvy
- Crocheting
- Entrepreneurship
- Foods & Nutrition
- Foods Preservation
- Health
- Home Environment
- Knitting

## Mechanical Sciences
- Aerospace
- Bicycling
- Electricity
- Geospatial
- Robotics
- Scale Models
- Small Engines
- Tractors
- Woodworking

## Natural Resources & Environmental Education

- Adventures
- Bicycling
- Birds
- Canoeing
- Entomology (Insects/Butterfly)
- Exploring Your Environment
- Fishing
- Forestry
- Recycling
- Shooting Sports
- Water
- Wildflowers
- Winter Travel

## Plant & Soil Sciences

- Crops (Corn, Forages, Small Grains)
- Flowers
- Fruits
- Home Grounds
- House Plants
- Vegetables

## International Programs

### 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
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
Webpage: 4h.uwex.edu/onlinpro/cloverbuds.cfm

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
Webpage: 4h.uwex.edu/onlinpro/exploring.cfm

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
Webpage: 4h.uwex.edu/onlinpro/cloverbuds.cfm

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 (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
Webpage: 4h.uwex.edu/onlinpro/selfdetermined.cfm

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
Webpage: 4h.uwex.edu/onlinpro/beef.cfm

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
Webpage: 4h.uwex.edu/onlinpro/goats.cfm

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
Webpage: 4h.uwex.edu/onlinpro/dairy.cfm
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
Webpage: 4h.uwex.edu/onlinpro/horses.cfm

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
Webpage: 4h.uwex.edu/onlinpro/horses.cfm

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
Webpage: 4h.uwex.edu/onlinpro/swine.cfm

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
Webpage: 4h.uwex.edu/onlinpro/poultry.cfm

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
Webpage: 4h.uwex.edu/onlinpro/sheep.cfm

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
Webpage: 4h.uwex.edu/onlinpro/cats.cfm

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
Webpage: 4h.uwex.edu/onlinpro/dogs.cfm

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**
**Webpage:** [4h.uwex.edu/onlinpro/rabbits.cfm](http://4h.uwex.edu/onlinpro/rabbits.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/vetscience.cfm](http://4h.uwex.edu/onlinpro/vetscience.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/pets.cfm](http://4h.uwex.edu/onlinpro/pets.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/photography.cfm](http://4h.uwex.edu/onlinpro/photography.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/photography.cfm](http://4h.uwex.edu/onlinpro/photography.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/communications.cfm](http://4h.uwex.edu/onlinpro/communications.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/artsandcrafts.cfm](http://4h.uwex.edu/onlinpro/artsandcrafts.cfm)

### CERAMICS (Exhibits in Dept. 18)

**Grades:** 3-13

**CERAMICS - YOUTH LEADER**
**CERAMICS - LEADER**
**Webpage:** [4h.uwex.edu/onlinpro/ceramics.cfm](http://4h.uwex.edu/onlinpro/ceramics.cfm)

### 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**
**Webpage:** [4h.uwex.edu/onlinpro/leathercraft.cfm](http://4h.uwex.edu/onlinpro/leathercraft.cfm)
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
Webpage: 4h.uwex.edu/onlinpro/drawing.cfm

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
Webpage: 4h.uwex.edu/onlinpro/theatre.cfm

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
Webpage: 4h.uwex.edu/onlinpro/computer.cfm

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
Webpage: 4h.uwex.edu/onlinpro/intergenerational.cfm

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
Webpage: 4h.uwex.edu/onlinpro/childdev.cfm

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
Webpage: 4h.uwex.edu/onlinpro/clothing.cfm

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
Webpage: 4h.uwex.edu/onlinpro/crocheting.cfm

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
Webpage: 4h.uwex.edu/onlinpro/foodsnutrition.cfm
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
Webpage: 4h.uwex.edu/onlinpro/foodsnutrition.cfm

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
Webpage: 4h.uwex.edu/onlinpro/homeenv.cfm

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
Webpage: 4h.uwex.edu/onlinpro/knitting.cfm

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
Webpage: 4h.uwex.edu/onlinpro/electricity.cfm

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
Webpage: 4h.uwex.edu/onlinpro/consumersavvy.cfm

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
Webpage: 4h.uwex.edu/onlinpro/bicycling.cfm

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
Webpage: 4h.uwex.edu/onlinpro/health.cfm

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
Webpage: 4h.uwex.edu/onlinpro/aerospace.cfm

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
Webpage: 4h.uwex.edu/onlinpro/geospatial.cfm
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
Webpage: 4h.uwex.edu/onlinpro/engine.cfm

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
Webpage: 4h.uwex.edu/onlinpro/scalemodels.cfm

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
Webpage: 4h.uwex.edu/onlinpro/tractors.cfm

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
Webpage: 4h.uwex.edu/onlinpro/wood.cfm

WATER (Exhibits in Dept. 24)
What you can do in this project:
- Learn how to obtain and process water
- Learn how to filter and purify water

Grades: 3-13
WATER - YOUTH LEADER
WATER - LEADER
Webpage: 4h.uwex.edu/onlinpro/water.cfm

REMEMBER:
The projects you sign up for are the ONLY projects you can ENTER in the FAIR!
### SHOOTING SPORTS

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

### SHOOTING SPORTS - YOUTH LEADER

| Resource: 4H428, 4-H Shooting Sports Program | Webpage: [4h.uwex.edu/onlinpro/shooting/index.cfm](4h.uwex.edu/onlinpro/shooting/index.cfm) |

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### SHOOTING SPORTS - LEADER

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### 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

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### 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

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### .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

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### 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 - YOUTH LEADER

### HUNTING - LEADER

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### 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

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### 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

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### 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

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### .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

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### 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

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### Webpage: [4h.uwex.edu/onlinpro/shooting/index.cfm](4h.uwex.edu/onlinpro/shooting/index.cfm)
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
Webpage: 4h.uwex.edu/onlinpro/corn.cfm

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
Webpage: 4h.uwex.edu/onlinpro/forage.cfm

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
Webpage: 4h.uwex.edu/onlinpro/smallgrains.cfm

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
Webpage: 4h.uwex.edu/onlinpro/fruits.cfm

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

WEBPAGE: 4h.uwex.edu/onlinpro/vegetables.cfm

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

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

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

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
Webpage: 4h.uwex.edu/onlinpro/international.cfm