









Vegetables, Leader   
Vegetables, Youth Leader  
Vegetables, Member  




In this project you will explore basic gardening practices, getting to know your soil, planning, preparing, planting, and caring for your garden. Explore harvesting and marketing methods. Study how to raise vegetables organically.

House Plants, Leader   
House Plants, Youth Leader  
House Plants, Member  



Grow foliage and flowering plants, propagate them from leaf and stem cuttings, fertilize and water plants and recognize and control insects and diseases. You can grow plants from bulbs and construct a dish garden or terrarium.

Plant Crafts, Leader   
Plant Crafts, Youth Leader  
Plant Crafts, Member 

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



Flowers, Leader   
Flowers, Youth Leader  
Flowers, Member  

Grow annual and perennial flowers. Start annuals indoors and make flower and bouquet arrangements.



Home Grounds, Leader   
Home Grounds, Youth Leader  
Home Grounds, Member 

This project explores landscape planning, putting the plan on paper, selecting, placing, and planting trees and shrubs, and maintenance of home grounds.




## STEM (Science, Technology, Engineering & Math)

Aerospace, Leader   
Aerospace, Youth Leader  
Aerospace, Member 

This project teaches about rocketry, model airplanes, kites, and all types of aircraft. Learn about why rockets fly, the effects of gravity, and life in space.

Geospatial, Leader   
Geospatial, Youth Leader  
Geospatial, Member 

Discover new ways of thinking about geographic positions, navigational tools (like GIS, GPS, compasses, maps, and globes), identify locations, measuring distances and more.

Robotics, Leader   
Robotics, Youth Leader  
Robotics, Member  

Explore programming concepts using RoboLab language, what a robot is, how to build one, and how to program a robot using sensors.

## International Programs

International, Leader  
International, Youth Leader  
International, Member

In this project you'll explore the world around you with maps, track weather in various parts of the world, make your family tree by talking with relatives, and explore where your ancestors came from.

## 4-H Project Literature

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All library materials can be checked out for two weeks at a time. Many of the 4-H literature materials are copyright protected. Leaders or members can purchase copies of any 4-H materials. Check with your Extension Office about how you can order materials for you or your family.

 Denotes that 4-H literature is available for loan to all project members and leaders through the 4-H Library and local public libraries.

 Denotes that the project has countywide project leadership and meetings.

# Calumet County



**UW**  
**Extension**  
University of Wisconsin-Extension

## 4-H Project Guide 2017

## FAMILY GUIDE FOR ENROLLMENT

The following are some general notes about the 4-H enrollment for your club. If you have any questions, contact the Enrollment Manager in your club or the county UW-Extension Office.

1. If your club charges member dues, you may be required to pay these dues before your enrollment can be approved and activated. Ask a leader for details.
2. Children in **five-year-old** kindergarten through second grade can only enroll in the Cloverbud project. Youth may enroll in 4-H for one year after their graduation from high school.
3. **Parents**, please help your child make wise decisions about the number of projects they can handle for the year. One of the main life skills taught through 4-H is being able to make wise choices and decisions. Choosing projects is one place where you, primarily, and the child's leaders will be helpful in guiding the member.

It is suggested that members limit the number of projects. The following are suggested guidelines for grade levels:

3 <sup>rd</sup> to 5 <sup>th</sup> grade	up to 3 projects
6 <sup>th</sup> to 8 <sup>th</sup> grade	up to 6 projects
9 <sup>th</sup> to 13 <sup>th</sup> grade	up to 9 projects



4. **Enrollment Deadlines:** The following county deadlines are when your family's enrollments need to be completed online.
  - a. **New members** can enroll at any time during the year, but **April 1** is the deadline for new enrollments in order to exhibit at the County Fair.
  - b. It is preferred that **re-enrollments** be completed by **November 1**; but they will be accepted through December 31. Failure to re-enroll by December 31 will result in not being able to enter projects in next summer's Junior Fair.
5. Members in grades 3-13, interested in Youth Leadership are encouraged to sign up for the Youth Leadership Project and/or as a youth leader in a specific project area.
6. Adults interested in volunteering as new leaders can indicate their interest by completing the 4-H Online leader enrollment form. New adult volunteers are not approved as 4-H leaders until they have attended a New Volunteer Orientation and completed the Youth Protection process which includes successfully passing a background check.

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## Natural Resources and Environmental Education


**Exploring Your Environment, Leader**   
**Exploring Your Environment, Youth Leader**  
**Exploring Your Environment, Member**   
 Explore the four elements of life—sun, air, water, and soil; wildlife habitats and tracking; groundwater; and pollution and how it works.



**Wildflowers, Leader**  
**Wildflowers, Youth Leader**  
**Wildflowers, Member**   
 Learn how to identify wildflowers, how to collect, label, and mount wildflowers. Discover how humans affect wildflowers and how they enrich our lives.



**Birds, Leader**  
**Birds, Youth Leader**  
**Birds, Member**   
 Learn how birds live, migrate, and defend their territory; how to build bird feeders and bluebird houses.












**Forestry, Leader**   
**Forestry, Youth Leader**  
**Forestry, Member**   
 Learn how to identify trees, how and where they grow, how to measure their heights, read a tree stump, study tree ailments and tree products, and make maple syrup.



**Adventures, Leader**   
**Adventures, Youth Leader**  
**Adventures, Member**   
 Learn how to camp safely in all weather conditions, investigate camping equipment and clothing, build a campfire and cook a meal outside, tie knots, practice first aid, use a map and compass, canoe safely explore aquatic environments, where to bicycle safely and conduct bike maintenance checks, and more.



**Winter Travel, Member**   
 Discover winter travel on cross-country skis and snowshoes, learn how to take care of equipment and clothing, and experience a winter overnight campout.



**Backpacking and Hiking, Leader**   
**Backpacking and Hiking, Youth Leader**  
**Backpacking and Hiking, Member**   
 Participants in this project will learn to organize and pack a backpack, use a compass and prepare for dangerous weather. They'll also plan a camping trip with "Leave No Trace" principles while hiking.

**Entomology Leader**   
**Entomology, Youth Leader**  
**Entomology**   
 Entomology is the study of insects, their behavior, and their life history. Discover the parts of an insect's body, collect insects, observe an insect, study insect control, and entomology careers.





**Shooting Sports, Leader**   
**Archery, Member**   **Youth Ldr.** **Leader**  
**Air Pistol, Member**  **Youth Ldr.** **Leader**  
**Air Rifle, Member**  **Youth Ldr.** **Leader**  
**Hunting, Member**  **Youth Ldr.** **Leader**  
**Muzzleloading, Member**  **Youth Ldr.** **Leader**  
**Rifle, Member**   **Youth Ldr.** **Leader**  
**Shotgun, Member**   **Youth Ldr.** **Leader**  
 Goals of the shooting sports program are to give youth thorough instruction in gun and other weapon safety, proper training in the use of firearms, create an appreciation of natural resources, and develop self-confidence and responsibility. Shooting Sports project leaders are required to be certified in the project. According to state policy, 4-H youth ages 8-11 cannot operate any powder-burning firearm.



**Recycling, Leader**   
**Recycling, Youth Leader**  
**Recycling, Member**   
 This project presents a series of fun recycling activities. Learn about solid waste and how it can be handled to reduce the negative impact on our environment.



**Water, Leader**   
**Water, Youth Leader**  
**Water, Member**   
 Become a water quality detective. I identify water conservation and pollution issues in your home, school, farm, or community. Select an issue to focus on and then develop and implement a service project or activity to help address the problem.


**Fishing, Leader**   
**Fishing, Youth Leader**  
**Fishing, Member**   
 Beginners will learn how to tie fishing knots, cast a fishing lure, rig and care for your tackle, locate fish, identify baits and fish, and identify parts of the fish. More advanced members will learn about rods and reels, cast a fly, cook a fish, make artificial flies, refurbish old fishing equipment, and learn about ethical angling.

## Plants & Soil Sciences



**Crops, Leader**   
**Crops, Youth Leader**  
**Corn, Member**   
**Forage, Member**   
**Small Grains, Member**   
**Soybeans, Member**  
**Weed Management, Member**  
 Learn about selection, germination, planting, nutrients, harvesting and storage of your crops. Learn about pests, such as insects and weeds, diseases and nutrient shortage. Explore growing conditions, production costs, and marketing strategies.

**Fruits, Leader**   
**Fruits, Youth Leader**  
**Fruits, Member**   
 Learn how to produce fruits, from apples to grapes, and select the best fruit cultivars for your home garden.



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**Food Preservation, Leader**   
**Food Preservation, Youth Leader**  
**Food Preservation, Member** 



This project focuses on making jam, freezing, canning, pickling, and drying foods. Learn how to preserve food safely and about proper storage requirements. Ask the 4-H Extension Office for literature pertaining to specific food preservation areas (i.e. pickles, fruits, vegetables).

**Personal Finance, Leader**   
**Personal Finance, Youth Leader**  
**Personal Finance, Member** 



Beginners will learn money management skills and how to live within a spending plan. Older members will learn about wants and needs, values, goal setting, communications, ways to use and save money, benefits and drawbacks of credit, advertising influences, consumer decision making, and how to select financial services.

**Entrepreneurship, Leader**   
**Entrepreneurship, Youth Leader**  
**Entrepreneurship, Member** 



Practice the skills needed to be an entrepreneur by exploring businesses, products, marketing and pricing. Create a business plan and start your own business

**Workforce Readiness, Leader**   
**Workforce Readiness, Youth Leader**  
**Workforce Readiness, Member** 



In this project, you'll explore what it takes to get your first job, discover how to access job possibilities in the community and recognize your learning styles and personal qualities.

**Home Environment, Leader**   
**Home Environment, Youth Leader**  
**Home Environment, Member** 



This project begins with an introduction to color, texture, and wood finishing and works up to elements of design called line, shape, and space. Make simple accessories and study furniture finishes while learning to make every project more attractive. Explore ways to hang accessories on the wall in creative ways and learn when and how to clean or restore furniture.

**Knitting, Leader**   
**Knitting, Youth Leader**  
**Knitting, Member** 

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.

**Consumer Savvy, Leader**   
**Consumer Savvy, Youth Leader**  
**Consumer Savvy, Member** 

Learn to understand your shopping style, learn the difference between needs and wants, and learn how to comparison shop. More advanced stages of this project will help you learn about your personal values and making choices based on them, internet shopping, your consumer rights and responsibilities.



**Health, Leader**   
**Health, Youth Leader**  
**Health, Member** 

Learn about your body and how to keep it healthy through diet, exercise, and healthy habits. More advanced years of this project focus on making decisions, relieving stress, and healthy relationships.



## Mechanical Sciences

**Bicycles-Engineering & Technology, Leader**   
**Bicycles-Engineering & Technology, Youth Leader**  
**Bicycles-Engineering & Technology, Member** 



Learn the essentials for getting started safely, road rules, selecting a bike that's right for you, bike maintenance, and planning for a pleasant ride.

**Electricity, Leader**   
**Electricity, Youth Leader**  
**Electricity, Member** 



In this project you will learn the fundamentals of electricity and explore the relationship between magnetism and electricity. Learn about current and voltage, conductors and circuits while you build a magnet, buzzer, or electric motor. Study home electrical systems and how to use them safely.

**Small Engines, Leader**   
**Small Engines, Youth Leader**  
**Small Engines, Member** 



This project covers small engine parts, principles of operation, carburetion, care and maintenance, trouble shooting, preparing an engine for storage, and small engine safety.

**Scale Models, Leader**   
**Scale Models, Youth Leader**  
**Scale Models, Member** 

Learn how to assemble and create scale models of trains, trucks, cars, ships, motorcycles, submarines, and tanks, including how to obtain materials you need, paint your model, put on decals, display your model, and judge it.

**Tractors, Leader**   
**Tractors, Youth Leader**  
**Tractors, Member** 


This project, which is recommended for youth grades 6 and over, covers the many parts of a tractor, from nuts and bolts to the instrument panel. Learn about tractor safety, engine oil, mixing fuel and air, how to give a tractor regular maintenance.

**Woodworking, Leader**   
**Woodworking, Youth Leader**  
**Woodworking, Member** 

This project is for youth of all levels of skill in woodworking. Learn about safety practices, how to identify different types of wood, how to use needed power tools safely.

# 2017 4-H PROJECT SELECTION GUIDE

## Youth Leadership


**Youth Leadership, Leader**  
**Youth Leadership, Youth Leader**  
**Youth Leadership, Member** 

This project will help you develop leadership skills by chairing committees, leading activities, helping adult leaders plan and lead a project, leading a project in which you have established skills, planning events of your choice.



## Exploring



**Exploring, Leader**  
**Exploring, Youth Leader**  
**Exploring, Member**  
This project is aimed primarily at youth in grade 3. Learn new things about yourself, your club, your community, and your world. Sample a variety of projects and activities offered in 4-H.

## Cloverbuds



**Cloverbud, Leader**   
**Cloverbuds, Youth Leader**  
**Cloverbud, Member**  
This educational program is for youth in kindergarten, first, and second grade. Check with your club whether Cloverbuds is offered and for what grades. Clubs may vary. Discover 4-H through experience in expressive arts, mechanical science, environmental education, personal growth, animal science, and many more. Cloverbuds are restricted from showing animals at 4-H shows including the fair, but may enter posters and other non-live exhibits.

## Service Learning & Citizenship

**Service Learning, Leader**   
**Service Learning, Youth Leader**  
**Service Learning, Member**   
Make the world a better place by giving back to your community in this new project. Identify community needs, plan a service project, and execute your ideas.




**Citizenship, Leader**   
**Citizenship, Youth Leader**  
**Citizenship, Member**   
Discover and discuss public issues and plan a project that will create, change or improve your community.



## Self-Determined




**Self-Determined, Leader**   
**Self-Determined, Youth Leader**  
**Self-Determined, Member** 




A self-determined project gives you the freedom to create your own project or expand a traditional one. Select your project, get approval from main leader, identify learning goals, outline your plan, identify resources, carry out, and evaluate your plan.




## Animal Sciences



**Beef, Leader**   
**Beef, Youth Leader**  
**Beef, Member**    
Learn how to select, feed, manage, breed, fit, show, evaluate, and market a beef animal. Age and experience of the member will determine the nature and scope of the project.

**Dairy Goat, Leader**   
**Dairy Goat, Youth Leader**  
**Dairy Goat, Member**   
Learn how to select, feed, manage, fit, show, and evaluate a dairy goat. Age and experience of the member will determine the nature of the project.

**Meat Goat, Leader**   
**Meat Goat, Youth Leader**  
**Meat Goat, Member**    
Learn how to select, feed, manage, breed, fit, show, and market a meat goat. Age and experience of the member will determine the nature and scope of the project.


**Dairy, Leader**   
**Dairy, Youth Leader**  
**Dairy, Member**    
Learn how to select, feed, manage, breed, fit, show, evaluate, and market a dairy animal. Activities include identifying dairy breeds, how to milk a cow, keeping a cow healthy and safe, exploring the needs of dairy animals, learning about dairy organizations, attending dairy farm tours, exploring dairy careers.

**Horse, Leader**   
**Horse, Youth Leader**  
**Horse, Member**    
This project is for regular, managerial, and model horse members. This project explores all aspects of the horse industry, management, breeding, hobby, and horse clothing.

**Horseless Horse, Leader**  
**Horseless Horse, Youth Leader**  
**Horseless Horse, Member**    
In this project you don't have to have a horse or pony of your own. You need a desire to learn about horses. Explore horse behavior, terms, breeds, identification, body parts, selection, grooming, saddling and bridling, safety and equipment, and much more.

**Clothes Horse, Leader** 


**Clothes Horse, Youth Leader**

**Clothes Horse, Member** 


Learn how to make your own riding apparel and horse equipment, develop sewing and other creative skills, and understand textile selection and care.

**Swine, Leader** 

**Swine, Youth Leader**


**Swine, Member**  

Learn how to select, feed, manage, breed, fit, show, evaluate, and market swine. Careers related to swine, disease control, judging, and more. Age and experience of the member will determine the nature of the project.

**Poultry, Leader** 

**Poultry, Youth Leader**

**Poultry, Member**  

**Market Poultry, Member** 

The poultry project will help members learn how to select, feed, manage, breed, fit, show, and market your bird. It includes ducks, geese, turkeys, chickens, bantams, and pigeons.

**Sheep, Leader** 

**Sheep, Youth Leader**

**Sheep, Member**  

Learn how to select, feed, manage, breed, fit, show, evaluate, and market sheep. Age and experience of the member will determine the nature of the project.

**Cat, Leader** 

**Cat, Youth Leader**

**Cat, Member** 

Learn how to select, feed, manage, fit, show, and evaluate a cat. Activities include cat breed identification, holding and grooming a cat, keeping a cat healthy, preparing for a litter of kittens, caring for an elderly cat, exploring careers related to cats, and much more.

**Dog, Leader** 

**Dog, Youth Leader**

**Dog, Member** 

Learn how to select, feed, manage, fit, train, show, and evaluate a dog. Activities include dog breed identification, selecting a pet dog, evaluating and solving a dog's behavior problems, teaching your dog commands, teaching your dog showmanship, socializing your dog, identifying reasons for neutering and spaying dogs, picking the best food for your dog, and more.

**Rabbit, Leader** 

**Rabbit, Youth Leader**

**Rabbit, Member**  

**Market Rabbits, Member** 

Learning activities include identifying rabbits breeds, learning how to handle and show a rabbit, learning rabbits genetics and breeding, conducting a rabbit skillathon, planning rabbit housing and care, planning and making a rabbit nest box, showing rabbits, and exploring careers related to rabbits, and more.

**Veterinary Science, Leader** 

**Veterinary Science, Youth Leader**

**Veterinary Science, Member** 

Learn how to recognize a normal, healthy animal from its attitude, behavior, and appearance. You will learn to take the temperature and pulse of an animal, about the causes and affects of various animal diseases, nutrition, disease prevention, environmental influences on animal health, and veterinary medicine as a career.

**Pets, Leader** 

**Pets, Youth Leader**

**Pets, Member**  

Explore your favorite pet. I identify your pet's parts, learn how to handle and care for your pet, and design a safe space for your pet.

## Arts and Communication

**Photography, Leader** 

**Photography, Youth Leader**

**Photography, Member** 

This project will show you how to care for your camera, select the correct film, as well as help you develop skills in the areas of composition, lighting, and special effects. As you advance in the project, you will become able to control and adjust exposure, sharpness, and shutter speeds. Finally, darkroom techniques and arrangement of finished photographs will be covered. Digital photography and the techniques related to digital photography may also be explored. Age and experience of the member will determine the nature of the project.

**Videography, Member** 

In this project you will learn about the production of videos and movies. You will learn about storytelling, editing, planning, lighting, camera handling, creating titles and adding sound, as well as showing and reviewing your production.

**Communication, Leader** 


**Communications, Youth Leader**

**Communication, Member** 

In this project, you'll learn communication skills that will help you get along better with others, make friends, and resolve conflicts. Improve your listening skills as you interview family members and older adults in your community.

**Speaking, Leader** 

**Speaking, Youth Leader**

**Speaking, Member**  

Learn how to practice and present an effective speech or demonstration in this exciting 4-H project. Gain confidence in your ability to speak in public.

**Creative Writing, Leader**

**Creative Writing, Youth Leader**

**Creative Writing, Member** 

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.

**Art, Leader** 

**Ceramics, Leader**

**Creative/Cross Stitching, Leader**

**Drawing & Painting, Leader**

**Leathercraft, Leader**

**Needlepoint, Leader**

**Rubber Stamping, Leader**

**Stencil Painting, Leader**

**Art, Youth Leader**

**Art, Member** 

This is an all-encompassing project that includes all types of arts and crafts projects, such as candle making, jewelry making, leathercraft, stencil painting, block printing, metal enameling, drawing and painting, ceramics and pottery, fabric painting, folk arts, and any other arts and crafts areas you may be interested in exploring. Enrolling in this project gives you the full range of arts and crafts or you may choose to focus on one area.

**Theatre Arts, Leader** 

**Theatre Arts, Youth Leader**

**Theatre Arts, Member** 

Learn about theater techniques, acting, make-up, costumes, sets, script writing, planning theater games, story dramatization, and group improvisation. Also included in this project is puppetry and clowning.

**Music, Leader** 

**Music, Youth Leader**

**Music, Member** 

Gain a greater appreciation of music. Ways to participate include listening, performing, composting, teach, and making musical instruments.

**Computer, Leader** 

**Computer, Youth Leader**

**Computer, Member** 

Beginning members will learn to identify parts of a computer, use a keyboard, use a mouse, clean a computer, evaluate software, produce documents, learn on-line safety, search the Web, and more. More advanced computer members will learn how to use the internet for research, get an e-mail address, use desktop publishing, build a computer system, use spreadsheets, etc.

## Family, Home & Health

**Intergenerational Programs, Leader** 


**Intergenerational Programs, Youth Leader**

**Intergenerational Programs, Member** 

Learn how to understand older people better by sharing their experiences. Learn what it feels like to grow older, what happens to our bodies as we age, and what is true and false about aging and older people.

**Child Development, Leader** 

**Child Development, Youth Leader**

**Child Development, Member** 

In this project you will learn about yourself and younger children. You will develop and practice babysitter skills, try fun activities that you can use as a babysitter, and improve the quality care you give to younger children. Participate in a babysitter training course or help younger members in your club.

**Clothing, Leader** 

**Clothing, Youth Leader**

**Clothing, Member** 

In this project you will learn clothing construction and sewing techniques. As you progress, you will enhance your sewing skills beyond the basic and begin to select construction techniques you would like to learn and projects you would like to make.

**Crocheting, Leader** 

**Crocheting, Youth Leader**

**Crocheting, Member** 

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

**Cake Decorating, Leader** 

**Cake Decorating, Youth Leader**

**Cake Decorating, Member** 

Learn how to plan a design and decorate a cake and/or cookies using frosting or other edible or inedible decorations. Learn how to make or buy equipment for creating decorative frosting designs.

**Foods and Nutrition, Leader** 

**Foods and Nutrition, Youth Leader**

**Foods and Nutrition 1, Member** 

In this beginning level project, what's good to eat and how to fix many foods. You will learn about food labels, storage, and shopping. Arrange recipes for healthy living, make your own recipe, plan a menu and meal.

**Foods and Nutrition 2, Member** 

This is an advanced beginning project. Some of the activities you can do include making a vegetable salad, making a main dish in the oven or on top of the stove, and making yogurt.

**Foods and Nutrition 3, Member** 

This is an intermediate project. Some of the activities you can do include making low fat dips, stir frying, making a natural food additive, and drying fruit.

**Foods and Nutrition 4, Member** 

This is an advanced project. Some of the activities you can do include planning menus, making bean burritos, baking fish, and catering a party.