



Milwaukee County 4-H Youth Development

Enrollment Guide 2016-2017





Welcome to Milwaukee County 4-H!



The 4-H Pledge

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

The 4-H Motto "Head, Heart, Hands, and Health"

represents concepts as meaningful today as they were over 87 years ago when 4-H was founded in Milwaukee County.

And, best of all, 4-H is "Hands-On" learning-by-doing action, the kind of learning both youth and adults can really tune into.

Think about it...

HEAD..... Building the Life Skills of making decisions and setting goals

HEART Building Teamwork and learning to relate to others

**HANDS Learning by Doing
(That's the 4-H Slogan)**

HEALTH Taking care of yourself for a lifetime

Take a look through our **Enrollment Guide** to select the projects that interest you and your family. Have a great year learning through 4-H!

If you move or change E-mail addresses,
please contact the 4-H Support Staff
milwaukee4h@ces.uwex.edu 414.256.4628

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What is 4-H?

4-H is the nation's largest youth development and empowerment organization, reaching more than 7 million 4-H youth in urban neighborhoods, suburban schoolyards and rural farming communities. Fueled by university-backed curriculum, 4-H'ers engage in hands-on learning activities in the areas of science, healthy living, and food security. While participating in 4-H clubs they have fun learning new skills and making new friends.

With 540,000 volunteers, 3,500 professionals, and more than 60 million alumni, the 4-H movement supports young people from elementary school through high school with programs designed to shape future leaders and innovators

The caring support of adult volunteers and mentors inspires young people in 4-H to work collaboratively, take the lead on their own projects and set and achieve goals with confidence. 4-H'ers chart their own course, explore important issues and define their place in the world. 4-H'ers stand up for themselves and their communities.

These pivotal experiences build a foundation of leadership and skills for success in their future careers. Learn more about 4-H programs or find out how you can get involved.

What do 4-H Members Do?

Local community-based clubs are the foundation of 4-H. Clubs usually meet once or twice a month for group activities and education. 4-H projects offer classes or workshops around a certain topic. Project meetings can be held weekly, monthly, or quarterly. In addition to club meetings, special project meetings give youth members opportunities to learn a variety of skills while developing new interests.

4-H clubs have regular meetings and elected youth officers, but that is just the beginning. 4-H youth members get involved in their local communities as volunteers and youth leaders. They learn new things by completing dozens of different kinds of projects, 4-H youth members can go on trips, have parties, experiment with science, make art, go to camp, take care of an animal, and a whole lot more.



Youth Membership



Isn't 4-H just for farm kids?

No! 4-H is for all young people, regardless of where they live, what their backgrounds are, or what interests them. Today in Wisconsin most 4-H youth members are from urban areas and they participate in projects to learn many different life skills.

What kinds of things can I do in 4-H?

There are all sorts of activities available through 4-H. You may participate in trips, workshops, summer day/overnight camp, tours, and all sorts of county activities, including the fair.

Who can join 4-H?

- 4-H is open to youth in grades Kindergarten through their first year of college
- 4-H is for boys and girls
- 4-H is open to youth regardless of race, religion, color, gender, national origin, handicap or place of residence.

Why join 4-H?

In 4-H you have the opportunity to meet new people, learn new things, travel across the country, develop life skills, and have fun all at the same time.

How can I start a 4-H club?

Contact the 4-H Office and we will send you "Starting a 4-H Club", an informational packet that gives an overview of the 4-H program and requirements for starting a 4-H club. Contact the 4-H Office at 414-256-4624 or dial 711 for relay. Or send an email to milwaukee4h@ces.uwex.edu.

How much does it cost to belong to 4-H?

4-H youth members usually pay for the costs of project materials and activities. Some clubs have club dues, but youth members are not required to pay anything to be in the 4-H program itself. The Milwaukee County 4-H Leaders Council also appreciates an annual donation from families with adult leaders and youth members who participate in the program.

Code of Conduct

The Milwaukee County 4-H Member Code of Conduct is available on the web and within this Guide. Please read it over carefully. When you accept the Code of Conduct Form online, it will include your acceptance of the Code of Conduct. Youth members must submit a code of conduct to their general club leader.

For a copy, please visit the Milwaukee County 4-H website at <http://milwaukee.uwex.edu/youth/4h>.

Where are we in Milwaukee County?

Milwaukee County 4-H Clubs

Please consult the lists below to find a club for you. This list can change during the year.

Community 4-H Clubs*		
<p>If you want to meet new people, make life-long friends, and enjoy a variety of educational and social events and activities, join a 4-H club. Through club work, 4-H youth members plan programs, hold club leadership positions, and explore a variety of projects. 4-H clubs have five or more youth members and meet at least six times throughout the year. 4-H clubs are organized in a community — that includes a town, a suburban community, a city block, or housing complex. A typical club meeting includes a business meeting, social time, and educational programs or activities.</p>		
Franklin 4-Hers Club	Carol Blonski, (414) 639-1501 jeffcarolblonski@hotmail.com , <i>Focus – Theater Arts & Rocketry</i>	Forest Park Middle School 8225 W Forest Hill Ave., Franklin, WI Tuesday at 6:45pm to 8:15pm.
Milwaukee County Hillside Horse and Horseless 4-H Club	Char Ehlert (414) 315-0169 Flamingfurycc2004@yahoo.com <i>Focus – Horseback Riding, Model Horse, and making equipment for the model horse</i>	May – August 228 W National Ave., Milwaukee, WI September – April Milwaukee Cty Extension Office Tuesdays 4:00pm – 6:00pm.
Milwaukee County Shooting Sports 4-H Club	Mark Kessler (414) 226-6159 Kesslerm8@aol.com <i>Archery, Wildlife, & Wildlife Habitat</i>	Kletzch Park 6560 N Milwaukee River Pkwy Glendale, WI 53209 Thursdays 6:00pm
Northstar 4-H Club	Laura Brushaber (414) 463-1592 lbrushaber@wi.rr.com <i>Focus – Nature Education, Crafts, and Cloverbuds</i>	Calvary Evangelical Lutheran Church 8209 W Herbert Ave., Milwaukee, WI. 1 st and 3 rd Mondays, 6:30pm – 8:00pm.

In school 4-H Clubs●

4-H clubs can also meet in a school setting. Similar to community clubs, school clubs have five or more youth who participate in an on-going educational program for at least six sessions or meetings. Youth participation in school clubs is voluntary. Just like other school clubs or groups, meetings are held during lunch, an activity period, or a special time designated by school administration. For more information regarding 4-H Systematics contact Eva Terry at 414-256-4627 or 4-H Techwizards contact Chunou Xiong at 414-256-4625.

Albert Story School	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	Albert Story School 3815 W Kilbourn Ave. Milwaukee, WI 53208
Fernwood Aquapons 4-H Club	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	Fernwood Montessori School 3239 S Pennsylvania Ave. Milwaukee, WI
Fourth Street STEM Club	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	Saint Anthony Middle School 2156 S 4 th Street Milwaukee, WI 53207
Humboldt Park School	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	Humboldt Park School 3230 S Adams Ave. Milwaukee, WI 53207
Keefe STEM 4-H Club	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	Keefe Ave. Elementary School 1618 W Keefe Ave. Milwaukee, WI 53206
Southside Science 4-H Club	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	La Causa Charter School 1643 S 2 nd St. Milwaukee, WI
Vikings 4-H Club	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	St. Martini Lutheran School 1520 S Cesar Chavez Drive Milwaukee, WI
West Side STEM 4-H Club	4-H SySTEMatics <i>Focus – Science Technology, Engineering, & Math</i>	West Side Academy 1945 N 31 st St. Milwaukee, WI 53208
Granville Lutheran School	Tech Wizards <i>Focus – Robotics/Mechanical Science</i>	8242 N Granville Rd, Milwaukee, WI 53224
Highland Community School	Tech Wizards <i>Focus – Robotics/Mechanical Science</i>	1706 W Highland Ave, Milwaukee, WI 53233

Enrolling in the Milwaukee County 4-H Youth Development Program

Step One -- Select a Club

It is important to select a 4-H Club! Youth must be actively involved with a 4-H club before they may sign-up and participate in countywide, state or national activities. Clubs determine the active status of youth members. See your club's bylaws for more details.

Clubs are also seeking more support from adult volunteers to provide position experiences for youth to grow and develop. There are many 4-H Clubs to choose from throughout the Milwaukee County area. To find a club near you, see the club list!

Step Two-Complete enrollment online.

Youth Membership Enrollment Process for Youth new to the program

- Families and volunteers must complete the electronic enrollment in the Wisconsin 4-H Online Enrollment database at <https://wi.4honline.com>. View the user guide at <http://milwaukee.uwex.edu/files/2012/03/Enrollingin4HOnlineasaNEWfamily.pdf> for more information on how to use the web site.
 - Note: At this time there is no online Spanish language version. For Spanish speakers, please go to <http://www.uwex.edu/ces/4h/resources/mgt/documents/4HOnline-MemberEnrollmentForm2014-2015Spanish.pdf> and download a paper version of the enrollment forms.
- All families are asked to provide an annual fee per household of \$15.00 or \$5.00 per youth member/adult leader. Fee are payable at the time of enrollment. Checks should be made payable to "Milwaukee County 4-H Leaders Council." The fee should be given to your 4-H Club Leader.

Step Three – Participate and have fun.

You are in 4-H and should begin participating in club meetings and events. Once the 4-H Office receives the paperwork and entries above, youth can participate in any of the 4-H sponsored activities in Milwaukee.

4-H Projects

Milwaukee County 4-H offers a variety of projects and activities. Please be aware that there are three levels of support for projects:

1. **Countywide Level** -- a volunteer or group of volunteers (Project Team) have come forward to teach that project to any 4-H youth members in Milwaukee County who are enrolled. Contact Demetrius Brown to receive their contact information at 414-256-4620 or demetrius.brown@ces.uwex.edu.



It is the responsibility of the youth member to contact these volunteer and notify them that you are interested in joining their project meetings. Often, the meetings will be advertised in the *4-H In Action* bi-monthly newsletter. All 4-H leaders, youth, families, and contacts will be subscribed to our newsletter when you enroll.

- The list of countywide projects may change during the year. More may be added or removed at any time based on the availability of leaders.
 - Many of these projects also have leaders and meetings at the club level.
 - *Some of the countywide projects have dues requirements over-and-above regular 4-H county and club donations.*
2. **Club Level** -- even if there isn't a countywide leader, there may be a volunteer who is willing to teach that project to youth members of their club who are enrolled.
- Projects available at the club level vary widely between clubs and also may change at any time during the year based on the availability of leaders.
 - Please note that the UW-Extension office does *not* keep a list of which projects a particular club has leaders. For questions regarding project leaders, please ask your General Leader.
3. **Independent or Individual Study Level** – If no volunteers on the countywide or club levels have come forward to teach that project, the youth member is expected to learn on their own with the help of his/her family and appropriate resources such as 4-H literature, the library, or the internet. 4-H Literature is available on loan at the 4-H Resource Room at the UW-Extension office.

Who are 4-H Projects for?

Seven million 4-H youth are involved in over 125 different project areas ranging from biotechnology to the arts. 4-H youth members choose project areas to focus on while they are involved in 4-H. Each youth chooses projects that interest them most.

What types of projects are offered in Milwaukee County?

Horse ¹	Horseless Horse ¹
Archery ²	Rocketry ⁵
Ceramics ³	Scale Models ⁴
Model Horse ¹	Wildlife Habitat Management ²
Model Railroading ⁴	

- 1 – Contact Char Ehlert, (414) 315-0169 cell or (414) 764-7547 home.
- 2 – Contact Mark & Tricia Kessler, triciakessler@aol.com.
- 3 – Contact Laura Brushaber, (414) 463-1592 lbrushaber@wi.rr.com.

- 4 – Contact Michael A Luedtke, (262) 567-9147,
highlanderforensic@sbcglobal.net.
5 – Jerome Bartosch, (414) 256-4626 jerome@colders.net.

What does a 4-H project cost?

It varies. A youth member enrolled in visual arts might use supplies from around the home to practice the skills he or she is learning and have no additional expense. A youth member who buys and keeps a saddle horse might invest hundreds of dollars. Youth members should consider cost as they select a project. It should be realistic to the family situation.



Are 4-H youth members expected to do their own project work?

Yes – with help. 4-H is a “learn by doing” program. Leaders, youth leaders, and parents may tell or show a youth member how, but youth members are expected to learn how to do things themselves. One of the principles of 4-H is that allowing a youth to learn by doing builds self-worth.

Are projects done individually or as a group?

Both. Some projects like fishing or biking are more fun when done as a group. Others like making a dress or finishing a drawing may be done individually by each youth member of the group.

How do you select 4-H Projects?

First make a list of the things you like to do or would like to learn more about. Talk over your list with your parents, leaders, and friends. They may recognize some special things you’re good at that you don’t even realize you do well.

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

Your club organizational leader or enrollment coordinator will give you a form when you’re ready to sign up for projects. You’ll notice that each project has a computer code number assigned to it. Mark that code number on the form. (Youth members should not use leader project code numbers unless signing up as a youth leader for that project.)

Some projects have more than one level, such as, beginning, intermediate, and advanced. If you’ve had a lot of experience in an area, you may want to skip the first or beginning level of a project. Some projects also have age recommendations.

If this is your first year in 4-H, choose one or two projects to concentrate on. Usually you can spend more than one year in a project unit because there are enough ideas there to span two or three years. Most 4-H'ers take the levels in order, but what you decide to take as part of your project work is up to you.

Volunteer project leaders are always needed! If there is a project you would like to become involved with, or you see a need for a particular project area in the county or in your club, give the UW-Extension office a call or talk to your General Leader. No education or experience in that project is required, only a willingness to work with youth. If you have any questions or would like more information, please contact the Milwaukee County UW-Extension office at 256-4626. All adults must complete 4-H Volunteer Orientation and Leader Training before they may begin working with youth.

How old do you have to be?

Grade/age 4-H grade is determined as of October 1 of the current year.

- **Cloverbuds:** Youth 5 years old and in kindergarten, first grade, or second grade *as of 10/01*. To exhibit animals at any public event as a 4-H youth member, youth must be in at least 3rd grade during the current 4-H year. This policy is for the safety of the 4-H youth member and the public at the public exhibition. The developmental ability and maturity level of the exhibitor and the unpredictable behavior of animals should be considered prior to involving a 4-H youth member in the exhibition of animals per Wisconsin 4-H Youth Development policies.
- **Explorers:** Third graders are encouraged to enroll as Explorers. They may enroll in up to 2 or 3 other projects.
- **Youth members:** Starting at fourth grade, youth members can select from a variety of projects. Youth continue to be eligible for membership (1) year beyond high school graduation (grade 12).
- **4-H Graduation:** Youth members have an option to Graduate from 4-H following high school graduation -or- one year after high school.

Youth who are home-schooled should use declared grade. Youth are eligible for membership through the next year following high school graduation. If a youth drops out of school, they will be considered as if they had stayed in school and would complete their 4-H membership as the same time their grade cohort would complete their membership.

Youth must meet the grade requirements outlined within this document in order to enroll in and participate in project activities and functions.

Youth must be affiliated with a club before they may sign-up and participate in countywide, state or national activities. Clubs determine the active status of youth members. See your club's bylaws for more details.

Current issues for the safety of all Milwaukee County 4-H youth members, **youth must be enrolled in the project in order to participate in** (physically engage or take part in) project functions. This excludes spectators.

Project Literature & Curriculum

1. *Several projects have new, fun and informative literature which will be helpful to all 4-H youth.* We encourage you to borrow literature from the 4-H Resource Room or purchase literature that focuses on your project(s). These materials are FREE to be borrowed.
2. You may order your literature direct from National 4-H Supply through their website. Their website is: www.4hmall.org.
3. The UW-Extension Office stocks a limited amount of literature to borrow in the 4-H Resource Room. Please return curriculum and materials within four weeks of check out.
4. Some of the UW-Extension publications for Food Preservation, Vegetables, and Flowers may be available on the Internet. Go to: <http://cecommerce.uwex.edu/>. If you can print them, there is no charge.
5. Other resources are available at the UW-Extension Publications Learning Store. Please visit their site at <http://learningstore.uwex.edu/>. Some publications are available in Spanish.

4-H Activities and Events

Dates for these activities and registration materials are found in the 4-H In Action newsletter or on the 4-H blog at <http://milwaukeecounty4-h.org>.

- **Communication Arts Festival**
This contest allows youth to practice the different ways to communicate by giving or preparing demonstrations, speeches, photography, posters, and computer art work.
- **Music & Drama Festival**
This contest allows youth to prepare and present a one-act play and musical/dance performance as an individual or as a group.
- **Favorite Foods Review**
This contest allows youth to prepare food dishes based on their recipes.
- **Clothing Preview**
Youth create clothes for themselves or others which are modeled in a fashion show. Sewers from this competition may be selected to present their clothes at the Wisconsin State Fair in August.
- **4-H Live Model / Live Horse Shows**
Youth present their model horse projects for judging. Western and English riding is presented in a showing.

- **Exploring 4-H Saturdays**

Exploring 4-H Saturday is two hours of fun designed to catch the interest of current 4-H youth members, youth interested in 4-H or just curious local youth wanting to explore projects and life activities. Of course adults are welcome to participate along with their child. Exploring 4-H Saturday is free of charge and sponsored by the Milwaukee County 4-H Leaders Council, a non-profit group. Youth do not need to register for the whole year to participate. All you need to do is call the leader, no later than three days prior, so supplies can be ordered.

- **Other events**

We also have a number of other events throughout the year including a **Science Fest** in January, an **Art Day** in May, a **Science Fair** in May, and a **4-H Rocketry Flight & Judging** event in June.

Milwaukee County Junior Fair

See the Milwaukee County Fair Association for more details on the fair.

1. Youth may add or delete projects until the day fair entries are due for the Milwaukee County Junior Fair and still represent 4-H at the Fair if they meet all other requirements. Youth Members must be enrolled at least two months prior to the start of judging. Note: This deadline is set by the Milwaukee County Fair Association's Junior Fair Committee.

Youth members enrolling in a project after this deadline can enter exhibit(s) in the fair, but will only receive a participation ribbon. No premiums or placing(s) will be awarded to these youth members who enroll after this deadline.

2. New youth members must enroll in the 4-H program prior to the Milwaukee County Junior fair entry deadline and still represent 4-H at the Fair if they meet all other requirements.

New youth members enrolling after this deadline can enter exhibit(s) in the fair, but will only receive a participation ribbon. No premiums or placing(s) will be awarded to these youth members who enroll after this deadline.

3. The projects youth members sign up for are the ONLY projects that the youth can ENTER in the FAIR.

National 4-H Week

The first full week in October is set aside each year to recognize and promote 4-H across the country. Each year a theme highlights the week. Many clubs have window displays or a special promotion of 4-H in their community.

Camping

Do you want to meet new friends, have fun, and explore the forest, hills and caves of Upham Woods, near Wisconsin Dells? Then join other 4-H youth members coming to Milwaukee County and another County 4-H Summer Camps. For additional information about Upham woods camp: <http://4h.uwex.edu/uphamwoods/>.

At Junior Base Camp, there is swimming, boating, canoeing, archery, volleyball and crafts; evening campfires, songs, skits and a special theme program complete the day. Campers sleep in cabins on the hill.

Senior Outpost Camp is for older campers looking for adventure. The group will set out from Base Camp and will tent camp along the Wisconsin River, enjoying canoeing, swimming and hiking along with making campfire meals. The Senior Outpost Camp is led and chaperoned by 4-H Adult volunteers.

Trips & Conferences

- **National 4-H Congress** - Atlanta, Georgia, in the late fall. National 4-H Congress provides a life-changing experience for youth to meet other 4-H youth members from across America, as they participate in educational workshops focusing on diversity, cultural experiences, leadership, team development, and of course having fun!
- **National 4-H Conference** - Washington D.C., April. National 4-H Conference is the annual premiere national civic engagement opportunity for 4-H youth members across the country.
- **Space Camp** - Huntsville, Alabama, April. Delegates participate in hands-on mock space missions and other activities in this NASA program while exchanging ideas with youth from across Wisconsin. Check out the website: <http://4h.uwex.edu/events/spacecamp/>
- **Citizenship Washington Focus** - Washington D.C., 8 days in the Summer. Citizenship Washington Focus (CWF) is a summer citizenship conference in Washington, DC for 4-H high school students that includes workshops, tours, and field trips.
- **Wisconsin State 4-H Conference** - June. Approximately 600 youth attend this educational event in Madison each summer. Participants take part in educational seminars and assemblies and meet people from across Wisconsin. They are encouraged to take what they learn and share it with others in their home community.

Policies & General Information

1. Enrollment Policies

- a. The Wisconsin 4-H membership year is defined as October 1 – September 30 for the purpose of definition in these policies.
- b. The Wisconsin 4-H Youth Development program has a policy of open enrollment. Eligible youth may enroll in Wisconsin 4-H Youth Development programs at any time of the year. Counties may establish reasonable enrollment deadlines for participation in certain programs when those deadlines are needed to ensure educational integrity and/or safety.
 - i. New 4-H enrollments will be accepted at any time during the year. Counties can establish re-enrollment deadlines for continuing members. It is reasonable to establish enrollment deadlines for certain aspects of participation such as county fair or animal projects because of the need for education prior to participation, however, basic club membership must be accepted at any time.
- c. Youth in first grade are eligible to enroll in the Wisconsin 4-H Youth Development program. First and second graders will participate in 4-H as Cloverbuds. Youth will continue to be eligible for membership through the next 4-H year following their graduation from high school.
 - i. Cloverbuds - Counties have the option to extend Cloverbud membership to youth in 5-year-old Kindergarten. This does not include pre-kindergarten or 4-year-old kindergarten youth. The state recognizes Cloverbuds as 4-H youth members. Developmentally appropriate programs should be designed to meet the unique needs of Cloverbuds.
 - ii. Home Schooling - Children who are home schooled will participate in 4-H in their declared grade.
 - iii. Graduation -Counties are encouraged to recognize full graduation for those who wish to cease 4-H membership upon graduation from high school. High School seniors, and those participating as youth members in the year following high school graduation, will be eligible to participate through the entire 4-H year.
 - iv. District & State Events - Participation in District and State 4-H events and recognition programs will be based upon the 4-H youth member's grade.
 - v. National Events -Participation in national 4-H events will be based upon the age established for the event.

2. Membership and Participation

- a. Youth may not hold 4-H membership in more than one county or state at the same time.

This statement does not limit multiple county memberships in a given year, but it does require that those memberships be consecutive rather than concurrent. Youth moving from one county to another, for whatever reason, can belong to 4-H in the second county, but it requires transferring their membership from the first county. This also does not limit someone from belonging to 4-H in a county or state that is different from their county or state of residence, neither does it prohibit a 4-Her from participating in educational programs in other states or counties.

- b. Youth must qualify for participation in district, state, or national 4-H competitions through their county of membership.
- c. This statement does not prohibit a county from using an event in another county as the place where their youth members qualify for a district or state competition. It does mean that youth members must be selected as representatives of only their county of membership, regardless of the location of the qualifying experience.

3. Club - General Information

- a. All 4-H Community Clubs need to submit an annual charter application by October 15th to the Milwaukee County 4-H Office. A renewable charter application will be available on Milwaukee County 4-H website: <http://milwaukee.uwex.edu/youth/4-h/wi-4-h-charter-requirements/>.
- b. The following requirements must be met before a club may receive an annual 4-H Charter. Club leadership will submit the following information
 - i. Submit a 4-H Community Club charter agreement including a calendar and financial audit report.
 - ii. Submit club bylaws using the bylaws template located on the Milwaukee County 4-H website. Existing clubs need to resubmit their club's bylaws when the club membership votes to amend the bylaws.
 - iii. Submit at least one, adult e-enrollment and signed Behavior Expectations form for a certified 4-H volunteer.
 - iv. Submit at least five youth e-enrollments and five Code of Conduct forms. The five youth must be from three different families or household.
 - v. Send a club representative to the annual 4-H Club Leadership meeting in the fall of the year.
- c. All 4-H youth members and adult volunteer leaders are members of the Milwaukee County 4-H Council.
- d. You must follow your club rules **and** county-wide rules.

- e. **All families are asked to provide an annual \$15.00 donation per household or \$5.00 per youth member/adult leader. This donation covers the following operational expenses: printing and postage of mailings, 4-H sponsored competitions, rental space at the Extension Office for 4-H events, purchase of curriculum, volunteer background check fees, accident insurance, our county's contribution to the WI 4-H Foundation, and other membership related expenses.** Donations are payable at the time of enrollment. Checks should be made out to "Milwaukee County 4-H Leaders Council." The donation should be given to your 4-H Club leader.
- f. ***The 4-H Youth Member, their parent/guardian, and the club leader must sign all Code of Conduct or they will not be accepted until they are completed. Youth and adult volunteers are not eligible to be covered by accident insurance and/or apply for special awards/opportunities unless an electronic enrollment form and have accepted the online Code of Conduct are submitted to the 4-H Office prior to participating in a 4-H activity.***

4. Adult and/or Leader - General Information

- a. 4-H volunteers must enjoy working with youth, sharing their knowledge and enthusiasm for learning and having fun.

The University of Wisconsin-Extension 4-H Program, as a long-time educational youth program is very proud of its excellent record of providing a safe and healthy environment for all its members. The 4-H Youth Protection program has been underway in Milwaukee County since 1994.

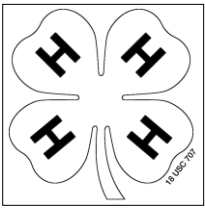
- i. A 4-H event or activity cannot take place without a 4-H certified volunteer leader or 4-H Youth Development program staff present to manage and supervise the event or activity.
- ii. All adult 4-H volunteers must participate in Leader Certification, a volunteer orientation leader-training program, in order to be official volunteer leaders. At the training, every adult volunteer working with 4-H youth has receives basic training in understanding young people, youth protection practices and teaching. Adult volunteers must complete this training to be eligible for coverage under 4-H accident and excessive secondary liability insurance while they serve in the capacity as a 4-H volunteer at 4-H events, competitions, etc.
- iii. A confidential background check is also completed **after** volunteers attend the orientation.
- iv. All adult 4-H volunteers must annually complete an electronic 4-H Enrollment Form and sign a Behavior Expectations Form before they are considered an "official 4-H adult volunteer".
- v. Unfortunately, a volunteer leader is not always available for every project area. If there are fewer than five youth members enrolled in a project, clubs may not be able to provide a project leader. Youth are

encouraged to utilize outside guidance for their projects in this situation. In the event that no 4-H literature is available, sources from the library, books, magazines and other instructional aids are acceptable.

- vi. All volunteer leaders are automatically members of the Milwaukee County 4-H Leaders Council. **The Council asks for an annual donation of \$15.00 per household or \$5.00 per adult volunteer. This donations coverage includes entry into a bi-monthly newsletter, 4-H sponsored competitions, rental space at the Extension Office for 4-H events, purchase of curriculum, volunteer background check fees, accident insurance, our county's contribution to the Wisconsin 4-H Foundation, and other membership related expenses.** Donations are payable at the time of enrollment. Checks should be made out to "Milwaukee County 4-H Leaders Council." The donation should be given to your 4-H Club Leader. If the adult does not directly work with a 4-H club, please mail the donation to the 4-H Office with the signed Behavior Expectations Form.
- vii. **There are eight types of adult leaders. They are:**
 - **General/Organizational Leader** - *They are in charge of leading the club.*
 - **Club Enrollment Coordinator** - *They take care of the club's enrollment. .*
 - **Project Leader** -*They Head up teaching subject areas (projects) in the club.*
 - **Activity Leader** - *They are In charge of organizing club activities.*
 - **Resource Leader** - *They answer questions on a club level.*
 - **Key Leader** - *They answers questions on a countywide level.*
 - **County Committee** - *They serve on a county committee.*
 - **Adult Advisor-** *They serve on the club's parent advisory committee.*

Websites

Milwaukee County 4-H blog	http://fyi.uwex.edu/milwaukeecounty4-h/
Milwaukee County 4-H	http://milwaukee.uwex.edu/youth/4-h/
On-Line Enrollment	https://wi.4honline.com
Wisconsin 4-H	http://www.uwex.edu/ces/4h/
National 4-H Council	http://www.4-h.org/
National 4-H Supply	http://www.4-hmall.org/home.aspx



Wisconsin 4-H Project Guide

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.

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

Don't forget to check out the project pages on the Wisconsin 4-H Web Site at www.uwex.edu/ces/4h/onlinpro/index.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 youth 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 and any other project list you may receive from your county. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.

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

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

Projects printed in **green** have Leaders.

Projects printed in **black** have curriculum available but do not have a Leader at this time; they would have to be Independent or Individual Study.

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



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YOUTH LEADERSHIP

YOUTH LEADERSHIP 1

What you can do in this project:

- Assess your leadership skills
- Practice effective communication skills
- Set goals and resolve conflict
- Plan a group event

Grades: 3-5

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

YOUTH LEADERSHIP 2

What you can do in this project:

- Explore how leaders are different
- Develop a multi-media presentation
- Set and achieve team goals
- Practice teamwork

Grades: 6-8

Resource: 07906, *My Leadership Journal for Grades 6-8*

YOUTH LEADERSHIP 3

What you can do in this project:

- Build trust in a group
- Assess your own strengths and weaknesses
- Write vision and mission statements
- Contribute to a group project

Grades: 9-12

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

YOUTH LEADERSHIP LDR

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

07904, *Leadership Mentor Guide for Grades 6-12*

Webpage:

4h.uwex.edu/onlinpro/leadership.cfm



YOUNGER MEMBERS

CLOVERBUDS 1

What you can do in this project:

- Learn about your 4-H club or group
- Begin developing different skills, e.g., working with others
- Explore your community
- Discover areas of project interest

Grade: Kindergarten

Resources: 05561, *Cloverbuds – Activity Sheets*

05562, *Cloverbuds – Program Record*

05563, *Cloverbuds – Participation*

Summary

CLOVERBUDS 2

What you can do in this project:

- Learn about 4-H activities and events
- Learn about working together as a club or team
- Share with others what you have learned

Grade: 1

Resource: See Cloverbuds 1

CLOVERBUDS 3

What you can do in this project:

- Begin learning about specific 4-H project areas
- Learn to complete projects as an individual
- Share with others what you have learned

Grade: 2

Resource: See Cloverbuds 1

CLOVERBUDS LDR

Resources: 05560, *4-H Discovery Program for 6-8 Yr. Olds*

Webpage:

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

EXPLORING

What you can do in this project:

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

Grade: 3

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

10300EXPLORING LDR

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

Webpage:

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



SERVICE LEARNING & CITIZENSHIP

CITIZENSHIP

What you can do in this project:

- Discover and discuss public issues
- Plan a project to change or improve your community

Grades: 4-12

Resource: 08153, *Citizenship Adventure Kit*

CITIZENSHIP LDR

Resource: 08154, *Citizenship Guide's Handbook*

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

LATINO CULTURAL ARTS

What you can do in this project:

- Understand the Latino culture by exploring traditional art
- Make Latino instruments, jewelry, weavings, murals, etc.
- Celebrate Latino holidays, sample foods and tell stories

Grades: 3-8

LATINO CULTURAL ARTS LDR

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

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

SERVICE LEARNING 1

What you can do in this project:

- Learn to give back to your community
- Reflect on your experiences
- Identify community needs
- Plan a service project and execute the idea

Grades: 5-8

Resource: 08182, *Agents of Change + CD*

SERVICE LEARNING 2

What you can do in this project:

- Plan and implement your own service project
- Share your project plan and outcome with others
- Conduct an evaluation of your project

Grades: 9-12

Resource: 08183, *Raise Your Voice + CD*

SERVICE LEARNING LDR

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

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



SELF-DETERMINED

SELF-DETERMINED

What you can do in this project:

- Create your own project or expand on an old one
- Select a project, develop a plan, identify resources
- Carry out and evaluate your plan

Grades: 3-13

Resource: 4H272, *Designing Your Own Project*

SELF-DETERMINED LDR

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



ANIMAL SCIENCES

CATS 1

What you can do in this project:

- Select a cat
- Identify cat breeds
- Name the parts of a cat
- Handle and groom a cat
- Care for its health
- Create a budget

Grades: 3-5

Resource: 08148, *Purr-fect Pals*

CATS 2

What you can do in this project:

- Learn about cat senses and sounds
- Explore tricks to teach a cat
- Traveling with a cat
- Learn about feeding and emergency care
- Detect signs of illness and health issues

Grades: 6-8

Resource: 08149, *Climbing Up!*

CATS 3

What you can do in this project:

- Explore veterinary procedures
- Learn reproduction and cat body systems
- Learn showmanship and cat behavior
- Explore community laws and animal welfare

Grades: 9-12

Resource: 08150, *Leaping Forward*

CATS LDR

Resource: 08151, *Cat Helper's Guide*

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

DOGS 1

What you can do in this project:

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

Grades: 3-5

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

DOGS 2

What you can do in this project:

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

Grades: 6-8

Resources: 08167, *Canine Connection*
4H439, *Dog Obedience – Novice & Beyond*

DOGS 3

What you can do in this project:

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

Grades: 9-12

Resources: 08168, *Leading the Pack*
4H437, *A Guide to Showmanship*

DOGS LDR

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

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

HORSE 1

What you can do in this project:

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

Grades: 3-5

Resources: 08053, *Giddy Up & Go*
CO200, *Horses & Horsemanship*
CO201, *Horse Science*
4H180, *Pleasure Riding*

HORSE 2

What you can do in this project:

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

Grades: 6-8

Resource: 08054, *Head, Heart & Hooves*

HORSE 3

What you can do in this project:

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

Grades: 9-12

Resource: 08055, *Stable Relationships*

HORSE 4

What you can do in this project:

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

Grades: 3-7

Resource: 08056, *Riding the Range*

HORSE 5

What you can do in this project:

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

Grades: 8-12

Resource: 08057, *Jumping to New Heights*

HORSE/ HORSELESS HORSE LDR

Resources: 08058, *Horse Helper's Guide*

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

HORSE/ HORSELESS HORSE YTH LDR

CLOTHES HORSE

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: 3-12

Resources: 4H374, *Additional Patterns for Clothes Horse*

4H389, *Horse & Riding Attire*

CLOTHES HORSE LDR

Resource: 4H360, *4-H Clothes Horse Activity Guide*
Webpage: 4h.uwex.edu/onlinpro/horses.cfm

HORSELESS HORSE 1

What you can do in this project:

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

Grades: 3-5

Resource: 08053, *Giddy Up & Go*
4H266, *Horses are Fun- Horseless Horse*

HORSELESS HORSE 2

What you can do in this project:

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

Grades: 6-8

Resource: 08054, *Head, Heart & Hooves*

HORSELESS HORSE 3

What you can do in this project:

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

Grades: 9-12

Resource: 08055, *Stable Relationships*

MODEL HORSES

MODEL HORSES LDR

MODEL HORSES YTH LDR

PETS 1

What you can do in this project:

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

Grades: 3-5

Resource: 06359, *Pet Pals*

PETS 2

What you can do in this project:

- Explore animal digestion and feeding

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

Grades: 6-8

Resource: 06360, *Scurrying Ahead*

PETS 3

What you can do in this project:

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

Grades: 9-12

Resource: 06361, *Scaling the Heights*

PETS LDR

Resource: 06362, *Pet Helper's Guide*

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

POULTRY 1

What you can do in this project:

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

Grades: 3-5

Resources: 06363, *Scratching the Surface*
CIR878, *From Egg to Chick*
MA, *Meat Animal Project Record*

POULTRY 2

What you can do in this project:

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

Grades: 6-8

Resources: 06364, *Testing Your Wings*
4H281, *Poultry for Fun & Food*
A2880, *Chicken Breeds & Varieties*
MA, *Meat Animal Project Record*

POULTRY 3

What you can do in this project:

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

Grades: 9-12

Resources: 06365, *Flocking Together*
MA, *Meat Animal Project Record*

POULTRY LDR

Resource: 06366, *Poultry Helper's Guide*
Webpage: 4h.uwex.edu/onlinpro/poultry.cfm

POULTRY BANTAMS

What you can do in this project:

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

Grades: 3-12

Resources: NCR209, *Bantams*
MA, *Meat Animal Project Record*

POULTRY PIGEONS

What you can do in this project:

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

Grades: 3-12

Resource: 4H135, *Pigeons*

RABBITS 1

What you can do in this project:

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

Grades: 3-5

Resource: 08080, *What's Hopping?*

RABBITS 2

What you can do in this project:

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

Grades: 6-8

Resource: 08081, *Making Tracks*

RABBITS 3

What you can do in this project:

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

Grades: 9-12

Resource: 08082, *All Ears*

RABBITS LDR

Resource: 08083, *Rabbit Helper's Guide*
Webpage: 4h.uwex.edu/onlinpro/rabbits.cfm

VETERINARY SCIENCE 1

What you can do in this project:

- Learn different breeds of animals
- Interpret animal behavior
- Identify feed nutrients
- Describe animal life stages and systems

Grades: 3-5

Resources: 08048, *From Airedales to Zebras*
4H334, *Adventure Notebook*
4H131, *The Normal Animal*

VETERINARY SCIENCE 2

What you can do in this project:

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

Grades: 6-8

Resources: 08049, *All Systems Go*
4H048, *Animal Disease*

VETERINARY SCIENCE 3

What you can do in this project:

- Investigate the importance of genetics
- Understand diseases that spread from animals to humans
- Learn about diversity of veterinary careers

Grades: 9-12

Resources: 08050, *On the Cutting Edge*
4H133, *Animal Health*

VETERINARY SCIENCE LDR

Resources: 08051, *Veterinary Science Helper's Guide*
4H192, *Veterinary Science*
4H323, *The Normal Animal - Leader's Guide*
Webpage: 4h.uwex.edu/onlinpro/vetscience.cfm



COMMUNICATION ARTS

COMMUNICATIONS 1

What you can do in this project:

- Engage in non-verbal, verbal and written activities

- Strengthen your personal communication skills
- Encrypt codes, write songs and give directions

Grades: 3-5

Resource: 08156, *Picking Up the Pieces*

COMMUNICATIONS 2

What you can do in this project:

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

Grades: 6-8

Resource: 08157, *Putting It Together*

COMMUNICATIONS 3

What you can do in this project:

- Polish your communication skills
- Explore communication careers
- Write résumés and interview for a job

Grades: 9-12

Resource: 08158, *The Perfect Fit*

COMMUNICATIONS LDR

Resources: 08159, *Communications Helper's Guide*

COMM04, *Voices From the Past*

COMM05, *It's All in the Family*

COMM07, *Communication Activities for 4-H*

Clubs

Webpage:

4h.uwex.edu/onlinpro/communications.cfm

CREATIVE WRITING

What you can do in this project:

- Explore language and creative expression
- Stimulate your creativity and self-expression
- Enrich your joy of book reading

Grades: 3-12

Resources: COMM01, *Creative Wordworking*

COMM03, *Crazy About Books Reading Circle*

SPEAKING

What you can do in this project:

- Plan, practice and present an effective speech
- Gain confidence in public speaking
- Plan, practice and present an effective demonstration

Grades: 3-12

Resources: COMM02, *4-H Public Speakers Handbook*

COMM06, *4-H Public Speaking Opportunities*



PERFORMING ARTS **CLOWNING**

What you can do in this project:

- Discover the history of clowning
- Develop your own character
- Design your own makeup, costume and props

Grades: 3-12

Resource: 4H265, *Enter the Clowns*

JUGGLING LDR

Webpage:

<http://4h.uwex.edu/events/ArtsandCommunications.cfm>

MUSIC

What you can do in this project:

- Gain a greater appreciation for music
- Explore different ways to participate
- Listen, perform and compose various types of music
- Teach others and make instruments

Grades: 3-12

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

MUSIC LDR

Resource: 4H351, *Sing Along Songbook*

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

THEATRE ARTS 1

What you can do in this project:

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

Grades: 3-5

Resource: 08070, *Play the Role*

THEATRE ARTS 2

What you can do in this project:

- Become a puppeteer
- Investigate the history of puppets
- Explore types of puppets and puppet characters
- Use puppets in community service work
- Plan and present a puppet show

Grades: 6-8

Resource: 08071, *Become a Puppeteer!*

THEATRE ARTS 3

What you can do in this project:

- Study costumes, makeup, stage sets, props and sound
- Learn stage management
- Create sounds and disguises
- Make up your own character and bring it to life

Grades: 9-12

Resource: 08072, *Set the Stage*

THEATRE ARTS LDR

Resource: 08073, *Theatre Arts Helper's Guide*

Webpage:

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



VISUAL ARTS

ART 1

What you can do in this project

- Learn art through cutting, pasting and drawing
- Explore sculpting and constructing with fibers
- Paint and print using different materials

Grades: 3-6

Resources: 23112, *Elements & Principles of Design Card*

4H472, *Palette of Fun Member Sheet & Introduction*

ART 2

What you can do in this project:

- Explore art techniques, culture and history of art
- Learn artistic challenges in drawing, fiber arts and sculpting
- Develop graphic design techniques

Grades: 7-12

Resources: 08140, *Advanced Visual Arts: Sketchbook Crossroads*

08141, *Advanced Visual Arts: Portfolio Pathways*

ART LDR

Resource: 07597, *Arts & Crafts – A Palette of Fun*

Webpage:

4h.uwex.edu/onlinpro/artscrafts.cfm

BLOCK PRINTING

What you can do in this project:

- Design and cut blocks from different materials
- Print designs on cloth and paper
- Create your own original designs

Grades: 5-12

Resource: 4H156, *Block Printing Member Guide*

BLOCK PRINTING LDR

Resource: CIR008, *Block Printing Leader Guide*

Webpage:

4h.uwex.edu/onlinpro/blockprinting.cfm

CERAMICS

CERAMICS LDR

CERAMICS YTH LDR

DRAWING & PAINTING

What you can do in this project:

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

Grades: 3-12

Resource: 4H169, *Drawing & Painting*

DRAWING & PAINTING LDR

Webpage:

4h.uwex.edu/onlinpro/drawing.cfm

FOLK ARTS

What you can do in this project:

- Explore traditional folk arts
- Learn more from your family and community
- Learn storytelling
- Decorate eggs and make baskets

Grades: 5-12

FOLK ARTS LDR

Resource: NCR534, *Folk Arts Leader Guide*

Webpage:

4h.uwex.edu/onlinpro/folkarts.cfm

LEATHERCRAFT

What you can do in this project:

- Learn about the characteristics and uses of leather
- Use tools and equipment
- Make patterns and original designs
- Explore various leather craft techniques

Grades: 3-12

Resource: 4H149, *Adventures in Leather craft Members Guide*

LEATHERCRAFT LDR

Resource: CIR006, *Adventures in Leather craft Leaders Guide*

Webpage:

4h.uwex.edu/onlinpro/leathercraft.cfm

METAL ENAMELING

What you can do in this project:

- Try enameling earrings, pins and other jewelry
- Learn to attach fasteners
- Create original designs and patterns

Grades: 5-12

Resource: 4H158, *Metal Enameling Members Guide*

METAL ENAMELING LDR

Resource: CIR009, *Metal Enameling Leader Guide*

Webpage:

4h.uwex.edu/onlinpro/metalenameling.cfm

PHOTOGRAPHY 1

What you can do in this project:

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

Grades: 3-5

Resource: PC1, *Focus on Photography*

PHOTOGRAPHY 2

What you can do in this project:

- Learn about camera adjustments
- Learn about film speed, shutter speed and aperture
- Take silhouettes, candid, action shots and others

Grades: 6-8

Resource: PC2, *Controlling the Image*

PHOTOGRAPHY 3

What you can do in this project:

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

Grades: 9-12

Resource: PC3, *Mastering Photography*

PHOTOGRAPHY LDR

Webpage:

4h.uwex.edu/onlinpro/photography.cfm

POSTERS

Grades: 3-12

Resource: 4H23, *Say It With Posters*

VIDEOGRAPHY

What you can do in this project:

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

Grades: 6-12

Resource: IS401, *Action! Making Videos & Movies*



FAMILY, HOME & HEALTH

CHILD DEVELOPMENT 1

What you can do in this project:

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

Grades: 3-4

Resource: 08075, *On My Own*

CHILD DEVELOPMENT 2

What you can do in this project:

- Learn how to take care of yourself and others
- See what makes your family special
- Discover how to match toys to ages of children
- Develop family rules
- Check for safety hazards

Grades: 5-6

Resource: 08076, *Growing With Others*

CHILD DEVELOPMENT 3

What you can do in this project:

- Explore how to be an effective parent
- Gain experience as a teacher or coach
- Make babysitting and first-aid kits
- Check out child development careers

Grades: 7-10

Resource: 08077, *Growing in Communities*

CHILD DEVELOPMENT LDR

Resource: 08078, *Child Development Helper's Guide*

Webpage:

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

HOME ENVIRONMENT 1

What you can do in this project:

- Learn about home care
- Learn to sand and finish a simple wood item
- Make small home decorative items for the home
- Explore the world of home interior design

Grades: 3-5

Resource: 4H425, *Exploring Your Home*

HOME ENVIRONMENT 2

What you can do in this project:

- Become more involved with activities around the home
- Learn to handle home tasks and entertain guests
- Refinish wood furnishings and make other home items

Grades: 6-7

Resource: 4H426, *Living With Others*

HOME ENVIRONMENT 3

What you can do in this project:

- Learn the principles of home design
- Learn scale, balance and proportion in home design
- Use the principles of design to arrange your home
- Create storage centers and restore furniture

Grades: 8-9

Resource: 4H427, *Where I Live*

HOME ENVIRONMENT 4

What you can do in this project:

- Focus on the application of design fundamentals

- Learn about purchasing furnishings for the home
- Restore or make a heritage item

Grades: 10-12

Resource: 4H465, *In My Home*

HOME ENVIRONMENT LDR

Webpage:

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

HEALTH 1

What you can do in this project:

- Practice first-aid skills to treat basic injuries
- Learn how to respond to someone who is choking
- Assemble a first-aid kit

Grades: 3-5

Resource: 08174, *First Aid in Action*

HEALTH 2

What you can do in this project:

- Identify your personal talent areas in health care
- Explore hygiene, nutrition and physical activities
- Share what you learn with others

Grades: 6-8

Resource: 08175, *Staying Healthy*

HEALTH 3

What you can do in this project:

- Design your own fitness plan
- Track your plan and review your progress
- Interview individuals in the health and fitness fields

Grades: 9-12

Resource: 08176, *Keeping Fit*

HEALTH LDR

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

INTERGENERATIONAL PROGRAMS

What you can do in this project:

- Learn to understand older people better
- Let them share their stories and experiences
- Explore what happens as you grow older

Grades: 5-12

Resource: NCR591, *Walk in My Shoes Member Guide*

INTERGENERATIONAL PROGRAMS LDR

Resource: NCR548, *Walk in My Shoes*

Leader Guide

Webpage:

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

SPORTS



CONSUMER EDUCATION

CONSUMER SAVVY 1

What you can do in this project:

- Learn your shopping style
- Use the yellow pages to find goods and services
- Know the difference between wants and needs
- Write a savings and spending plan
- Start a savings account

Grades: 3-5

Resource: 08030, *The Consumer in Me*

CONSUMER SAVVY 2

What you can do in this project:

- Identify your personal spending values
- Understand advertising appeal and its affects
- See how peer pressure can influence your purchases
- Understand the risks of shopping on the Internet

Grades: 6-9

Resource: 08031, *Consumer Wise*

CONSUMER SAVVY 3

What you can do in this project:

- Define consumer responsibilities and ethics
- Understand your consumer rights
- Use comparison shopping techniques
- Understand the costs of owning a vehicle

Grades: 10-12

Resource: 08032, *Consumer Roadmap*

CONSUMER SAVVY LDR

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

Webpage:

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

ENTREPRENEURSHIP

What you can do in this project:

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

Grades: 7-12

Resource: 08035, *Entrepreneurship: Be the E*

ENTREPRENEURSHIP LDR

Resource: 08036, *Entrepreneurship Helper's Guide*

Webpage:

4h.uwex.edu/onlinpro/entrepreneur.cfm

ENTREPRENEURSHIP YTH LDR

PERSONAL FINANCE 1

What you can do in this project:

- Learn money management skills
- Learn how to live on a budget

Grades: 6-8

Resource: 07710, *Money FUNdamentals*

PERSONAL FINANCE 2

What you can do in this project:

- Learn about wants and needs, values and goal setting
- Explore ways to use and save money
- Learn the benefits and drawbacks of credit
- Survey and select financial services

Grades: 9-12

Resource: 07711, *Money Moves*

PERSONAL FINANCE LDR

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

Webpage:

4h.uwex.edu/onlinpro/finance.cfm

WORKFORCE READINESS

What you can do in this project:

- Explore what it takes to get your first job
- Discover how to assess job possibilities in the community
- Create job scenarios
- Recognize your learning styles and personal qualities

Grades: 6-9

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

WORKFORCE READINESS LDR

Resource: 08192, *Get in the Act! Take 1 Helper's Guide*

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



FOODS AND NUTRITION

FOOD PRESERVATION 1

What you can do in this project:

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

Grades: 6-12

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

FOOD PRESERVATION 2

What can I do in this project?

- Continue learning food preservation techniques
- Use UW-Extension Safe Food Preservation Series

Grades: 6-12

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

FOOD PRESERVATION LDR

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

FOODS & NUTRITION 1

What you can do in this project:

- Learn what is good to eat and how to fix simple foods
- Fix pizza, pancakes, fruit kabobs and granola bars
- Explore why calcium is important to our bodies
- Understand TV commercial messages about food

Grades: 3-4

Resource: 07144, *Six Easy Bites*

FOODS & NUTRITION 2

What you can do in this project:

- Make main dishes, e.g., meatballs, pasta and salads
- Learn to make basic muffins and biscuits
- Learn to change recipes
- Reduce fat content in recipes
- Discover how to store fruit and vegetables

Grades: 5-6

Resource: 07146, *Tasty Tidbits*

FOODS & NUTRITION 3

What you can do in this project:

- Learn to evaluate nutrition information and fad diets
- Develop your own exercise program
- Learn how to cook different cuts of meat
- Learn to divide large-quantity packages for family use
- Make baked chicken, breadsticks and stir-fried vegetables

Grades: 7-9

Resource: 07148, *You're the Chef*

FOODS & NUTRITION 4

What you can do in this project:

- Learn how to make jelly, bake fish and marinate meat
- Conduct a food activity with young children
- Learn to divide recipes and make substitutions
- Plan menus on a budget

Grades: 10-12

Resource: 07150, *Foodworks*

FOODS & NUTRITION LDR

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

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



CLOTHING AND TEXTILES

CLOTHING 1

What you can do in this project:

- Identify sewing tools and machine parts
- Thread a sewing machine and identify fabrics

- Select and purchase a pattern
- Sort clothes for laundry and remove stains
- Donate a sewing project

Grades: 3-5

Resources: 08060, *Under Construction*
07198, *Let's Sew! Beginner's Sewing Guide*

CLOTHING 2

What you can do in this project:

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

Grades: 6-8

Resource: 08061, *Fashion Forward*

CLOTHING 3

What you can do in this project:

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

Grades: 9-12

Resource: 08062, *Refine Design*

CLOTHING LDR

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

Webpage:

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

CROCHETING 1

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: 3-12

Resource: CC1403, *Crochet Made Easy*

CROCHETING LDR

Webpage:

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

KNITTING 1

What you can do in this project:

- Discover what to consider when buying yarn or tools
- Learn knitting and finishing techniques

- Correct knitting errors
- Learn how to care for your knitted items

Grades: 3-12

Resource: CC1402, *Knitting Made Easy*

KNITTING LDR

Webpage:

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



MECHANICAL SCIENCES

BICYCLES – ENG AND TECH 1

What you can do in this project:

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

Grades: 3-4

Resource: 08334, *Bicycling for Fun*

BICYCLING – ENG AND TECH 2

What you can do in this project:

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

Grades: 4-6

Resource: 08335, *Wheels in Motion*

BICYCLING LDR

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

Webpage:

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

COMPUTERS 1

What you can do in this project:

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

Grades: 3-5

Resource: 08346, *Newbie Know How*

COMPUTERS 2

What you can do in this project:

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

- Install operating systems
- Grades: 6-8
Resource: 08347, *Inside the Box*

COMPUTERS 3

What you can do in this project:

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

Grades: 9-12
Resource: 08348, *Peer to Peer*

COMPUTERS LDR

Resource: 08349, *Teens Teaching Tech*
Webpage:
4h.uwex.edu/onlinpro/computer.cfm

ELECTRICITY 1

What you can do in this project:

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

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

ELECTRICITY 2

What you can do in this project:

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

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

ELECTRICITY 3

What you can do in this project:

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

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

ELECTRICITY 4

What you can do in this project:

- Identify electrical and electronic parts and devices

- Learn how to solder and prepare parts for assembly
 - Assemble a circuit using a transistor
- Grades: 10-12
Resource: 06851, *Entering Electronics*

ELECTRICITY LDR

Resource: 06852, *Electric Excitement Helper's Guide*
Webpage:
4h.uwex.edu/onlinpro/electricity.cfm

MODEL CARS

MODEL RAILROAD

MODEL ROCKETRY

MODEL ROCKETRY LDR

MODEL ROCKETRY YTH LDR

SCALE MODELS

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: 3-12
Resource: 4H424, *Guidelines for Building Scale Models*

SCALE MODELS LDR

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

SMALL ENGINES 1

What you can do in this project:

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

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

SMALL ENGINES 2

What you can do in this project:

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

Grades: 6-8

Resource: 08187, *Warm It Up!*

SMALL ENGINES 3

What you can do in this project:

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

Grades: 9-12

Resource: 08188, *Tune It Up!*

SMALL ENGINES LDR

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

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

TRACTORS 1

What you can do in this project:

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

Grades: 3-4 (little or no experience)

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

TRACTORS 2

What you can do in this project:

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

Grades: 5-6 (little or no experience)

Resource: 4H962, *Tractor Operations: Gearing Up for Safety*

TRACTORS 3

What you can do in this project:

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

Grades: 7-9 (some prior experience)

Resource: 4H963, *Moving Out: Learning About Your Tractor & Farm Machinery*

TRACTORS 4

What you can do in this project:

- Focus on safety and maintenance

- Identify and work with operational systems

Grades: 10-12 (some prior experience)

Resource: 4H964, *Learning More: Learning About Agricultural*

Tractors & Equipment

TRACTORS LDR

Webpage:

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

WOODWORKING 1

What you can do in this project:

- Learn safety practices when working with wood and tools
- Use various hand tools, e.g., hammer and saw
- Identify types of nails and wood
- Sand and paint a piece of wood

Grades: 3-4

Resource: 06875, *Measuring Up*

WOODWORKING 2

What you can do in this project:

- Identify functions of various tools
- Practice safety techniques
- Select a project to build, e.g., birdhouse or foot stool
- Use a screwdriver and combination square

Grades: 4-6

Resource: 06876, *Making the Cut*

WOODWORKING 3

What you can do in this project:

- Compare different types of hinges
- Enlarge scale-drawn woodworking plans
- Use a hand plane and build a laminated cutting board
- Compare different grades of plywood

Grades: 6-8

Resource: 06877, *Nailing It Together*

WOODWORKING 4

What you can do in this project:

- Use a table saw, router, powered circular saw and sander
- Learn to make more difficult joints
- Evaluate exotic and veneer woods
- Create inlays and overlays
- Test various adhesives

Grades: 9-12

Resource: 06878, *Finishing Up*

WOODWORKING LDR

Resource: 06879, *Woodworking Helper's Guide*

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



NATURAL RESOURCES & ENVIRONMENTAL

EDUCATION

ADVENTURES

What you can do in this project:

- Learn how to camp safely in all weather conditions
- Investigate camping equipment and clothing
- Build a campfire and cook a meal
- Practice tying knots and first aid
- Learn to use a map and compass

Grades: 3-12

Resource: 4H444, *Introduction to Adventures*

ADVENTURES LDR

Resource: 4H443, *4-H Adventure Project*

Webpage:

4h.uwex.edu/onlinpro/adventures.cfm

BACKPACKING & HIKING 1

What you can do in this project:

- Plan a day hike, select items and plan the food
- Learn to organize and pack a backpack
- Select appropriate clothing
- Prepare a first-aid kit
- Learn to use a compass
- Prepare for dangerous weather

Grades: 3-5

Resource: 08043, *Hiking Trails*

BACKPACKING & HIKING 2

What you can do in this project:

- Plan a camping trip
- Select equipment, including shelter
- Plan a camping trip menu and prepare supplies
- Practice "Leave No Trace" principles while hiking
- Study various organism habitats

Grades: 6-8

Resource: 08044, *Camping Adventures*

BACKPACKING & HIKING 3

What you can do in this project:

- Select group backpacking gear including a tent
- Design a non-tent backpacking shelter
- Develop a personal conditioning program
- Learn to orient a map and use triangulation

Grades: 9-12

Resource: 08045, *Backpacking Expeditions*

BACKPACKING & HIKING LDR

Resource: 08046, *Outdoor Adventures*

Helper's Guide

Webpage:

4h.uwex.edu/onlinpro/backpacking.cfm

BICYCLING – ENVIRON ED

What you can do in this project:

- Learn how and where to bicycle safely
- Plan a bicycle camping trip
- Design and build a bicycle obstacle course
- Conduct a bike maintenance check

Grades: 3-12

Resource: 4H446, *Bicycling*

Webpage:

4h.uwex.edu/onlinpro/bicyclingnr.cfm

CANOEING

What you can do in this project:

- Learn how and where to canoe safely
- Select and care for equipment
- Explore aquatic environments
- Plan a canoe camping trip
- Canoe a river

Grades: 3-12

Resource: 4H447, *Canoeing*

Webpage:

4h.uwex.edu/onlinpro/canoeing.cfm

ENTOMOLOGY (INSECTS) 1

What you can do in this project:

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

Grades: 3-5

Resource: 06853, *Creepy Crawlies*
08392, *Project Butterfly Wings Youth Guide*

ENTOMOLOGY (INSECTS) 2

What you can do in this project:

- Learn how an insect protects itself

- Explore insect habitats
- Create an insect display
- Build an insect extractor
- Investigate entomology careers

Grades: 6-8

Resource: 06854, *What's Bugging You?*
08392, *Project Butterfly Wings Youth Guide*

ENTOMOLOGY (INSECTS) 3

What you can do in this project:

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

Grades: 9-12

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

ENTOMOLOGY (INSECTS) LDR

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

08393, *Project Butterfly Wings Facilitator Guide*

Webpage:

4h.uwex.edu/onlinpro/entomology.cfm

ENTOMOLOGY (INSECTS) YTH LDR EXPLORING YOUR ENVIRONMENT 1

What you can do in this project:

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

Grades: 5-7

Resource: 08411, *Earth's Capacity*

EXPLORING YOUR ENVIRONMENT 2

What you can do in this project:

- Explore wildlife habitats and tracking
- Learn about groundwater
- Research pollination and how it works

Grades: 8-10

EXPLORING YOUR ENVIRONMENT 3

What you can do in this project:

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

Grades: 11-12

Resource: 08410, *Ecosystems Services*

EXPLORING YOUR ENVIRONMENT LDR

Resources: 08412, *Exploring Your Environment Facilitator Guide*

PUB-CE-456, *Education Connection*

PUBL-ER-001, *WI Endangered &*

Threatened Species

Webpage:

4h.uwex.edu/onlinpro/environment.cfm

FISHING 1

What you can do in this project:

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

Grades: 3-5

Resource: 07598, *Take the Bait*

FISHING 2

What you can do in this project:

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

Grades: 6-8

Resource: 07599, *Reel in the Fun*

FISHING 3

What you can do in this project:

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

Grades: 9-12

Resource: 07600, *Cast into the Future*

FISHING LDR

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

Webpage:

www.uwex.edu/ces/4h/onlinpro/fishing.cfm

FORESTRY 1

What you can do in this project:

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

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

FORESTRY 2

What you can do in this project:

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

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

FORESTRY 3

What you can do in this project:

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

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

FORESTRY LDR

Resource: 08041, *Forestry Helper's Guide*
Webpage: 4h.uwex.edu/onlinpro/forestry.cfm

RECYCLING

What you can do in this project:

- Learn about the impact of solid waste on the environment
- Learn to reduce, reuse and recycle

Grades: 3-12
Resource: 4H362, *Recycling for Reuse*

RECYCLING LDR

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

WATER

What you can do in this project:

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

Grades: 3-12
Resource: 4H855, *Give Water A Hand - Action Guide*

WATER LDR

Resource: 4H850, *Give Water A Hand Leader Guide*
Webpage: 4h.uwex.edu/onlinpro/water.cfm

WILDFLOWERS

What you can do in this project:

- Learn about wildflowers in your neighborhood
- Learn to identify wildflowers and how to collect them
- Discover how humans affect wildflowers

Grades: 3-12
Resource: 4H392, *Wildflowers*
Webpage: 4h.uwex.edu/onlinpro/wildflowers.cfm

WILDLIFE

WILDLIFE HABITAT

WINTER TRAVEL

What you can do in this project:

- Discover winter travel on cross-country skis and snowshoes
- Select and take care of equipment and clothing
- Experience a winter overnight campout
- Discover how trees and plants prepare for winter

Grades: 3-12
Resource: 4H448, *Winter Travel*
Webpage: 4h.uwex.edu/onlinpro/wintertravel.cfm



SHOOTING SPORTS EDUCATION

SHOOTING SPORTS LDR

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

Webpage: 4h.uwex.edu/onlinpro/shooting/index.cfm

AIR PISTOL

What you can do in this project:

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

Grades: 3-12

AIR PISTOL LDR

Resource: Each Pistol Leader should attend a Certification

Training to receive the *Pistol Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm

AIR RIFLE

What you can do in this project:

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

Grades: 3-12

AIR RIFLE LDR

Resource: Each Air Rifle Leader should attend a Certification

Training to receive the *Air Rifle Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm

ARCHERY

What you can do in this project:

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

Grades: 3-12

Resource: 751, *Archery Member Record Book*

ARCHERY LDR

Resource: Each Archery Leader should attend a Certification

Training to receive the *Archery Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm

HUNTING

What you can do in this project:

- Learn the history, philosophy and laws of hunting

- Learn to plan and equip yourself for a hunt

Grades: 3-12

MUZZLELOADING

What you can do in this project:

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

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

MUZZLELOADING LDR

Resource: Each Muzzle loading Leader should attend a Certification

Training to receive the *Muzzle loading Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm

PISTOL (small-bore .22)

What you can do in this project:

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

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

Resource: 753, *Pistol Member Record Book*

PISTOL LDR (small-bore .22)

Resource: Each Pistol Leader should attend a Certification

Training to receive the *Pistol Guide and WI Shooting Sports Basic 4-H Guidelines*. For more information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm

RIFLE

What you can do in this project:

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

- Learn safe handling procedures and range rules

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

Resource: 750, *Rifle Member Record Book*

RIFLE LDR

Resource: Each Rifle Leader should attend a Certification

Training to receive the *Rifle Guide and WI Shooting Sports Basic 4-H Guidelines*. For more

information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm

SHOTGUN

What you can do in this project:

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

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

Resource: 752, *Shotgun Member Record Book*

SHOTGUN LDR

Resource: Each Shotgun Leader should attend a Certification

Training to receive the *Shotgun Guide and WI Shooting Sports Basic 4-H Guidelines*. For more

information see webpage.

Webpage:

4h.uwex.edu/onlinpro/shooting/index.cfm



PLANT & SOIL SCIENCES

CORN (CROPS 1)

What you can do in this project:

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

Grades: 3-12

Resources: 4H355, *4-H Corn Project Manual*
4H440, *Marketing Your 4-H Crops*
4H441, *Is Direct Marketing for My Project?*
RS1, *Record Sheet – Crops Management*

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

FORAGE (CROPS 2)

What you can do in this project:

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

Grades: 3-12

Resources: 4H349, *Pest Scouting Alfalfa*
4H440, *Marketing Your 4-H Crops*
4H441, *Is Direct Marketing for My Project?*
RS1, *Record Sheet – Crops Management*

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

SMALL GRAINS (CROPS 3)

What you can do in this project:

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

Grades: 3-12

Resources: 4H356, *4-H Small Grains Manual*
4H440, *Marketing Your 4-H Crops*
4H441, *Is Direct Marketing for My Project?*
RS1, *Record Sheet – Crops Management*

Webpage:

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

FLOWERS 1

What you can do in this project:

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

Grades: 3-5

Resources: 07162, *Gardening: See Them Sprout*

4H1301A, *Forcing Spring Flowering Bulbs*
A2935, *Evaluating & Judging Flowers & Indoor Plants*

FLOWERS 2

What you can do in this project:

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

Grades: 6-8

Resource: 07163, *Gardening: Let's Get Growing*

FLOWERS 3

What you can do in this project:

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

Grades: 9-12

Resource: 07164, *Gardening: Take Your Pick*

FLOWERS LDR

Resource: 07166, *Gardening Helper's Guide*

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

FRUITS 1

What you can do in this project:

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

Grades: 3-12

Resources: A1597, *Growing Strawberries in Wisconsin*

A1610, *Growing Raspberries in Wisconsin*

A1960, *Growing Currants, Gooseberries, & Elderberries in Wisconsin*

FRUITS 2

What can I do in this project?

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

Resources: A1656, *Growing Grapes in Wisconsin*

A2072, *Growing Pears in Wisconsin*

FRUITS LDR

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

HOME GROUNDS 1

What you can do in this project:

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

Grades: 3-5

Resource: 4H321, *4-H Lawn Care*

HOME GROUNDS 2

What you can do in this project:

- Learn the importance of planting new trees and shrubs
- Explore variety selection and appropriate placement

- Learn basic maintenance: pruning and fertilization

Grades: 6-8

Resources: A3067, *Selecting, Planting & Caring for Shade Trees*

A1730, *Evergreens – Planting & Care*

HOME GROUNDS 3

What you can do in this project:

- Explore landscape planning
- Make a plan and put it on paper
- Select, place and plant trees and shrubs
- Maintain your home grounds

Grades: 9-12

Resource: G1923, *Planning & Designing Your Home Landscape*

HOME GROUNDS LDR

Webpage:

4h.uwex.edu/onlinpro/homegrounds.cfm

HOUSE PLANTS 1

What you can do in this project:

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

Grades: 3-5

Resources: 07162, *Gardening: See Them Sprout*

4H328, *Propagating & Growing House Plants*

HOUSE PLANTS 2

What you can do in this project:

- Learn about plant seeds and soil
- Select and start new plants and grow transplants
- Plant a terrarium
- Examine plants for insects and diseases

Grades: 6-8

Resource: 07163, *Gardening: Let's Get Growing*

HOUSE PLANTS 3

What you can do in this project:

- Take a tour of a horticulture business
- Design a plant experiment
- Teach others how to grow house plants
- Compare different fertilizers: organic and chemical

Grades: 9-12

Resource: 07164, *Gardening: Take Your Pick*

HOUSE PLANTS LDR

Resource: 07166, *Gardening Helper's Guide*
Webpage:

4h.uwex.edu/onlinpro/houseplants.cfm

PLANT CRAFTS

What you can do in this project:

- Learn to harvest plants
- Use different drying techniques
- Learn how to use plant materials
- Learn how to make dried arrangements, corsages, etc.

Grades: 3-12

Resources: 4H330, *Plant Crafts*
4H453, *Plant Crafts Supplement*

PLANT CRAFTS LDR

Webpage:

4h.uwex.edu/onlinpro/plantcrafts.cfm

VEGETABLES 1

What you can do in this project:

- Identify plant parts and their functions
- Explore germination and start a plant from a cutting
- Grow vegetables in containers
- Plan an outdoor garden
- Prepare a vegetable exhibit for show

Grades: 3-5

Resources: 07162, *Gardening: See Them Sprout*
4H395, *Organically Grown – Handbook*
4H409, *Nature's Herbs*
A3306, *Exhibiting & Judging Vegetables*

VEGETABLES 2

What you can do in this project:

- Learn about plant needs and soil testing
- Start new plants and grow transplants
- Build a compost pile and use mulches

Grades: 6-8

Resource: 07163, *Gardening: Let's Get Growing*

VEGETABLES 3

What you can do in this project:

- Grow plants in a cold frame
- Make a site analysis and landscape plan
- Compare organic and chemical fertilizers
- Research various insect control methods

Grades: 9-12

Resource: 07164, *Gardening: Take Your Pick*

VEGETABLES LDR

Resource: 07166, *Gardening Helper's Guide*
Webpage:

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



STEM (Science, Technology, Engineering & Math)

STEM Exploring

What you can do in this project:

- Complete a variety of fun science, technology, engineering, and mathematics lab activities
- Understand the scientific method/engineering design process

Grades: 5-8th

Webpage:

<http://www.uwex.edu/ces/4h/set/index.cfm>

AEROSPACE 1

What you can do in this project:

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

Resource: 06842, *Pre-Flight*

AEROSPACE 2

What you can do in this project:

- Build straw and paper rockets
- Learn to read a map
- Identify types of aircraft
- Discover how weather affects flying
- Build and fly a kite
- Make a hot-air balloon model

Grades: 3-5

Resource: 06843, *Lift Off*

AEROSPACE 3

What you can do in this project:

- Build, exhibit and launch model rockets
- Test a paper hang glider
- Make a flight simulator
- Demonstrate why rockets fly
- Organize a kite-flying contest

Grades: 6-8

Resource: 06844, *Reaching New Heights*

AEROSPACE 4

What you can do in this project:

- Design and build rockets and box kites
- Build an altitude tracker
- Plan a flight route
- Discover the effects of gravity

- Explore life in space and aerospace careers

Grades: 9-12

Resource: 06845, *Pilot in Command*

AEROSPACE LDR

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

Webpage:

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

AEROSPACE YTH LDR

GEOSPATIAL 1

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: 4-12

Resource: CD8358, *Exploring Spaces, Going Places CD*

("Getting Out" section)

GEOSPATIAL 2

What you can do in this project:

- Learn how to collect data
- Combine data with geographical positions
- Make maps of home, neighborhood and community

Grades: 4-12

Resource: CD8358, *Exploring Spaces, Going Places CD*

("On the Trail" section)

GEOSPATIAL 3

What you can do in this project:

- Use multi-layered maps to attempt to solve problems
- Find ways to reduce traffic congestion
- Pinpoint pollution sources

Grades: 4-12

Resource: CD8358, *Exploring Spaces, Going Places CD*

("Reaching Your Destination" section)

GEOSPATIAL LDR

Webpage:

4h.uwex.edu/onlinpro/geospatial.cfm

ROBOTICS 1

What you can do in this project:

- Explore and learn about robots arms

- Learn about robot form, function and design
- Build robots from everyday items

Resource: 08431, *Junk Drawer Robotics Track Level 1: Give*

Robots a Hand

08435, *4-H Robotics Youth Notebook*

08430, *Virtual Robotics Track DVD*

ROBOTICS 2

What you can do in this project:

- Explore and learn about robots that move with legs, wheels and underwater.
- Learn about basic electrical power and motors, and gear system
- Build robots from everyday items

Resource: 08432, *Junk Drawer Robotics Track Level 2: Robots*

on the Move

08435, *4-H Robotics Youth Notebook*

08430, *Virtual Robotics Track DVD*

ROBOTICS 3

What you can do in this project:

- Explore and learn about robots sensors and analog and digital systems
- Build basic circuits
- Study basic elements of programming and instruction

Resource: 08433, *Junk Drawer Robotics Track Level 3:*

Mechatronics

08435, *4-H Robotics Youth Notebook*

08430, *Virtual Robotics Track DVD*

ROBOTICS LDR

Resources: 08434, *Robotics Platforms Track DVD*

Webpage:

4h.uwex.edu/onlinpro/robotics.cfm

WIND ENERGY

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

Leader Resources

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

Webpage:

<http://www.uwex.edu/ces/4h/set/index.cfm>



INTERNATIONAL PROGRAMS

INTERNATIONAL 1

What you can do in this project:

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

Grades: 3-12

Resource: 4H812, *And My World*

INTERNATIONAL LDR

Resource: 4H812, *And My World*

Webpage:

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

Map to Milwaukee County UW-Cooperative Extension:



The building is conveniently located adjacent to Highway 45 at the Watertown Plank Road exit. There is ample parking and the Route 31 bus stops in front of the building.

Directions: Exit Highway 45 at Watertown Plank Road. Go east on Watertown Plank Road and turn right into the first driveway on the south side of the road. A sign saying 9501 W. Watertown Plank Road marks the driveway. Milwaukee County Cooperative Extension is in Building A, the building closest to Watertown Plank Road.

Milwaukee County 4-H Youth Development Staff

Demetrius Brown, 4-H Youth Development Educator
Eva Terry, 4-H SySTEMatics Program Coordinator
Chunou Xiong, TechWizard Coordinator
Linda Kramer, Office Operations Associate



The national 4-H motto is
"To Make the Best Better."
It should be the objective of every
**Milwaukee County 4-H
Youth Development Program**



**Milwaukee County UW-Cooperative Extension
9501 West Watertown Plank Road
Building A
Wauwatosa WI 53226
Phone #: (414)256-4624
milwaukee4h@ces.uwex.edu
711 Wisconsin Relay
Fax #: (414)256-4646**

Daily Office Hours:

**Monday thru Friday
8:00 a.m. to 4:30 p.m.**

Milwaukee County 4-H Website: <http://milwaukee.uwex.edu/new-4-h-youth-development/>

Wisconsin State Web Page: <http://www.uwex.edu/ces/4h>

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