



Langlade County 4-H

Wisconsin 4-H Project Guide

This is your guide.... A 4-H project is an area 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 available in your county.

Do not forget to check out the project pages on the Wisconsin 4-H Web Site. On these pages, you will find descriptions for statewide projects, Internet resources and links of interest, county fair exhibit suggestions, state specialist contacts, and other suggested 4-H resources.

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

How to Select 4-H Projects

4-H members . . . First, make a list of the things you like to do or want to learn more about. Talk over your list with your parents, leaders and friends. They may recognize some special things you are good at that you do not 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 have had a lot of experience in an area, project suggestions are based on age levels. If you do have a lot of experience in an area, consider challenging yourself with a higher level. 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*. Usually you can spend more than one year in a project unit because there are enough ideas there to span two or three years.

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



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YOUTH LEADERSHIP

AMBASSADORS

YOUTH LEADERSHIP Grades: 6-13

What you can do in this project:

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

Resource: 4H375, *Leadership Road Trip: Where Are You Going?*

Resources: 07903, *Leadership Mentor Guide for Grades K-5*
07904, *Leadership Mentor Guide for Grades 6-12*



YOUNGER MEMBERS

CLOVERBUDS Grade: K-2

What you can do in this project:

- Learn about your 4-H club or group, activities and events
- Begin developing different skills, e.g., working with others
- Explore your community and working together
- Discover areas of project interest
- Share with others what you have learned

Resources: *Wisconsin 4-H Cloverbud Learning Activities*
4H710GPM, *The Big Book of 4-H Cloverbud Activities*

Resources: *Essential Elements for Cloverbud Programs*
Cloverbud Leader Guide

EXPLORING Grade: 3

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

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

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



SERVICE LEARNING & CITIZENSHIP

CIVIC ENGAGEMENT Grades: 4-12

What you can do in this project:

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

Resource: 08153, *Citizenship Adventure Kit*

Resource: 08154, *Citizenship Guide's Handbook*

HISTORY & HERITAGE

LATINO CULTURAL ARTS Grades: 3-8

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

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

SERVICE LEARNING Grades: 3-12

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

Resource: 08182, *Agents of Change + CD*

Resource: 08183, *Raise Your Voice + CD*

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



SELF-DETERMINED

SELF-DETERMINED Grades: 3-13

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

Resource: 4H272, *Designing Your Own Project*



ANIMAL SCIENCES

BEEF Grades: 3-5

What you can do in this project:

- Identify various beef breeds
- Identify parts of a beef animal
- Halter-break and show a calf
- Fit and judge beef cattle
- Recognize and raise a healthy animal

Resources: 08143, *Bite into Beef*

Grades: 6-8

What you can do in this project:

- Present oral reasons during judging
- Learn about feed ingredients, behavior and parasites
- Study how to do nose-print identification
- Learn beef carcass composition and retail meat cuts

Resources: 08144, *Here's the Beef*

Grades: 9-12

What you can do in this project:

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

Resources: 08145, *Leading the Charge*

Resources: 08146, *Beef Helper's Guide*
117R, *Beef Resource Handbook*

CAGE BIRDS

CATS

Grades: 3-5

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

Resource: 08148, *Purr-fect Pals*

Grades: 6-8

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

Resource: 08149, *Climbing Up!*

Grades: 9-12

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

Resource: 08150, *Leaping Forward*

Resource: 08151, *Cat Helper's Guide*

DAIRY

Grades: 3-5

What you can do in this project:

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

Resources: 08161, *Cowabunga*
CANADA1, *Showmanship: Leading to Win*
LDR, *Lifetime Dairy Record*

Grades: 6-8

What you can do in this project:

- Learn about housing and hay quality
- Learn about milking and food safety
- Explore ways to keep an animal healthy
- Observe animal behavior

Resources: 08162, *Mooving Ahead*
CANADA2, *Preparing to Lead*
MPA, *Managerial Project Agreement*

Grades: 9-12

What you can do in this project:

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

Resources: 08163, *Rising to the Top*
HMR, *WI 4-H Dairy Heifer Mgmt. Record*

Resource: 08164, *Dairy Cow Helper's Guide*

DOGS

Grades: 3-5

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

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

Grades: 6-8

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

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

Grades: 9-12

What you can do in this project:

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

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

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

EXOTIC ANIMALS

DAIRY GOAT

Grades: 3-5

What you can do in this project:

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

Resource: 08352, *Getting Your Goat*

Grades: 6-8

What you can do in this project:

- Learn to keep your goat healthy
- Feed your goat for maximum production

- Prepare for kidding
- Develop judging skills
- Learn how to milk a goat properly

Resource: 08353, *Stepping Out*

Grades: 9-12

What you can do in this project:

- Learn about genetics, diseases and breeding
- Study body-condition scoring and linear appraisal
- Understand bio-security and prevention measures
- Gain leadership and explore career opportunities

Resource: 08354, *Showing the Way*

Resource: 08355, *Dairy Goat Helper's Guide*

MEAT GOAT

Grades: 3-4

What you can do in this project:

- Identify meat goat breeds and parts
- Learn to select a good animal
- Feed and care for a meat goat
- Develop a budget for a meat goat project

Resource: 07909, *Just Browsing*

Grades: 5-8

What you can do in this project:

- Recognize meat goat diseases
- Select a veterinarian and purchase breeding stock
- Understand reproduction cycle and keep records
- Fit and show meat goats

Resource: 07910, *Get Growing with Meat Goats*

Grades: 9-12

What you can do in this project:

- Learn to control diseases
- Understand bio-security and quality assurance
- Formulate rations
- Evaluate goat pastures

Resource: 07911, *Meating the Future*

Resource: 07912, *Meat Goat Helper's Guide*

PYGMY GOAT

HORSE

Grades: 3-5

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

Resources: 01518Y, *Giddy Up & Go*

CO200, *Horses & Horsemanship*

CO201, *Horse Science*

Grades: 3-7

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

Resource: 01521Y, *Riding the Range*

Grades: 6-8

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

Resource: 01519Y, *Head, Heart & Hooves*

Grades: 9-12

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

Resource: 01520Y, *Stable Relationships*

Grades: 8-12

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

Resource: 01522Y, *Jumping to New Heights*

Resources: 01523F, *Horse Helper's Guide*

HORSELESS HORSE

Grades: 3-5

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

Resource: 01518Y, *Giddy Up & Go*

Grades: 6-8

What you can do in this project:

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

Resource: 01519Y, *Head, Heart & Hooves*

Grades: 9-12

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

Resource: 01520Y, *Stable Relationships*

LLAMAS

PETS

Grades: 3-5

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

Resource: 06359, *Pet Pals*

Grades: 6-8

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

Resource: 06360, *Scurrying Ahead*

Grades: 9-12

What you can do in this project:

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

Resource: 06361, *Scaling the Heights*

Resource: 06362, *Pet Helper's Guide*

POULTRY

Grades: 3-5

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

Resources: 06363, *Scratching the Surface*
CIR878, *From Egg to Chick*

Grades: 6-8

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

Resources: 06364, *Testing Your Wings*
A2880, *Chicken Breeds & Varieties*

Grades: 9-12

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

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

Resource: 06366, *Poultry Helper's Guide*

RABBITS

Grades: 3-5

What you can do in this project:

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

Resource: 08080, *What's Hopping?*

Grades: 6-8

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

Resource: 08081, *Making Tracks*

Grades: 9-12

What you can do in this project:

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

Resource: 08082, *All Ears*

Resource: 08083, *Rabbit Helper's Guide*

RABBIT HOPPING

SHEEP

Grades: 3-5

What you can do in this project:

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

Resources: 06367, *Lambs, Rams and You*

Grades: 6-8

What you can do in this project:

- Learn to identify sheep parasites
- Promote meat safety
- Judge wool
- Diagnose sheep diseases
- Use medications safely
- Explore careers

Resources: 06368, *Shear Delight*

Grades: 9-12

What you can do in this project:

- Set sheep production goals
- Plan sheep related activities
- Market sheep products and teach others
- Plan a judging contest
- Explore careers

Resources: 06369, *Leading the Flock*

Resources: 06370, *Sheep Helper's Guide*
194R, *Sheep Resource Handbook*

SMALL ANIMALS

SWINE

Grades: 3-5

What you can do in this project:

- Identify swine breeds, feeds and animal parts
- Practice judging market hogs
- Identify pork meat cuts
- Practice fitting and showing a hog

Resources: 08065, *The Incredible Pig*
4H412, *Judging Breeding & Market Swine*

Grades: 6-8

What you can do in this project:

- Make a swine health care plan
- Identify diseases
- Assemble tack and pack a show box
- Plan and organize a facility expansion
- Complete a plan for a new pork product

Resources: 08066, *Putting the Oink in the Pig*

Grades: 9-12

What you can do in this project:

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

Resources: 08067, *Going Whole Hog*

Resources: 08068, *Swine Helper's Guide*
134R, *Swine Resource Handbook*

VETERINARY SCIENCE

Grades: 3-5

What you can do in this project:

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

Resources: 08048, *From Airedales to Zebras*

Grades: 6-8

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

Resources: 08049, *All Systems Go*

Grades: 9-12

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

Resources: 08050, *On the Cutting Edge*

Resources: 08051, *Veterinary Science Helper's Guide*

08744DD, *Animal Behavior* (digital download)
08745DD, *Animal Vital Signs* (digital download)
08746DD, *Disease Transmission*
08748DD, *Principles of Bio-Security*
08749DD, *Advanced Concepts in Animal Care*



COMMUNICATION ARTS

COLLECTIONS - COIN

COMMUNICATIONS

Grades: 3-5

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

Resource: 08644DD, *Communications: Module 1*

Grades: 6-8

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

Resource: 08645DD, *Communications: Module 2*

Grades: 9-12

What you can do in this project:

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

Resource: 08646DD, *Communications: Module 3*

Resources: COMM04, *Voices From the Past*
COMM05, *It's All in the Family*
COMM07, *Communication Activities for 4-H Clubs*

COMPUTER GRAPHIC DESIGN

CREATIVE WRITING

Grades: 3-12

What you can do in this project:

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

Resources: COMM01, *Creative Wordworking*
COMM03, *Crazy About Books Reading Circle*

DEMONSTRATIONS

SIGN LANGUAGE

SPEAKING

Grades: 3-12

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

Resources: COMM02, *4-H Public Speakers Handbook*
COMM06, *4-H Public Speaking Opportunities*



PERFORMING ARTS

CLOWNING

Grades: 3-12

What you can do in this project:

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

Resource: 4H265, *Enter the Clowns*

DANCE

JUGGLING

Grades: 3-12

What you can do in this project:

- Learn to select the right juggling ball
- Learn 3 steps to basic juggling

Resource: 19083, *4-H Juggling with Andy Talen* (DVD in CES Media Collection)

MUSIC

Grades: 3-12

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

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

PUPPETRY

THEATRE ARTS

Grades: 3-5

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

Resource: 08445, *Theatre Arts Beginner*
08448Y, *Theatre Arts Journal*

Grades: 6-8

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

Resource: 08446, *Theatre Arts Intermediate*
08448Y, *Theatre Arts Journal*

Grades: 9-12

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

Resource: 08447, *Theatre Arts Advanced*
08448Y, *Theatre Arts Journal*



VISUAL ARTS

ART

Grades: 3-6

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

Resources: 4H592, *Get Started in Art Curriculum*

Grades: 7-12

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

Resources: 08140, *Advanced Visual Arts: Sketchbook Crossroads*
08141, *Advanced Visual Arts: Portfolio Pathways*

Art areas include but are not limited to:

basketry, beadwork, block printing, calligraphy, candle making, ceramics, collages, creative/cross stitchery, decorative boxes, decorative wreaths, decoupage, drawing & painting, fiber arts, flower crafts, folk arts, glasswork, handmade dolls, liquid embroidery, macramé, mosaics, ornaments, needlepoint, paper art, plastercraft, fuzzy posters, pottery, primitive art, print making, rock art, rug hooking, sculpty clay, soap carving, stencil, painting, string/wire art,

JEWELRY MAKING

METAL ENAMELING

LEATHERCRAFT

PHOTOGRAPHY

Grades: 3-5

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

Resource: 01920Y, *Photography Basics*

Grades: 6-8

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

Resource: 01903Y, *Next Level Photography*

Grades: 9-12

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

Resource: 01904Y, *Mastering Photography*

RUBBER STAMPING

SCRAPBOOKING

SOAP MAKING

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

Resource: DVDFILM, *4-H Filmmaking Workshop (DVD)*
IS401, *Action! Making Videos & Movies*

WEAVING

WOOD ART

WOOD BURNING



FAMILY, HOME & HEALTH

BOWLING

CHILD DEVELOPMENT

HOME ENVIRONMENT

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

Resource: 4H425, *Exploring Your Home*

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

Resource: 4H465, *In My Home*

FUN & FITNESS

HEALTH

Grades: 3-5

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

Resource: 08174, *First Aid in Action*
08380, *Health Rocks! Curriculum 1 – Beginning*

Grades: 6-8

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

Resource: 08175, *Staying Healthy*
08381, *Health Rocks! Curriculum 2 – Intermediate*
4H359, *Your Thoughts Matter: Navigating Mental Health*

Grades: 9-12

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

Resource: 08176, *Keeping Fit*
4H359, *Your Thoughts Matter: Navigating Mental Health*

INTERGENERATIONAL PROGRAMS

Grades: 5-12

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

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

Resource: NCR548, *Walk in My Shoes Leader Guide*

SOFTBALL



CONSUMER EDUCATION

CONSUMER SAVVY

Grades: 3-5

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

Resource: 08030DD, *The Consumer in Me*

Grades: 6-9

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

Resource: 08031DD, *Consumer Wise*

Grades: 10-12

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

Resource: 08032DD, *Consumer Roadmap*

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

ENTREPRENEURSHIP

Grades: 7-12

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

Resource: 08035DD, *Entrepreneurship: Be the E*

Resource: 08036, *Entrepreneurship Helper's Guide*

PERSONAL FINANCE

Grades: 6-8

What you can do in this project:

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

Resource: 07710DD, *Money FUNDamentals*

Grades: 9-12

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

Resource: 07711DD, *Money Moves*

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

WORKFORCE READINESS

Grades: 6-9

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

Resource: 08561, *Build Your Future Youth Notebook*

Resource: 08562, *Build Your Future Facilitator's Guide*



FOODS AND NUTRITION

BREADS

CAKE DECORATING

FOOD PRESERVATION

Grades: 6-12

What you can do in this project:

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

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

Grades: 6-12

What can I do in this project:

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

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

FOODS & NUTRITION

Grades: 3-4

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

Resource: 07144DD, *Six Easy Bites*

Grades: 5-6

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

Resource: 07146DD, *Tasty Tidbits*

Grades: 7-9

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

Resource: 07148DD, *You're the Chef*

Grades: 10-12

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

Resource: 07150DD, *Foodworks*

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



CLOTHING AND TEXTILES

CLOTHING

Grades: 3-5

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

Resources: 08060, *Under Construction*
4H2210, *FUNDamentals: STEAM Clothing 1*

CLOTHING

Grades: 6-8

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

Resource: 08061, *Fashion Forward*
4H2220, *Simply Sewing: STEAM Clothing 2*

Grades: 9-12

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

Resource: 08062, *Refine Design*
4H2230, *A Stitch Further: STEAM Clothing 3*
4H2240, *Maker's Guide: STEAM Clothing*
4H2260, *Beyond the Needle: STEAM Clothing*

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

CROCHETING

KNITTING

Grades: 3-12

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

Resource: CC1402, *Knitting Made Easy*

QUILTING

WOOL SPINNING

MECHANICAL SCIENCES

AUTOMOTIVE

BICYCLES – ENG & TECH

Grades: 3-4

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

Resource: 08334, *Bicycling for Fun*

Grades: 4-6

What you can do in this project:

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

Resource: 08335, *Wheels in Motion*

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

COMPUTERS

Grades: 3-5

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

Resource: 08346, *Newbie Know How*
01606Y, *Comp. Science & Programming with Scratch: 1*

Grades: 6-8

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

Resource: 08347, *Inside the Box*
01801Y, *Comp. Science & Programming with Scratch: 2*

Grades: 9-12

What you can do in this project:

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

Resource: 08348, *Peer to Peer*
01802Y, *Comp. Science & Programming with Scratch: 1*

Resource: 08349, *Teens Teaching Tech*
01607Y, *Comp. Science & Programming with Scratch:
Level 1 Facilitator Guide*

ELECTRICITY

Grades: 4-5

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
- Resource: 06848, *Magic of Electricity*

Grades: 6-7

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

Resource: 06849, *Investigating Electricity*

Grades: 8-9

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

Resource: 06850, *Wired for Power*

Grades: 10-12

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

Resource: 06851, *Entering Electronics*

Resource: 06852, *Electric Excitement Helper's Guide*

FLYING

HANDYMAN

LEGOS

MAINTENANCE & REPAIR

MECHANICAL SCIENCES

MODEL CARS

MODEL RAILROAD

MODEL ROCKETRY

OFF-HIGHWAY VEHICLES

RADIO-CONTROLLED PLANE

REMOTE-CONTROLLED CARS

SCALE MODELS

SMALL ENGINES

Grades: 3-5

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

Resource: 08186, *Crank It Up!*

Grades: 6-8

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

Resource: 08187, *Warm It Up!*

Grades: 9-12

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

Resource: 08188, *Tune It Up!*

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

SNOWMOBILING

TRACTORS

Grades: 3-4 (little or no experience)

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

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

Grades: 5-6 (little or no experience)

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

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

Grades: 7-9 (some prior experience)

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

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

Grades: 10-12 (some prior experience)

What you can do in this project:

- Focus on safety and maintenance
- Identify and work with operational systems

Resource: 4H964, *Learning More: Learning About Agricultural Tractors & Equipment*

WELDING

WOODWORKING

Grades: 3-4

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

Resource: 06875, *Measuring Up*

Grades: 4-6

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

Resource: 06876, *Making the Cut*

Grades: 6-8

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

Resource: 06877, *Nailing It Together*

Grades: 9-12

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

Resource: 06878, *Finishing Up*

Resource: 06879, *Woodworking Helper's Guide*



NATURAL RESOURCES & ENVIRONMENTAL EDUCATION

ADVENTURES

AQUATIC SCIENCE

ASTRONOMY

BACKPACKING & HIKING

Grades: 3-5

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

Resource: 08043, *Hiking Trails*

Grades: 6-8

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

Resource: 08044, *Camping Adventures*

Grades: 9-12

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

Resource: 08045, *Backpacking Expeditions*

Resource: 08046, *Outdoor Adventures Helper's Guide*

BEES

BICYCLING – ENVIRON ED

BIRDS

CAMPING

CANOEING

CONSERVATION

CROSS COUNTRY SKIING

DOWNHILL SKIING

ENTOMOLOGY (INSECTS)

Grades: 3-5

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

Resource: 08440, *Teaming with Insects: Level 1*

08392, *Project Butterfly Wings Youth Guide*

ENTOMOLOGY (INSECTS)

Grades: 6-8

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

Resource: 08441, *Teaming with Insects: Level 2*

08392, *Project Butterfly Wings Youth Guide*

ENTOMOLOGY (INSECTS)

Grades: 9-12

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

Resource: 08442, *Teaming with Insects: Level 3*

Resource: 08444, *Teaming with Insects Facilitator's Guide*

08393, *Project Butterfly Wings Facilitator Guide*

EXPLORING YOUR ENVIRONMENT

Grades: 5-12

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

Resource: 08411, *Earth's Capacity*

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

Resource: 08410, *Ecosystems Services*

Resources: 08412, *Exploring Your Environment Facilitator Guide*
PUB-CE-456, *Education Connection*
PUBL-ER-001, *WI Endangered & Threatened Species*

FISHING

Grades: 3-5

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

Resource: 07598, *Take the Bait*

Grades: 6-8

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

Resource: 07599, *Reel in the Fun*

Grades: 9-12

What you can do in this project:

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

Resource: 07600DD, *Cast into the Future*

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

FORESTRY

Grades: 3-5

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

Resource: 08038, *Follow the Path*

Grades: 6-8

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

Resource: 08039, *Reach for the Canopy*

Grades: 9-12

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

Resource: 08040, *Explore the Deep Woods*

Resource: 08041, *Forestry Helper's Guide*

GEOLOGY

HOME ENERGY

MAPLE SYRUP

RECYCLING

ROCK CLIMBING

ROCK HOUND

TAXIDERMY

WATER

Grades: 3-12

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

Resource: 4H855, *Give Water A Hand – Action Guide*

Resource: 4H850, *Give Water A Hand Leader Guide*

WEATHER

WILDFLOWERS

WILDLIFE

WILDLIFE HABITAT

WINTER TRAVEL



SHOOTING SPORTS EDUCATION

In Langlade County 4-H:

- Select Shooting Sports for the following: Air Pistol, Air Rifle, Shotgun, and Muzzleloader
- Select Archery if interested in participation in archery

SHOOTING SPORTS

SHOOTING SPORTS LDR

Resource: Each Shooting Sports Leader (RIFLE OR ARCHERY) should attend a Certification Training to receive the *WI Shooting Sports Basic 4-H Guidelines*. For more information see [Shooting Sports webpage](#).

ARCHERY

Resource: 751, *Archery Member Record Book*
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 [Shooting Sports webpage](#).

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



PLANT & SOIL SCIENCES

CROPS:

Includes: corn, forage, small grains, soybeans, weed management

Grades: 3-5

FLOWERS

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

Resources: 07162, *Gardening: See Them Sprout*
4H1301A, *Forcing Spring Flowering Bulbs*
A2935, *Evaluating & Judging Flowers & Indoor Plants*

Grades: 6-8

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

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

Grades: 9-12

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

Resource: 07164, *Gardening: Take Your Pick*
07165, *Gardening: Growing Profits*

Resource: 4H1041W, *Gardening Helper's Guide*

FRUITS

Grades: 3-12

What you can do in this project:

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

Resources: A1597, *Growing Strawberries in Wisconsin*

A1610, *Growing Raspberries in Wisconsin*
A1960, *Growing Currants, Gooseberries, & Elderberries in Wisconsin*

What you can 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*

HERBS

HOME GROUNDS

Grades: 3-5

What you can do in this project:

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

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

Grades: 6-8

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

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

Grades: 9-12

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

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

HORTICULTURE

HOUSE PLANTS

Grades: 3-5

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

Resources: 07162, *Gardening: See Them Sprout*
4H328, *Propagating & Growing House Plants*

Grades: 6-8

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

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

Grades: 9-12

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

Resource: 07164, *Gardening: Take Your Pick*
07165, *Gardening: Growing Profits*

Resource: 4H1041W, *Gardening Helper's Guide*

SOIL SCIENCE

VEGETABLES

Grades: 3-5

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

Resources: 07162, *Gardening: See Them Sprout*
A3306, *Exhibiting & Judging Vegetables*

Grades: 6-8

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

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

Grades: 9-12

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

Resource: 07164, *Gardening: Take Your Pick*
07165, *Gardening: Growing Profits*

Resource: 4H1041W, *Gardening Helper's Guide*



STEM (Science, Technology, Engineering & Math)

STEM Exploring

STEM LDR

STEM YTH LDR

AEROSPACE

What you can do in this project:

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

Resource: 06842, *Pre-Flight*

Grades: 3-5

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

Resource: 06843, *Lift Off*

Grades: 6-8

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

Resource: 06844, *Reaching New Heights*

Grades: 9-12

What you can do in this project:

- Design and build rockets and box kites
- Build an altitude tracker
- Plan a flight route
- Discover the affects of gravity
- Explore life in space and aerospace careers

Resource: 06845, *Pilot in Command*

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

GEOSPATIAL GEOCACHING

ROBOTICS

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*

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*

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*

WIND ENERGY

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

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



OTHER PROGRAMS

SAFETY



INTERNATIONAL PROGRAMS

<https://wi4hinternational.org/>

INTERNATIONAL

Grades: 3-12

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

INTERNATIONAL

Grades: 6-12

What you can do in this project:

- Explore culture, fear, and identity
- Stretch your values and frame of reference
- Challenge stereotypes and assumptions
- Connect with global citizenship

Resource: 01501F, *WeConnect: A Global Youth Citizenship Curriculum*