

2006 4-H Wisconsin Project Guide



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2006 Wisconsin Project Guide

Welcome to Wisconsin 4-H

Did you know . . . 4-H is the youth development part of University of Wisconsin-Extension. So, when you participate in 4-H, you are part of the UW System!

The 4-H pledge: “I pledge my head to clearer thinking, my heart to greater loyalty, my hands to larger service, my health to better living for my club, my community, my country and my world.”

The four “H’s” represent the four points of the pledge: clearer thinking (head), greater loyalty (heart), larger service (hands) and better living (health).

4-H is open to any youth eligible for 4-H membership regardless of race, color, creed, religion, sex, national origin, disability, ancestry, sexual orientation, pregnancy, marital or parental status.

How old do you need to be to join 4-H? You are eligible when you’re in first grade. First and second graders participate as Cloverbuds, though some counties extend Cloverbud membership to kids in kindergarten. You are eligible through the next 4-H year after graduation from high school. (Wisconsin 4-H membership policies are located at: <http://www.uwex.edu/ces/4h/pubs/other/policies.pdf>.)

In its early years, 4-H was a program just for farm kids. Today 4-H is for everyone. Boys and girls in town can enjoy 4-H as much as youth in the country. Over half of 4-H participants now live in larger cities, over one fourth live in towns and rural areas, and less than one fourth live on farms.

This year 4-H will reach about 250,000 Wisconsin youth from all 72 counties.

There are many exciting ways that you can be part of 4-H and UW-Extension: local 4-H clubs, short-term programs, family enrollment and more. Check with your county 4-H office to see which kinds of opportunities are available to you.

Besides 4-H projects, you can get involved in 4-H events and activities throughout the year, including drama festivals, style revues, animal judging contests, camps, county and state fairs, community services, tours, sports, exchanges, speeches and demonstrations.

4-H’ers often stay in for many years because there is lots to do for older members. Many teen counselors are staff members at 4-H camps. About 700 teens exchange ideas and make new friends each June during State 4-H and Youth Conference at UW-Madison. Many enjoy 4-H educational trips to Washington D.C. and exchanges with 4-H families in other states. Some travel overseas for a 4-H international experience.

About 27,000 adult and youth volunteers will give their time and talent to 4-H this year. The average volunteer donates over 200 hours each year to 4-H.

Nationally nearly 6.8 million youth participate in 4-H, led by nearly 600,000 4-H adult and youth volunteer leaders.

4-H alumni—all the participants who have enrolled in 4-H in the United States since its beginning—now total 50 million.

4-H-type programs are truly international. Over 80 countries have similar programs that reach 4 million youth.

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

The projects and literature listed in this guide are only *recommendations* from statewide project committees. Not all of these projects may be offered in your county. Your county may also use different literature for the projects you select.

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 <http://www.uwex.edu/ces/4h/onlinpro/project.html>. On these pages, you'll find descriptions for our statewide projects, Internet resources and links of interest, fair project suggestions, state specialist contacts and other suggested 4-H resources.

And 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, problem solving, decision making and working with others.

Good luck in your project selections. Have a great 4-H year!

How to Select 4-H Projects

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

Then compare your list with the projects described in this guide 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.

Your club organizational leader or enrollment coordinator will give you a form when you're ready to sign up for projects. You will notice that each project has a computer code number assigned to it. Mark that code number on the form. (Members should not use leader project codes 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 grade recommendations. These are only recommendations.

If this is your first year in 4-H, concentrate on one or two 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. 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.

4-H leaders . . . If you are a 4-H adult or youth leader, notice that some project code numbers are just for you. For example, if you are a leader for all of the Shooting Sports you will use code 630.

If there are several units within a project and you are a leader for only one of these units, then use the project code number for that unit. For example, if you are a Shooting Sports leader for just archery, use code 631. 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, use codes 631 and 632.

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Projects and Literature List

LEADERSHIP

100 Organizational Leader (club general leader)

4H350, Getting Started in 4-H Leadership - \$.00

101 Co-organizational Leader (club general co-leader)

See project code 100 for possible list of literature

102 Assistant Organizational Leader (an assistant helping the general leader of the club)

Literature will vary with the project

104 Adult Advisor to Other Leaders

105 Board Member (member of advisory board, advisory council, executive committee or board of directors within the county)

106 Key Leader (leader with countywide responsibilities for a project)

See project code 100 for possible list of literature

107 Club Enrollment Leader (leader responsible for club enrollments)

108 Club Activity Leader (leader responsible for 4-H activities)

Literature will vary with the activity; see project code 100 for possible list of other literature

109 Parent Advisory Board Member

120 Youth Leadership Leader

BU7903, Leadership Mentor Guide for Grades K-5 - \$.00

BU7904, Leadership Mentor Guide for Grades 6-12 - \$.00

121 Youth Leadership 1

This beginning project is aimed at youth in grades 3-5. During this activity-driven project you will assess your leadership skills, explore what's important to you, put yourself in someone else's shoes, understand self-responsibility, practice effective communication skills, organize your personal belongings, make an action plan to complete a project, set goals, make an invention, resolve conflicts and plan a group event.

BU7905, My Leadership Workbook for Grades 3-5 – \$3.95

122 Youth Leadership 2

This intermediate project is aimed at youth in grades 6-8. During this-activity driven project, you will assess your leadership skills, learn what motivates you, explore how leaders are different and alike, build trust in yourself and others, explore self-responsibility, give a speech, develop a multimedia presentation, set and achieve team goals, identify talents in people around you, practice teamwork and group etiquette at a meeting, handle conflicts in a group and make group decisions.

BU7905, My Leadership Journal for Grades 6-8 – \$3.95

123 Youth Leadership 3

This advanced project is aimed at youth in grades 9-12. During this activity-driven project, you will assess your leadership skills, build trust in a group, explore how people are

different and alike, assess your own strengths and weaknesses, build relationships and partnerships, participate in an interview, write vision and mission statements, role play conflict scenarios, explore an issue and develop recommendations, contribute to a group project, plan and organize meetings, and identify various leadership styles.

BU7905, My Leadership Portfolio for Grades 9-12 - \$3.95

YOUNGER MEMBERS

130 Exploring Leader

BU6350, Exploring Farm Animals Group Activity Guide - \$.00

BU8172, Exploring the Treasures of 4-H Activity Guide - \$.00

131 Exploring

This project is for youth in grades 2 and 3. In this new project you will find a “treasure hunt” of activities where you will discover new things about yourself and 4-H. You will sample a variety of projects offered in 4-H, from animals to arts, from gardening to woodworking, from fishing to foods, and more.

BU8171, Exploring the Treasures of 4-H – \$3.95

135 Cloverbuds Leader

Besides the two resources listed below, Cloverbud leaders will want to check out some of the other 4-H projects written for younger members, including Aerospace 1, Bicycling 1, Child Development 1, Health 1 and Woodworking 1. Cloverbuds won't be able to sign up for these projects until they are Explorers, but there are some fun activities in these project areas that you could use now with your Cloverbuds.

4H414, Cloverbuds Leader Guide—Helping Youth Grow into 4-H - \$.00
4HMI5560S, Cloverbuds—4-H Discovery Program for 6-8 Year Olds - \$.00

136 Cloverbuds

This project is aimed at youth in grades K, 1 and 2. Choose from a number of fun activities: meet my pet, create a critter, sketching skills, flag fun, puppets with pizzazz, snack attack, smart shopping, bike driving skills test, birds I have seen, trees are tree-mendous, my family tree, a walk in my neighborhood, make a terrarium, my cup of soil, chemistry and cake, and my weather log.

4HMI5561F, Cloverbuds—Activity Sheets - \$.00

4HMI5562B, Cloverbuds—Program Record - \$.00

4HMI5563A, Cloverbuds—Participation Summary - \$.00

NOTE: A 2nd grade 4-H member can sign up for either Explorer or Cloverbud not both. A Cloverbud does not sign-up for other projects, just Cloverbud. In Exploring a 4-H member can sign up for more projects such as beginning foods, small animals, etc. Although a state guideline reads “for safety reasons, youth in 3rd grade and older can exhibit animals at the fair.”

CITIZENSHIP

180 Citizenship Leader

BU8154, Citizenship Guide's Handbook

Extension Office has one copy that can be checked out for one week at a time.

181 Citizenship

Improve the world around you through Public Adventures, the revised 4-H Citizenship project which is aimed at youth in grades 4-12. You will discover public issues that are important to you and others. Then you will plan a project that will create, change or improve something that is valuable to your community.

Throughout the process you will keep a journal of your thoughts, decisions and actions.

BU8153, Citizenship Adventure Kit
The Extension Office has one copy that can be checked out for one week at a time.

SELF-DETERMINED

190 Self-Determined Leader

4H273, Designing Your Own Project – \$.00

4H274, Guide for Home Helpers – \$.00

191 Self-Determined

A self-determined project gives you the freedom to create your own project or expand a traditional one. Select your project, outline a plan, identify resources, carry out and evaluate your plan. Do what *you* want to do in this project.

4H272, Designing Your Own Project - \$.48

ANIMAL SCIENCES

210 Beef Leader

BU8146, Beef Group Activity Guide – \$.00

492XX, Beef Resource Handbook – \$.00

211 Beef 1

This revised beginning project is aimed at youth in grades 3-5. It is not

necessary that you own an animal. In this project you will identify breeds, identify body parts, judge beef cattle, halter break a calf, fit a steer, show a calf, recognize a healthy animal, select feed ingredients, shop for beef and beef byproducts, and more.

BU8143, Bite into Beef - \$3.95

4H450, Judging Breeding & Market Cattle - \$3.95

212 Beef 2

In this revised intermediate project aimed at youth in grades 6-8, you'll present oral reasons in judging and learn about feed ingredients, behavior, nose printing, parasites, fitting, ethical issues, beef carcass composition, retail meat cuts, and more.

BU8144, Here's the Beef - \$3.95

213 Beef 3

In this revised advanced project aimed at youth in grades 9-12, you'll explore selection and judging, feeds, careers, health, reproduction, meats and marketing, and more.

BU8145, Leading the Charge - \$3.95

215 Dairy Goats Leader

BU6165, Goat Group Activity Guide - \$.00

216 Dairy Goats 1

This beginning project is aimed at youth in grades 3-5. It is not necessary that you own a goat. Activities include identifying goat breeds, selecting a goat, identifying goat parts, interviewing a goat raiser, keeping a goat healthy and safe, fitting and showing a goat, and more.

BU6162, Getting Your Goat - \$3.95

217 Dairy Goats 2

This intermediate project is aimed at youth in grades 6-8. You will learn to judge goats, stock a goat medicine

cabinet, prepare for baby goats, tell others how to keep goats healthy, and more.

BU6163, Stepping Out - \$3.95

218 Dairy Goats 3

This advanced project is aimed at youth in grades 9-12. You will learn to organize a goat field day, select a goat breeding system, build a goat glossary, conduct a goat skillathon, explore goat-related careers, and more.

BU6164, Showing the Way - \$3.95

219 Meat Goats Leader

BU7912, Meat Goat Helper's Guide - \$.00

219A Meat Goats 1

This beginning project is aimed at youth in grades 3-4. It is not necessary that you own a meat goat to get started. Activities include identifying meat goat breeds, identifying parts of a meat goat, selecting a good project animal, feeding and caring for goats, designing a safe goat facility, developing a budget for a meat goat project, preparing a goat for show, exhibiting good sportsmanship in the ring, keeping records on your project animal, comparing meat and dairy goats, and more.

BU7909, Just Browsing - \$3.95

219B Meat Goats 2

This intermediate project is aimed at youth in grades 5-7. You will learn to recognize meat goat diseases, select a veterinarian, select foundation breeding stock, protect meat goats from poisonous plants and predators, evaluate the body condition of your project animal, handle manure properly, understand the reproductive cycle of goats, keep animal records, fit and show meat goats, and more.

BU7910, Get Growing with Meat Goats - \$3.95

219C Meat Goats 3

This advanced project is aimed at youth in grades 8-12. You will learn to control goat parasites and reproductive diseases, understand biosecurity and prevention measures, organize a goat judging clinic, choose sires to improve your meat goat herd, formulate rations for your project animal, evaluate goat pastures, understand and practice livestock show ethics, study land use issues, educate the public about meat goats, learn about marketing meat goat products and more.

BU7911, Meating the Future - \$3.95

220 Dairy Leader

BU8164, Dairy Cattle Group Activity Guide - \$.00

221 Dairy 1

This revised beginning project is aimed at youth in grades 3-5. It is not necessary that you own an animal. In this project you will identify dairy breeds, select calves, identify cow parts, recognize desirable traits, identify stages of calving and care, pack a show box, groom and show a calf, and more.

BU8161, Cowabunga! – 3.95

CANADA1, Showmanship. . . Leading To Win – To Be Announced

CANADA2, Preparing to Lead – To Be Announced

Dairy Cattle Judging Made Easy – Interactive CD – To Be Announced

LDR, Lifetime Dairy Record - \$.00

222 Dairy 2

In this revised intermediate project aimed at youth in grades 6-8, you'll focus on housing, hay quality, milking, keeping animals healthy, parasites, behavior and food safety. You'll also

explore ethical decision making, judging, careers, and more.

BU8162, Mooving Ahead - \$3.95

? *NCR593, Learning About Dairy Resource Manual*

? *The Rules are Black and White – And they apply to all breeds*

223 Dairy 3

In this revised advanced project aimed at youth in grades 9-12, you'll practice mastitis detection, balancing a ration, pregnancy detection, delivery of a calf, body condition scoring, selecting cattle through records, promoting dairy products, exploring career opportunities, and more.

BU8163, Rising to the Top - \$3.95

230 Horse/Horseless Leader

BU8058, Horse Group Activity Guide - \$.00

231 Horses 1

In this beginning project, you don't have to own a horse or pony. You just need a desire to learn about horses, including horse behavior, terms, breeds, identification, body parts, selection, grooming, saddling and bridling, safety, and more.

BU8053, Giddy Up & Go - \$3.95

232 Horses 2

In this intermediate project, you will learn about horsemanship, judging, oral reasons, selection, unsoundness, tack, training, showing, trail riding, riding skills, parasites, feeding, and more.

BU8054, Head, Heart & Hooves – \$3.95

233 Horses 3

In this advanced project, experienced horsemen will explore horse breeding, genetics and heredity, horse diseases and prevention, controlling parasites,

fencing and pasturing, housing, horse careers, and more.

BU8055, Stable Relationships - \$3.95

233A Horses 4

In this project, you will learn beginning riding skills and everything you need to know before you get on a horse for the first time. Activities include training a horse, round pen workout, English and Western style bridles, understand equitation and riding style, how to ride in a group, basic horse riding skills, and more.

BU8056, Riding the Range - \$3.95

233B Horses 5

In this project, you will discover the ins and outs of showing your horse. Activities include setting goals, comparing costs of show clothing, pre-show fitting techniques, understanding and using the Quarter System for presenting horses in showmanship classes, rating your showmanship skills, evaluating ethics in competitive situations, and more.

BU8057, Jumping to New Heights – \$3.95

234 Horseless Horse 1

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

BU8053, Giddy Up & Go - \$3.95

235 Horseless Horse 2

In this intermediate project, you will learn about horsemanship, judging, oral reasons, selection, unsoundness, tack, training, showing, trail riding, riding skills, parasites, feeding, and more.

BU8054, Head, Heart & Hooves - \$3.95

236 Horseless Horse 3

In this advanced project, experienced horsemen will explore horse breeding, genetics and heredity, horse diseases and prevention, controlling parasites, fencing and pasturing, housing, horse careers, and more.

BU8055, Stable Relationships - \$3.95

238 Clothes Horse

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

4H360, 4-H Clothes Horse Activity

Guide - \$.00

4H374, Additional Patterns for

Clothes Horse - \$1.58

4H389, Horse & Riding Attire - \$1.56

4H454, Sew Quick II—Quality

Construction Techniques - \$.91

240 Swine Leader

BU8068, Swine Group Activity Guide - \$.00

490XX, Swine Resource Handbook - \$.00

241 Swine 1

In this beginning project, you will identify swine breeds, feeds and parts of a pig's digestive system; complete a pig examination; practice judging market hogs; complete a budget; design a hog facility; identify pork cuts; practice fitting and showing, and more.

BU8065, The Incredible Pig - \$3.95

242 Swine 2

In this intermediate project, you will learn to make a swine health care plan, identify symptoms of swine diseases, plan and pack a show box for the fair, hold a pork tasting party, complete a

plan for a new pork product, plan and organize a facility expansion, explore careers in the swine industry, and more.

BU8066, Putting the Oink in Pig - \$3.95

243 Swine 3

In this advanced project, you will learn to make decisions on breeding and possibly culling a sow, judge a class of breeding gilts, design a preventive herd health program, manage the feeding of a market hog, plan and design a swine unit, manage baby pigs, analyze your personal career preferences, prepare a personal resume, and more.

BU8067, Going Whole Hog - \$3.95

250 Poultry Leader

BU6366, Poultry Group Activity Guide - \$.00

251 Poultry 1

This beginning project is aimed at youth in grades 3-5. It is not necessary that you own an animal. Activities include identifying body parts of a bird, identifying poultry breeds, identifying parts and functions of eggs, cooking eggs, designing a brooding arrangement for chicks, handling poultry, selecting pullets, fitting and showing poultry, and more.

BU6363, Scratching the Surface - \$3.95

CIR878, From Egg to Chick (Optional) - \$1.44

252 Poultry 2

This intermediate project is aimed at youth in grades 6-8. You will learn to observe a healthy flock, identify parts and functions of a bird's skeleton, discover how an egg is formed, select and judge broilers, determine peck

order, select hens for egg production, imprint with chicks, prevent poultry diseases, and more.
BU6364, Testing Your Wings - \$3.95

253 Poultry 3

This advanced project is aimed at youth in grades 9-12. You will learn to organize a judging clinic, manage a laying flock, mount a chicken skeleton, discover qualities of eggs, handle poultry products safely, process a chicken, explore poultry-related careers, and more.
BU6365, Flocking Together - \$3.95

254 Waterfowl

Learn about waterfowl breeds and parts, brooding and rearing, handling, sexing waterfowl, selecting and preparing waterfowl for market, selecting and managing breeder flocks, as well as incubating and exhibiting waterfowl.
A3311, Raising Waterfowl - \$.90

255 Turkeys

Learn about buying poultry, preparing a brooding area, rearing range turkeys, feeding and watering, lighting, preventing diseases, as well as marketing and processing turkeys.
NCR060, Raising a Small Turkey Flock - \$.68

256 Bantams

Discover the value and purpose of bantams, as well as their characteristics, breeds and varieties. Learn how to get started raising bantams, secure breeding stock, select and mate bantams, incubate and rear their young, feed and house them, protect them from diseases and parasites, as well as fit and show them at your county fair.
NCR209, Bantams - \$2.10

257 Pigeons

Learn about the buying, behavior, feeding, banding, record keeping, housing, handling, training, grooming and exhibiting of pigeons.
4H135, Pigeons - \$3.98

260 Sheep Leader

BU6370, Sheep Group Activity Guide - \$.00
496XX, Sheep Resource Handbook - \$.00

261 Sheep 1

This beginning project is aimed at youth in grades 3-5. It is not necessary that you own an animal. Activities include identifying sheep breeds, identifying sheep body parts, observing sheep behavior, identifying uses of wool, exploring sheep by-products, telling the age of sheep, fitting and showing sheep, judging lambs, and more.
BU6367, Lambs, Rams and You - \$3.95

262 Sheep 2

This intermediate project is aimed at youth in grades 6-8. You will learn to identify sheep parasites, promote meat safety, judge sheep, save cold and weak newborn lambs, use medications safely, diagnose sheep diseases, explore sheep-related careers, and more.
BU6368, Shear Delight - \$3.95

263 Sheep 3

This advanced project is aimed at youth in grades 9-12. You will learn to set sheep production goals, make a budget, plan sheep-related activities, market sheep products, teach others about sheep, plan a judging contest, study genetics, explore sheep-related careers, and more.
BU6369, Leading the Flock - \$3.95

- 265 Cats Leader**
BU8151, Cat Group Activity Guide - \$.00
- 266 Cats 1**
This revised beginning project is aimed at youth in grades 3-5. It is not necessary that you own a cat. In this project you will select a cat, identify breeds, name the parts of a cat, handle and groom a cat, care for its health, budget for its care, and more.
BU8148, Purr-fect Pals - \$3.95
- 267 Cats 2**
In this revised intermediate project aimed at youth in grades 6-8, you'll learn about cat senses, the meaning of cat sounds, tricks you can teach a cat, signs of illness and health, emergency situations, feeding, special diets, traveling with a cat, showing a cat, and more.
BU8149, Climbing Up! - \$3.95
- 268 Cats 3**
In this revised advanced project aimed at youth in grades 9-12, you'll explore veterinary procedures, cat body systems, diseases, reproduction, genetics, older cat needs, behavior, showmanship, community laws, animal welfare, and more.
BU8150, Leaping Forward - \$3.95
- 270 Dogs Leader**
BU8169, Dog Group Activity Guide - \$.00
- 271 Dogs 1**
This revised beginning project is aimed at youth in grades 3-5. It is not necessary that you own a dog. In this project you will learn basic skills for dog care and training. You will identify breeds, select a dog, learn the body parts of your dog, keep it healthy and groomed, train it, and more.
BU8166, Wiggles and Wags - \$3.95
- 272 Dogs 2**
In this revised intermediate project aimed at youth in grades 6-8, you will explore more about dog health, nutrition, care, genetic problems, population control, showmanship, training, ethics, budgeting, and more.
BU8167, Canine Connection - \$3.95
- 273 Dogs 3**
In this revised advanced project aimed at youth in grades 9-12, you will investigate responsible breeding, diseases, caring for geriatric dogs, training, service dogs, dog roles, careers related to dogs, and more. This project will also give you many leadership opportunities.
BU8168, Leading the Pack - \$3.95
- 275 Rabbits Leader**
BU8083, Rabbit Group Activity Guide - \$.00
- 276 Rabbits 1**
In this beginning project, you will learn about selecting and handling rabbits, rabbit breeds and body parts, feeding, management, equipment, health conditions, breeding, kindling, and more.
BU8080, What's Hoppening? - \$3.95
- 277 Rabbits 2**
In this intermediate project, you will learn to select, judge, give oral reasons, show rabbits (all 16 steps), tattoo, keep records, detect diseases, and more.
BU8081, Making Tracks - \$3.95
- 278 Rabbits 3**
In this advanced project, you will learn about breeding, genetics, culling, designing a rabbitry, marketing rabbits, teaching others, preventing

diseases, registering a rabbit, and more.
BU8082, All Ears - \$3.95

280 Veterinary Science Leader

BU8051, Veterinary Science Group Activity Guide - \$.00
4H192, Veterinary Science - \$.00
4H323, The Normal Animal - \$.00

281 Veterinary Science 1

In this beginning project, you will learn different breeds of animals, interpret animal behavior, meet animal basic needs, identify feed nutrients, describe animal life stages and systems, improve biosecurity in your home or farm, make your home safe for pets, learn what veterinarians do, and more.
BU8048, From Airedales to Zebras - \$3.95
4H131, The Normal Anima - \$1.90

282 Veterinary Science 2

In this intermediate project, you will create health records on your animal, investigate body systems and proper environments for animals, discover the importance of immunity and biosecurity, conduct a food safety experiment, examine disease topics, explore veterinary specialties, consider ethics and animal welfare, and more.
BU8049, All Systems Go - \$3.95
4H048, Animal Disease - \$1.90

283 Veterinary Science 3

In this advanced project, you will investigate the importance of genetics, normal and abnormal systems, diseases that spread from animals to humans, animal population control, preparation for college, diversity of veterinary careers, and more.
BU8050, On the Cutting Edge - \$3.95
4H133, Animal Health - \$2.36

290 Pets Leader

BU6362, Pet Group Activity Guide – \$.00

291 Pets 1

This beginning project is aimed at youth in grades 3-5. It is not necessary that you own an animal. Activities include exploring your favorite pet, identifying pet body parts, selecting a pet, handling your pet, providing a safe environment for your pet, designing your pet's space, observing your pet's behavior, exploring the costs of pet ownership, and more. When signing up for this project, indicate type of pet on your enrollment form.
BU6359, Pet Pals - \$3.95

292 Pets 2

This intermediate project is aimed at youth in grades 6-8. You will learn to explore digestion, consider the pet population issue, feed pets, shop for pet supplies, determine a pet's sex, explore animal health, study pet behavior, explore pet communication, photograph pets, take care of newborn animals, identify animal bones, and more. When signing up for this project, indicate type of pet on your enrollment form.
BU6360, Scurrying Ahead - \$3.95

293 Pets 3

This advanced project is aimed at youth in grades 9-12. You will learn to explore pet products, classify animals, teach others about pets, understand how genetics work, keep a pet healthy, explore animal welfare issues, explore pet-related careers, and more. When signing up for this project, indicate type of pet on your enrollment form.
BU6361, Scaling the Heights - \$3.95

ARTS & COMMUNICATION

300 Photography Leader

301 Photography 1

In this beginning project, you'll discover the camera and basics of good photo composition. Learn how to use your camera properly; choose good subjects; shoot well-composed photos that tell a story; and save and share your photos.

PHOTO1, Adventures with Your Camera – A - \$4.78

302 Photography 2

In this intermediate project, you will learn more about photo composition, types and speeds of film, and the importance of light to a photograph. You'll also explore several photography careers available today.

PHOTO2, Adventures with Your Camera – B - \$4.78
IS302, Exploring Photography - \$2.84

303 Photography 3

In this advanced project, you will discover the single lens reflex (SLR) camera. Learn to adjust exposure, control sharpness, shoot in natural light, change shutter speeds, stop time and action, change your point of view with lenses and take close-ups.

IS310, Adventures with Adjustable Cameras - \$1.26

304 Videography

"Motion" pictures are what you see on movie and TV screens. Whether your camera uses videotape or movie film, the same techniques apply. In this project, learn storytelling, editing, planning, lighting, camera handling, making titles, recording sound, as well as showing and reviewing your production.

IS401, Action! Making Videos & Movies - \$1.36

311 Speaking

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

COMM02, 4-H Public Speakers Handbook - \$2.26

COMM06, 4-H Public Speaking Opportunities – A Parent's Handbook - \$1.66

312 Communications

In this 4-H project, you'll learn communication skills that will help you get along better with others, make friends and resolve conflicts. Improve your listening skills as you interview family members and older adults in your community.

COMM04, Voices From the Past – \$1.36

COMM05, It's All in the Family – \$2.26

COMM07, Communication Activities for 4-H Clubs - \$2.62

313 Creative Writing

Explore the importance of language and creative expression. Enjoy fun ideas, tips and special projects to stimulate your creativity and self-expression in this 4-H project. Join a discussion group as you enrich your life-long joy of book reading.

COMM01, Creative Wordworking – \$2.26

COMM03, Crazy About Books Reading Circle - \$2.08

330 Arts & Crafts Leader

BU7597, Palette of Fun Helper's Guide - \$.00

331A Palette of Fun

Designed for youth in grades K-6, this national 4-H arts and crafts project will help you learn art through cutting and pasting, drawing, painting, printing, sculpting and constructing with fibers and other materials.

23112, Elements and Principles of Design Card - \$1.50

4H472, Palette of Fun Member Sheet and Introduction - \$.85

331B Sketchbook Crossroads

In this new advanced visual arts project for youth in grades 7-12, you will explore art techniques, art history and culture, the science behind the art, and artistic challenges in drawing, fiber arts and sculpting.

BU8140, Advanced Visual Arts: Sketchbook Crossroads – \$7.50

331C Portfolio Pathways

In this new advanced visual arts project for youth in grades 7-12, you will explore art techniques, art history and culture, the science behind the art, and artistic challenges in painting, printing and graphic design techniques.

BU8141, Advanced Visual Arts: Portfolio Pathways – \$7.50

333 Leathercraft

Learn about the characteristics and uses of leather, tools and equipment, making patterns, original designs and leathercraft techniques.

4H149, Adventures in Leathercraft Members Guide - \$4.91

CIR006, Adventures in Leathercraft Leaders Guide - \$.00

335 Block Printing

Design and cut blocks from different materials, print these designs on cloth and paper materials and create your own original designs.

4H156, Block Printing Members

Guide - \$.36

CIR008, Block Printing Leaders Guide - \$.00

336 Metal Enameling

Try enameling earrings, pins, cuff links and other jewelry; attaching fasteners; and creating original designs and patterns.

4H158, Metal Enameling Members Guide - \$1.25

CIR009, Metal Enameling Leaders Guide - \$.00

337 Drawing & Painting

Learn to draw with pencil, chalk, crayon, pen and ink; blend and shade; draw from nature; make surface rubbings; paint with watercolor, poster paint, oil and acrylics; use the brush; mix colors; and mat and frame your art.

4H169, Drawing & Painting - \$2.24

340 Folk Arts Leader

NCR534, Folk Arts Leader Guide – \$.00

341 Folk Arts

Explore traditional folk arts while learning more about your family and community. Folk arts can range from storytelling to polka dancing, egg decorating to basket making, hair braiding to doll making.

360 Theatre Arts Leader

BU8073, Theatre Arts Group Activity Guide - \$.00

361 Theatre Arts 1

In this project, you will study acting, from sound, movement, voice and speech, to characterizations, play building and playing a scene. Try your hand at pantomime, clowning,

improvisation, monologues, tableaux (stage pictures), and more.
BU8070, Play the Role - \$3.95

362 Theatre Arts 2

In this project, you will become a puppeteer! Investigate the history of puppets, types of puppetry and puppet characters, how to construct puppets and make them come alive, plan and present a puppet show, use puppets for community service, and more.
BU8071, Become a Puppeteer! - \$3.95

363 Theatre Arts 3

In this project, you will study costumes, makeup, stage sets, props, sound, lighting, stage management and theatre appreciation. Learn how to create sound effects and disguises, flood the stage with color and music, make up your own character, and more.
BU8072, Set the Stage - \$3.95

365 Clowning

Discover the history of clowning while you develop your own clown character, complete with makeup and costume. Study famous clown acts. Create your own clown props, including slapsticks, toys and musical instruments.
4H265, Enter the Clowns - \$.71

373 Computers Leader

BU7512, Computer Mysteries Helper's Guide - \$.00

374 Computers 1

This project is designed for beginners with little or no experience but have access to a computer with a CD drive. You'll find out how computers are used today, identify parts of a computer, use a keyboard, use a mouse, clean a computer, evaluate software, produce computer-generated

documents, learn about on-line safety, conduct a search on the Internet and more.

BU7509, Booting Up – Interacting with Computers (with CD) - \$6.00

375 Computers 2

This project is designed for users who have some basic computer skills. You'll use the computer and Internet for research, take apart an old computer to understand how it works, use a database to organize and process information, get an e-mail address, talk in a chat room, use desktop publishing to create and print a publication, and more.

BU7510, Adding On – Hardware and Software Magic - \$3.95

376 Computers 3

This project is designed for the skilled user. You'll use the Internet for activities, build your own computer system, use a spreadsheet to make graphs and charts, design a web site, design a multimedia presentation and more.

BU7511, Reaching Beyond – The Advanced User - \$3.95

FAMILY, HOME & HEALTH

400 Intergenerational Programs Leader
NCR548, Walk in My Shoes - \$.00

401 Intergenerational Programs
Learn to understand older people better by sharing their experiences. Learn what it feels like to grow older, what happens to our bodies as we age, and what is true and false about aging and older people.
NCR591, Walk in My Shoes - \$4.12

410 Child Development Leader
BU8078, Growing All Together - \$.00

411 Child Development 1

This beginning project is aimed at youth in grades 3-4. In this project, you will find out how you grow, babies develop into toddlers, and others are like you in so many ways but so different, too. Learn to get yourself ready in the morning, help your family and make toys safe for small children.

BU8075, Growing On My Own - \$3.30

412 Child Development 2

This intermediate project is aimed at youth in grades 5-6. Learn how to take care of yourself and your brothers and sisters. See what makes your family so special. Find out how to select toys appropriate for different age groups, define the traits you want in a friend, develop family rules, prepare healthy meals, check out your home and neighborhood for safety hazards, contribute to a team effort, and more. At the end of this project, you will be ready for the Red Cross Babysitter's Training course.

BU8076, Growing With Others - \$3.95

413 Child Development 3

This advanced project is aimed at youth in grades 7-10. You will explore how to be an effective parent, carry out a community service project, gain experience as a teacher or coach, understand the perspectives of others, make babysitting and first aid kits, and make playgrounds safe in your neighborhood. Check out child development careers and the effects of TV on children, and more.

BU8077, Growing in Communities – \$3.95

420 Clothing Leader

BU8063, Sewing Expressions Group Activity Guide - \$.00

421 Clothing 1

In this beginning project, you will identify sewing tools and sewing machine parts, stitch on a serger, thread a sewing machine, identify types of fibers and fabrics, identify types of seam finishes, select and purchase a pattern, sew and clip a curved seam, sort clothes for laundry, remove stains, donate a sewn project and more.

BU8060, Under Construction - \$3.95

MI7198, Let's Sew! - \$4.79

4H415, Sew Quick—Tips, Techniques & Projects - \$1.80

4H454, Sew Quick II—Quality Construction Techniques - \$.91

422 Clothing 2

In this intermediate sewing project, you will enhance your sewing skills beyond the basics. Identify types of fabric construction, natural and man-made fibers, and types of fabric coloration; make a patch pocket, insert a lapped zipper, sew buttonholes and sew different seam finishes; use pressing tools and thread a serger; read International Care Symbols; research different laundry products; set a price for textile products; plan and organize a community service project; and more.

BU8061, Fashion Forward - \$3.95

423 Clothing 3

In this advanced sewing project, you will use specialized sewing tools or equipment; combine patterns to create a design; create outdoor wear; design and embellish a garment; sew with fabric containing spandex; identify clothing styles that enhance figures; use a computer to print on fabric; plan and conduct a style revue; study careers that work with fibers and textiles and more.

BU8062, Refine Design - \$3.95

430 Crocheting Leader

431 Crocheting

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

CC1403, Crochet Made Easy - \$2.50

440 Foods & Nutrition Leader

BU7730, Fantastic Foods Series Helper's Guide - \$.00

441 Foods & Nutrition 1

This beginning project is aimed at youth in grades 3-4. Learn what's good to eat and how to fix foods, such as, pizza pockets, fruit kabobs, granola bars, pancakes, cookies, muffins stuffed potatoes, churritos, ice cream and watermelon slushes. Explore why calcium is important to your diet, understand TV commercial messages about food, decode food labels and compare costs of foods. Learn how to store and handle your food safely. Practice measuring liquid and dry ingredients. Identify careers in the food industry.

BU7144, Level A, Six Easy Bites – \$4.25

442 Foods & Nutrition 2

This intermediate project is aimed at youth in grades 5-6. Make main dishes, Swedish meatballs, whole-wheat biscuits, muffins, vegetable salads, pasta, pretzels, cocoa mixes and yogurt. Learn to change recipes, reduce the fat content in foods, make healthy food decisions and compare food prices. Learn how to store fruit, vegetables and pizza, and how to reheat leftovers.

BU7146, Level B, Tasty Tidbits - \$4.25

443 Foods & Nutrition 3

This intermediate project is aimed at youth in grades 7-9. Learn to evaluate nutrition information and fad diets. Develop your own exercise program. Learn how to cook less tender cuts of meat and divide family packs of ground meat. Make banana bread, tea rings, oven-baked chicken dinners, chicken curry, Maori bread, breadsticks and stir-fried vegetables. Compare homemade foods to box mixes and develop a snack product. Make salsa, strawberry freezer jam and pickle relish. Understand the role of food preservatives, emulsions and yeast.

BU7148, Level C, You're the Chef – \$4.25

444 Foods & Nutrition 4

This advanced project is aimed at youth in grades 10-12. Make a bean burrito, turkey, oven-roasted chicken, meat loaf, apple pie, Greek baklava and Mexican flan. Learn how to can snap beans, make jelly, bake fish and marinate meat. Conduct a food activity with young children, identify food assistance programs, "precycle" before shopping, divide recipes, plan menus with various budgets, compare costs of eating out, and plan and cater a party.

BU7150, Level D, Foodworks - \$4.25

450 Foods Preservation Leader

451 Foods Preservation

This beginning project introduces you to the basics of preserving fruits, vegetables and meats safely. Select publications from the UW-Extension Safe Food Preservation Series for the foods that you want to preserve.

B0430, Canning Fruit Safely

B1159, Canning Vegetables Safely

B2267, Homemade Pickles/Relishes

B2605, Tomatoes Tart and Tasty

B2909, Making Jams, Jellies and Fruit Preserves

B3278, Freezing Fruits and Vegetables

B3345, Canning Meat, Wild Game, Poultry and Fish

B3570, Canning Salsa Safely

Members need to notify Extension which publications they want or they will not receive any due to the number of publications involved with this project.

470 Home Environment Leader

471 Home Environment 1

This beginning project introduces you to care of your home, design awareness, and sharing with family members and others. Learn to sand and finish a simple wood item, make a small cloth article, and make a wastebasket and pin-up board.

4H425, Exploring Your Home - \$1.28

472 Home Environment 2

This intermediate project will help you become more involved in activities around your home. Learn about handling home tasks, entertaining guests and setting short-range goals. Refinish wood furnishings, make cloth accessories for your home and make a desk set.

4H426, Living With Others - \$.81

473 Home Environment 3

This intermediate project introduces you to the principles of design. Learn how rhythm, balance, scale, proportion, emphasis and unity work together to make every project more attractive. Use the principles of design to arrange items in your home, plan and create storage centers, restore furniture and improve the outside environment of your home.

4H427, Where I Live - \$1.23

474 Home Environment 4

This advanced project focuses on application of design fundamentals within your home. Learn about purchasing furnishings for your home and restoring or making a heritage item.

4H465, In My Home - \$1.35

480 Knitting Leader

481 Knitting

Discover what to consider when buying yarn and knitting equipment. Learn knitting and finishing techniques, and how to correct errors and care for knitted items.

CC1402, Knitting Made Easy - \$2.50

485 Consumer Savvy Leader

BU8033, Consumer Savvy Group Activity Guide - \$.00

486 Consumer Savvy 1

In this beginning project, you will learn to understand your shopping style, find goods and services in the Yellow Pages, know the difference between your needs and wants, write savings and spending plans, keep a spending diary, compare prices, make consumer choices, give a gift using your own resources, start a service project in your community, start a savings account and more.

BU8030, The Consumer in Me - \$3.95

487 Consumer Savvy 2

In this intermediate project, you will learn to identify your personal values, make decisions based on your personal values, understand advertising appeal and the value of advertising, compare advertisements, see how peer pressure can influence your purchases and how to deal with it, understand the risks of shopping on the Internet and your consumer rights, and more.

BU8031, Consumer Wise - \$3.95

488 Consumer Savvy 3

In this advanced project, you will learn to define consumer responsibilities and ethics, understand your consumer rights, identify advertising targets, use comparison-shopping to save money, understand the impact of money spent on the global economy, use reliable information on the Internet, identify agencies that assist consumers with complaints, write a letter of complaint and explore legal action to resolve complaints, understand the costs of owning a vehicle, explore the importance of work in your life and more.

BU8032, Consumer Roadmaps - \$3.95

490 Health Leader

491 Health 1

In this revised beginning project aimed at youth in grades 3-5, you will practice first aid skills to treat cuts, scrapes, nosebleeds, and bee stings. You will learn how to respond to someone who is choking or has broken a bone, assemble a first aid kit interview members of the medical profession, and more.

BU8174, First Aid in Action - \$2.75

492 Health 2

In this revised intermediate project aimed at youth in grades 6-8, you will use a self-assessment tool to identify your personal talent areas, explore hygiene, nutrition and physical activities, share what you discover, and more.

BU8175, Staying Healthy - \$2.75

493 Health 3

In this revised advanced project aimed at youth in grades 9-12, you will design your own personal fitness plan

and track it using your own fitness file. Through interviews and personal experiences, you will discover the benefits of being fit.

BU8176, Keeping Fit - \$2.75

MECHANICAL SCIENCES

500 Aerospace Leader

BU6846, Flight Crew - \$.00

501 Aerospace 1

This younger member project is aimed at youth in grades K-2. You will build a rocket that you can eat, compare birds and airplanes, make a space helmet and more.

BU6842, Pre-Flight - \$3.30

502 Aerospace 2

This beginning project is aimed at youth in grades 3-5. You will build a straw rocket, make a paper airplane, read a map, identify types of aircraft, discover how weather affects flying, build and fly a kite, make a hot-air balloon model and paper helicopter, and more.

BU6843, Lift Off - \$3.95

503 Aerospace 3

This intermediate project is aimed at youth in grades 6-8. You will build, exhibit and launch model rockets, make and test a paper hang glider, make a flight simulator, demonstrate why rockets fly, organize a kite-flying contest, identify parts of a remote control, and more.

BU6844, Reaching New Heights – \$3.95

504 Aerospace 4

This advanced project is aimed at youth in grades 9-12. You will design and build model rockets and box kites, build an altitude tracker, plan a flight route, evaluate navigation systems,

discover the effects of gravity, explore life in space, explore aerospace careers, and more.
BU6845, Pilot in Command - \$3.95

520 Bicycling Leader

BU7506, Bicycle Adventures Helper's Guide - \$.00

521 Bicycling 1

This beginning project is aimed at youth in grades K-3. Learn how to fit and wear a helmet properly, check your bike, ride a bike, recognize road signs, give hand signals, make turns correctly, cross intersections safely, ride with traffic, identify hazards, choose a safe place to ride and more.
BU7503, Bicycle Adventures Level 1 – \$3.95

522 Bicycling 2

This intermediate project is aimed at youth in grades 4-7. Learn how to gather information to buy a bike, identify bike parts, recognize different types of tires, adjust seats and handlebars, maintain a bike chain, ride a bike safely in traffic, use gears, make quick stops, dodge an obstacle, read maps, plan trip routes and more.
BU7504, Bicycle Adventures Level 2 – \$3.95

523 Bicycling 3

This advanced project is aimed at youth in grades 8-10. Learn how to choose a bike that fits you, fix a flat tire, fix a bike chain, replace caliper brake cables, make an emergency turn, ride safely at night or in bad weather, become a bicycling activist and more.
BU7505, Bicycle Adventures Level 3 – \$3.95

530 Electricity Leader

BU6852, Electric Helper's Guide – \$.00

531 Electricity 1

This beginning project is aimed at youth in grades 4-5. You will understand how we use electricity, identify electrical materials, build a flashlight, build and test a switch, wire a simple circuit, compare open and closed switches and circuits, discover parallel and series circuits, understand magnetism, build and test a compass, build an electromagnet and galvanometer, build an electric motor and more.
BU6848, Magic of Electricity - \$3.95

532 Electricity 2

This intermediate project is aimed at youth in grades 6-7. You will become familiar with electrical equipment, learn about alternating and direct current, select and use a volt-ohm meter, identify conductors and insulators, learn to read circuit diagrams, build a circuit and measure voltages, build a parallel circuit, communicate in Morse code, explore three-way switches, solder a circuit diagram, build a burglar alarm and more.
BU6849, Investigating Electricity – \$3.95

533 Electricity 3

This intermediate project is aimed at youth in grades 8-9. You will develop a basic electrical tool and supply kit, interview an electrical inspector, read an electrical meter and appliance nameplate, locate the main service panel, understand the symbols on wires and cables, evaluate different light bulbs, measure electricity usage of appliances, identify and test different receptacles, locate your home wiring system, replace a wall switch and more.
BU6850, Wired for Power - \$3.95

- 534 Electricity 4**
 This advanced project is aimed at youth in grades 10-12. Learn to identify electrical and electronic parts and devices, then enter the world of semiconductors, diodes, resistors, capacitors and coils. Learn how to solder and prepare parts for circuit assembly, read codes, connect a diode in a circuit, assemble a circuit using a transistor, test light emitting diodes, use a photocell to activate an alarm, build an amplifier to power a speaker and more.
BU6851, Entering Electronics - \$3.95
- 550 Small Engines Leader**
BU8189, Small Engines Group Activity Guide - \$.00
- 551 Small Engines 1**
 In this revised beginning project aimed at youth in grades 3-5, you will focus on the basics of small engines, external engine parts, tools, what makes small engines work, uses of small engines, safety issues, and more.
BU8186, Crank It Up! - \$3.95
- 552 Small Engines 2**
 In this revised intermediate project aimed at youth in grades 6-8, you will explore the internal parts of engines, engine sizes, compression ratios, seasoning an engine, safety issues, jobs related to small engines, possibilities of starting your own business, and more.
BU8187, Warm It Up! - \$3.95
- 553 Small Engines 3**
 In this revised advanced project aimed at youth in grades 9-12, you will tear down and rebuild an engine, use diagnostic tools, research rules and regulations about using small engine machines, select replacement engines, and more.
- BU8188, Tune It Up! - \$3.95*
- 560 Scale Models Leader**
- 561 Scale Models**
 Learn how to assemble and create scale models of trains, trucks, cars, ships, motorcycles, submarines and tanks, including how to obtain the materials you need, paint your model, put on the decals, display your model and judge it.
4H424, Guideline for Building Scale Models - \$.46
- 570 Tractors Leader**
- 571 Tractors 1**
 This project, which is recommended for youth in grades 6-8, covers the many parts of a tractor, from the nuts, bolts, screws and rivets to the instrument panel. Find out what makes an engine run. Learn how to start and stop your tractor, give it regular maintenance and safety checks, and drive it safely.
CO675, Getting Acquainted with Your Tractor - \$2.76
- 572 Tractors 2**
 In this project, which is recommended for youth in grade 7 and over, you will learn about tractor safety, engine oil, mixing fuel and air, spark plugs, battery service, cooling systems, care of tires and lubrication.
CO676, Assuring Safe & Efficient Tractor Operation - \$2.55
- 580 Woodworking Leader**
BU6879, Woodworking Helper's Guide - \$.00
- 581 Woodworking 1**
 This beginning project is aimed at youth in grades 2-4. You will learn safety practices, identify woodworking

tools, observe the qualities of different woods, measure and mark boards, use a hammer and handsaw, identify different types of nails, connect wood with glue, construct a butt joint, sand and paint a piece of wood, and more.
BU6875, Measuring Up - \$3.95

582 Woodworking 2

This intermediate project is aimed at youth in grades 4-6. You will identify the functions of various tools, practice safety techniques, use a bill of materials, select a project to build (birdhouse, letter holder or foot stool), understand differences among species of lumber, use a screwdriver and combination square, make a miter cut, use a pad sander, select a proper finish, select and care for a brush, and more.
BU6876, Making the Cut - \$3.95

583 Woodworking 3

This intermediate project is aimed at youth in grades 6-8. You will compare different types of hinges, use clamps and a T-bevel, make dowel and dado joints, use various stains, enlarge scale-drawn woodworking plans, use a hand plane, build a laminated cutting board, compare different grades of plywood, study woodworking careers and more.
BU6877, Nailing it Together - \$3.95

584 Woodworking 4

This advanced project is aimed at youth in grades 9-12. You will start your own woodworking business; use a table saw, router, powered circular saw and power sander; make dovetail, as well as mortise and tenon joints; evaluate exotic and veneer woods; create inlays and overlays; test various adhesives; use chemical strippers; and more.
BU6878, Finishing Up - \$3.95

NATURAL RESOURCES AND ENVIRONMENTAL EDUCATION

600 Naturespace Leader

4H384, Naturespace Key Leader Orientation Packet - \$.00
CE-PUB-456, Education Connection – \$.00
PUBLER001, Wisconsin Endangered & Threatened Species List - \$.00

601 Introduction to Naturespace

Select your own “Naturespace” and conduct an inventory of its environmental and ecological features. Explore habitats, populations and relationships through a variety of fun, hands-on activities.
4H391, Introduction to Naturespace – \$.78
4H335, 4-H Naturespace Activities Guide – To Be Announced

602 Birds

Learn about the birds in your Naturespace: how birds live, migrate and defend their territory; how to watch, identify, band and photograph birds; and how to build bird feeders and bluebird houses.
4H340, Getting to Know Birds - \$2.22

605 Forestry Leader

BU8041, Forestry Group Activity Guide - \$.00
4H336, A Closer Look at Trees - \$.00

605A Forestry 1

In this beginning project, you will identify forest types, forest products, as well as tree and leaf parts; distinguish between deciduous and conifer trees; age trees by counting rings identify organisms that depend on trees for survival; describe root systems; understand the processes of transpiration and photosynthesis; understand forest competition;

recognize communities of trees;
describe how leaves affect rainfall;
find a state forest; research tree-related
careers and more.

BU8038, Follow the Path - \$3.95

605B Forestry 2

In this intermediate project, you will learn how trees move water from soil to canopy; diagram a leaf; describe a tree's life and decode its rings; understand major forest changes and the impact of invasive species; identify infectious and noninfectious tree diseases; identify and record insect damage to trees; analyze fire risk; understand forest densities and how to estimate the volume of a standing tree; understand why trees are necessary for human life; select urban tree planting sites, understand types of organism habitats; and more.

BU8039, Reach for the Canopy - \$3.95

605C Forestry 3

In this advanced project, you will learn to identify an unknown tree using a tree key, make bark rubbings, recognize different tree fruits, determine the history of a neighborhood tree, create a community forest map, identify major forest biomes by continent, identify how different cultures use forests, identify benefits and requirements of urban trees, determine ownership of forests, decide how different values and needs influence forest uses, make harvest decisions, identify forestry jobs and more.

BU8040, Explore the Deep Woods – \$3.95

606 Wildflowers

Learn about the wildflowers in your Naturespace: how to identify wildflowers; how and where wildflowers grow; how to collect,

label and mount wildflowers. Discover how humans affect wildflowers and how they enrich our lives.

4H392, Wildflowers - \$2.23

610 Adventures Leader

4H443, 4-H Adventure Project - \$.00

611 Introduction to Adventures

Learn how to camp safely in all weather conditions, investigate camping equipment and clothing, build a campfire and cook a meal outside, tie knots, practice first-aid, use a map and compass, and more.

4H444, Introduction to Adventures – \$4.90

612 Backpacking Leader

BU8046, Outdoor Adventures Group Activity Guide - \$.00

4H445, 4-H Adventure Project —Backpacking - \$.00

612A Backpacking 1

In this beginning project, you will plan a day hike, including selecting the items, planning the food, organizing and packing a backpack; select appropriate outdoor clothing; prepare a first aid kit; prevent and care for blisters; study Leave No Trace principles; use a compass; prepare for potentially dangerous weather conditions; identify outdoor safe shelters; observe plants and animals; and more.

BU8043, Hiking Trails - \$3.95

612B Backpacking 2

In this intermediate project, you will plan a camping trip, including selecting equipment, selecting backpacking gear as a team, selecting an appropriate camping shelter, planning a camping cuisine menu and selecting food preparation supplies; learn knot tying and tool use; practice

Leave No Trace principles while hiking and picnicking; study types of organism habitats; select an appropriate cook stove; examine and purify water; dispose of waste using Leave No Trace techniques; describe the relationship between animals and plants; and more.

BU8044, Camping Adventures - \$3.95

612C Backpacking 3

In this advanced project, you will plan a backpacking trip, including selecting and adjusting a backpack, selecting group backpacking gear, selecting and using a backpacking tent, and planning the meals and menu; design a non-tent backpacking shelter; share responsibilities for campsite tasks; research various environments; conduct a backpacking pyramid; develop a personal conditioning program; orient a map and use triangulation; provide vital information to a rescue team; and more.

BU8045, Backpacking Expeditions – \$3.95

613 Winter Travel

Discover the joys of silent winter travel on cross-country skis and snowshoes. Select and take care of your equipment and clothing, experience a winter overnight campout, see how plants and animals prepare for winter, track animals in the snow, design a cross-country ski conditioning program, make a winter shelter and more.

4H448, 4-H Adventure Project – Winter Travel - \$3.23

614 Canoeing

Learn how and where to canoe safely, select and care for equipment, explore aquatic environments with all your senses, plan a canoe camping trip, design and build your own paddle,

canoe a river, practice canoeing ethics and more.

4H447, 4-H Adventure Project— Canoeing - \$3.95

615 Bicycling

Learn how and where to bicycle safely, select and care for equipment, explore the environment with all your senses, plan a bicycle camping trip, design and build a bicycle obstacle course, conduct a bike maintenance check, enter a bicycle rodeo, practice bicycling ethics and more.

4H446, 4-H Adventure Project— Bicycling - \$4.41

620 Entomology Leader

BU6856, Entomology Group Helper's Guide - \$.00

621 Entomology 1

This beginning project is aimed at youth in grades 3-5. You will learn about insects, their behavior and their life history. Discover the parts of an insect's body, collect and compare insects, record insect observations, explore ways that insects communicate, describe how insects view the world, explore insect behavior, study insect controls, explore how insects move and more.

BU6853, Creepy Crawlies - \$3.95

622 Entomology 2

This intermediate project is aimed at youth in grades 6-8. You will learn how an insect protects itself, explore insect habitats, collect and identify insects, survey pest levels, investigate entomology careers, create an insect display, conduct a test on bee taste preferences, observe an insect change stages, collect insects at night, build an insect extractor, read insect control labels and more.

BU6854, What's Bugging You? - \$3.95

623 Entomology 3

This advanced project is aimed at youth in grades 9-12. You will raise and study mealworms and mosquitoes, observe a colony of ants, manipulate bee behavior, organize an insect club, make an insect identification key, plant a butterfly garden, compare insect mouth types, collect spider webs, make a collection of insect wings, record insect stories in a journal, collect aquatic insects and monarch butterflies, and more.

BU6855, Dragons, Houses and Other Flies - \$3.95

630 Shooting Sports Leader

Goals of the 4-H Shooting Sports program are to give youth thorough instruction in gun safety, provide proper training in the use of firearms, create an appreciation of natural resources, and develop self-confidence and responsibility. Wisconsin county leaders must participate in a shooting sports workshop sanctioned by the state before offering 4-H Shooting Sports as a project. Workshops are held each year. Check with your county 4-H office for times and locations, or consult the Wisconsin 4-H web site <http://www.uwex.edu/ces/4h/projects/envedu/shoot/index.html>. According to state policy, 4-H youth 8-11 cannot operate any powder-burning firearm. This includes, but is not limited to .22 handgun or rifle, muzzleloading handgun or rifle, or shotgun.

4H428, 4-H Shooting Sports Program - \$.00

631 Archery

Learn the fundamentals of archery marksmanship and safety, making archery equipment, shooting form, shooting with sights, shooting compound bows and target archery games.

4H429, 4-H Shooting Sports—Basic Archery - \$3.96

632 Air Pistol

This project is an introduction to air pistols, including safety, marksmanship and shooting procedures.

4H431, 4-H Shooting Sports—Basic Air Pistol - \$2.53

633 Rifle

This project is an introduction to the air rifle and .22 rifle: dry firing, sighting, shooting for scores, scoring targets, and standing, kneeling, sitting and prone positions. (According to state policy, 4-H youth 8-11 cannot operate any powder-burning firearm, including a .22 rifle. Youth 8-11 can participate in the 4-H air rifle discipline.)

4H432, 4-H Shooting Sports—Basic Rifle - \$3.95

634 Hunting

This project is an introduction to the history, philosophy and laws of hunting. Learn how to plan and equip yourself for a safe hunt. (According to state policy, 4-H youth 8-11 cannot operate any powder-burning firearm. This includes, but is not limited to .22 handgun or rifle, muzzleloading handgun or rifle, or shotgun.)

4H434A, 4-H Shooting Sports—Basic Hunting - \$4.84

635 Shotgun

This project presents basic shotgun knowledge: safe shotgun handling, shotgun-shooting fundamentals, firing the first shots and caring for your shotgun. (According to state policy, 4-H youth 8-11 cannot operate any powder-burning firearm, including a shotgun.)

4H433, 4-H Shooting Sports—Basic Shotgun - \$3.88

636 Muzzleloading

Learn about muzzleloading history, muzzleloaders and accessories, muzzleloading safety, shooting and cleaning muzzleloading rifles and shotguns. (According to state policy, 4-H youth 8-11 cannot operate any powder-burning firearm, including a muzzleloading handgun, rifle, or shotgun.)

4H430, 4-H Shooting Sports—Basic Muzzleloading - \$2.87

645 Recycling

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

4H362, Recycling for Reuse - \$2.55

650 Water Leader

4H850 Give Water A Hand - \$.00

651 Water

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

4H855, Give Water A Hand—Action Guide - \$3.48

680 Sportfishing Leader

BU7601, Sportfishing Helper's Guide - \$.00

4H341, Fishing for Fun & Learning – \$.00

681 Sportfishing 1

This beginning project is aimed at youth in grades 3-5. You will tie fishing knots, cast a fishing lure accurately, rig your tackle to fish on the bottom, identify types of tackle, organize a tackle box, take proper care

of your tackle, use shelter and temperature information to locate fish, identify different types of baits, identify fish in your area, take proper care of your catch, identify parts of a fish and more.

BU7598, Take the Bait - \$3.95

682 Sportfishing 2

This intermediate project is aimed at youth in grades 6-8. You will find fishing information on the Web, cast a spinning rod and reel, cast a plug for accuracy, cast a fly, tie fishing knots, select a recipe and cook a fish, clean a shoreline, research state fishing regulations, decorate a lure, make a fly wallet, tie an artificial fly, collect and analyze aquatic life, test water for oxygen and microscopic animals, research fish body shapes and more.

BU7599, Reel In the Fun - \$3.95

683 Sportfishing 3

This advanced project is aimed at youth in grades 9-12. You will take a friend fishing, reassemble a fishing reel, make artificial flies and lures, modify fishing equipment, refurbish old fishing equipment, conduct water temperature experiments, collect aquatic insects using a kick net, identify insects that fish eat, learn about ethical angling, investigate sportfishing careers, keep a field journal about fishing, teach others how to identify fish and more.

BU7600, Cast Into the Future - \$3.95

PLANT & SOIL SCIENCES

700 Crops Leader

701 Corn

One of the tallest members of the grass family, corn is a valuable crop and interesting to grow. Learn about variety selection, germination,

planting, nutrients, harvesting and storage. Explore many uses and marketing strategies for corn.
4H355, 4-H Corn Project Manual – \$2.65

702 Forage

Alfalfa is Wisconsin's most important forage crop. Learn how to establish and manage a forage crop; scout your fields for such pests as insects, weeds, diseases and nutrition shortages; and take an accurate forage sample. Decide what forage growing techniques you want to learn more about, then request the most recent UW-Extension publications.
4H349, Pest Scouting Alfalfa - \$.32

703 Small Grains

Learn about other members of the grass families, such as, wheat, oats, barley and rye. Explore growing conditions, nutrients, integrated pest management, production costs and marketing strategies.
4H356, 4-H Small Grains Manual – \$1.13

710 Fruits Leader

711 Fruits

Learn how to produce fruits from apples to grapes and select the best fruit cultivar for your home garden. Decide what fruit you want to learn more about, then consult the most recent UW-Extension publication on the topic.
A1597, Growing Strawberries in Wisconsin
A1610, Growing Raspberries in Wisconsin
A1656, Growing Grapes in Wisconsin
A1960, Growing Currants, Gooseberries, & Elderberries in Wisconsin
A2072, Growing Pears in Wisconsin

Members need to specify which publications they want or they will not receive any due to the number of publications involved with this project.

720 Vegetables Leader

BU7156, 4-H Horticulture Leader's Guide - \$.00

721 Vegetables 1

This beginning project is aimed at youth in grades 3-5. You will identify plant parts and their functions, explore germination, start a plant from a cutting, grow vegetables in containers, plan an outdoor garden, compare vegetable varieties, prepare a vegetable exhibit for show, make a compost column, interview people who grow plants, and more.
BU7153, Budding Gardeners - \$3.95
4H395, Organically Grown— Handbook (Optional) - \$4.71
4H409, Nature's Herbs (Optional) - \$.57
A3306, Exhibiting & Judging Vegetables - \$.30

722 Vegetables 2

This intermediate project is aimed at youth in grades 6-8. You will learn about plant needs and soil testing, start new plants, grow transplants, explore hydroponics, build a compost pile, use mulches, examine plants for insect damage, keep records, judge a vegetable exhibit with oral reasons, and more.
BU7154, Branching Out - \$3.95

723 Vegetables 3

This advanced project is aimed at youth in grades 9-12. You will grow plants in a coldframe, take a tour of a horticulture business, make a site analysis and landscape plan, conduct a gardening clinic, design a plant

experiment, compare organic and chemical fertilizing and insect control, explore horticulture careers, and more.
BU7155, Digging Deeper - \$3.95

730 House Plants Leader

BU7156, 4-H Horticulture Leader's Guide - \$.00

731 House Plants 1

This beginning project is aimed at youth in grades 3-5. You will identify plant parts and their functions, grow house plants, start a plant from a cutting, make a dish garden, prepare a house plants exhibit for show, and more.

BU7153, Budding Gardeners - \$3.95
4H328, Propagating and Growing House Plants – To Be Announced

732 House Plants 2

This intermediate project is aimed at youth in grades 6-8. You will learn about plant needs and soil testing, select and start new plants, grow transplants, plant a terrarium, examine plants for insect damage, keep records, judge a house plants exhibit with oral reasons, and more.

BU7154, Branching Out - \$3.95

733 House Plants 3

This advanced project is aimed at youth in grades 9-12. You will take a tour of a horticulture business, design a plant experiment, teach others how to grow an herb garden, compare organic and chemical fertilizing and insect control, present an illustrate talk about house plants, develop a marketing plan to sell horticulture products, explore horticulture careers, and more.

BU7155, Digging Deeper - \$3.95

735 Plant Crafts Leader

736 Plant Crafts

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

4H330, Plant Crafts - \$1.97

4H453, Plant Crafts Supplement - \$.72

740 Flowers Leader

BU7156, 4-H Horticulture Leader's Guide - \$.00

741 Flowers 1

This beginning project is aimed at youth in grades 3-5. You will identify flowers parts and their functions, plant flowers, make a flower arrangement, give a presentation on flowers, prepare a flower exhibit for show, and more.

BU7153, Budding Gardeners - \$3.95

4H1301A, Forcing Spring Flowering Bulbs - \$.37

742 Flowers 2

This intermediate project is aimed at youth in grades 6-8. You will learn about plant needs and soil testing, select and start new plants, grow transplants, examine plants for insect damage, make a mass flower arrangement, keep records, judge a flowers exhibit with oral reasons, and more.

BU7154, Branching Out - \$3.95

743 Flowers 3

This advanced project is aimed at youth in grades 9-12. You will take a tour of a horticulture business, design a plant experiment, make a site analysis and landscape plan, teach others how to make a line-mass flower arrangement, write instructions on how to force bulbs, compare organic and chemical fertilizing and insect control, design a video on how to propagate

perennials, explore horticulture careers, and more.
BU7155, Digging Deeper - \$3.95

750 Home Grounds Leader

751 Home Grounds 1

Learn about seeding, lawn care, maintenance, fertilization and responsible pesticide management.
4H321, 4-H Lawn Care - \$.36

752 Home Grounds 2

Learn about the importance of planting new trees, shrubs and cultivars. Explore variety selection, appropriate placement and maintenance techniques, including pruning, fertilization and pest management.
A3067, Selecting, Planting & Caring for Shade Trees - \$.30
A1730, Evergreens – Planting & Care - \$.50

753 Home Grounds 3

This project explores landscape planning: putting the plan on paper; selecting, placing and planting trees and shrubs; and maintaining the home grounds.
G1923, Planning & Designing Your Home Landscape - \$3.25

INTERNATIONAL PROGRAMS

915 International Leader

4H812, And My World - \$.00

916 International 1

In this project for youth in grades 3-12, you will explore the world around you. Use maps to identify places. Investigate the importance of nature's balance and the importance of our water supply. Track weather in various parts of the world. Conduct a global hunger buffet to experience world hunger. Make a family tree. Explore the issue of immigration and learn to

appreciate the diversity in your community. Discover the meanings behind geographic names. Understand pressing global issues, such as, basic human needs, interdependence, stereotypes, economics and food distribution. Meet important global figures. Experience the lifestyles and concerns of families and youth from around the world, as well as family histories and traditions. Sample other cultures, including their communication symbols, expressions, personal greetings, foods, houses, costumes and art. Make your own culture kits.

4H812, And My World – Have to use leader literature - \$13.12

Isn't It Time for You to Be a 4-H Leader?

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

Many volunteers help by leading 4-H projects for a local year-round club or short-term 4-H group. But there are many other ways for you to get involved.

For example, you could lead a workshop, a one-time program where you share your knowledge with people. 4-H groups need chaperones for trips. If you like to travel or guide tours, 4-H can match you with a group that needs help. At the county level, you can help plan and conduct events, recruit other volunteers, develop and evaluate 4-H programs, or promote 4-H in general. The possibilities are endless.

When you volunteer to be a 4-H leader, there are many resources to get you started and keep you going, including leader manuals and training sessions.

If you are a parent, 4-H is a great opportunity to become involved in your child's development as a 4-H leader and as a home helper.

The hours that your child is involved in 4-H working in group settings are important. You can multiply this involvement as a 4-H home helper by helping your child go further and have fun doing 4-H things at home. Many 4-H projects and activities are natural family activities.

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