



Delaware County 4-H Project Descriptions



(Please check Fair book for project requirements. Updated 9/27/18)

ANIMAL SCIENCES

Beef – (steers, dairy steers, heifers, feeder calves, and cow/calf) The educational 4-H beef program and related activities (such as workshops and tours) provide youth with a fun and hands-on learning experience which develops both beef subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications). Skills are learned under the direction of caring adults.

Dairy – (dairy heifers and production cows) The educational 4-H dairy program and related activities (such as workshops and tours) provide youth a fun and hands-on learning experience which develops both dairy subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

Dog Obedience - Attend county workshops to train your dog to obey commands like sit, stay, lie down, and heel. This project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general care, nutrition housing, training and health care are presented in the curricular materials, through workshops and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation.

Goats – (Boer, Dairy, and Pygmy) The 4-H goat educational program and related activities (such as workshops, tours) provide youth a fun and hands-on learning experience which develops both goat subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

Horse and Pony - County workshops are held. This project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general management, training, nutrition, housing, and health care are presented in the curricular materials, through workshops and activities such as horse bowl, Hippology and judging, and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation.

Poultry – This project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their birds. Subjects such as general care, nutrition housing, and health care are presented in the curricular materials, through workshops and activities such as poultry judging, and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation.

Rabbits – This project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general care, nutrition housing, and health care are presented in the curricular materials, through workshops and activities such as Rabbit Ambassadors and in preparation of an exhibit. Youth also have the opportunity to develop responsibility, decision-making, nurturing, and communication skills through active participation.

Sheep – This project and related activities (such as workshops and tours) provide youth with a fun and hands-on learning experience which develops both sheep subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

Small Animals / Pocket Pets/ Cats- Learn about caring for guinea pigs, gerbils, cats, mice, hamsters, birds (parakeets, canaries, etc.) and other small pets. This project provides youth a fun and hands-on learning experience directly related to animal care, feeding, housing, and management. Youth develop important life skills such as decision making, goal setting, record keeping, time management and communication.
Optional: Poster project – See guidelines in Fair book.

Swine – This project and related activities (such as workshops and tours) provide youth with a fun and hands-on learning experience which develops both swine subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

ANIMAL SCIENCE POSTER PROJECTS

Exhibit a standard poster in the following species: beef, dairy, horse & pony, rabbits, swine, goats, poultry, sheep,

cats, and dogs.

Veterinary Science – This project provides youth a fun and hands-on learning experience that helps them learn more about the Veterinary Science profession, and opportunities for careers in animal health. Subjects such as general health care, physiology, anatomy and careers are presented in the curricular materials, through workshops such as Science Workshops for Youth, and through hands on experiences with local veterinarians. Youth also have the opportunity to develop responsibility, decision making and communication skills through active participation.

CREATIVE AND EXPRESSIVE ARTS

Crafts - Almost any type of craft can be made, including but not limited to: Fine Arts, Model Building, Needlecraft, Wearable Arts, Ceramics, Pottery, and any other crafts.

Construction Toys - The Construction Toys project offers 4-H members the opportunity to create a three-dimensional model using Legos, K'Nex, Erector, Mega Blocks, Lincoln Logs (which must be securely fastened together), Hexabits, Construx, Duplo, or Tinker Toys.

Gift Wrapping - Explore new ways of decorating packages. A great project for the creative!

Scrapbooking – Learn how to preserve your memories and photographs using different materials and methods.

ENVIRONMENT / CONSERVATION

Entomology - There are more kinds of insects in the world than all other organisms combined. They live on the earth's surface, in the soil, and in water. Insects live in deserts, rain forests, hot springs, snow fields, and dark caves. This project will help you study insect and their relationship with people. You can also learn how to collect, preserve, and identify insects.

Forestry - This project will help you to learn how to identify trees, uses of trees, the benefits of trees, and the importance of our woodlands. A knowledge of trees and woodland management leads to a greater enjoyment of the outdoors. An understanding of tree characteristics will allow future landowners to choose the best varieties for urban or rural benefits that include cooling, wildlife habitat, and reducing erosion and other types of pollution.

Geology - This project introduces youth to the fascinating hobby of "rock hunting." Geology involves studying the earth's crust, its layers, and their history. Youth learn to identify Indiana rocks, minerals, and fossils.

Recycling – Recycle an article by making it into something else you can use. This can be furniture items, clothing items, bottles, cans or other items.

Sportfishing – Fishing can be a hobby and a source of study for your entire lifetime. The 4-H sportfishing project will introduce you to fish, fishing, and aquatic habitats.

Soil & Water Science – The soil and water science project teaches youth about soil, water, and environmental stewardship. Learn about soil and water quality, how they interact, and how we can protect and preserve them.

Weather & Climate Science – Youth will learn basic information about weather and climate science, including what causes variations in weather and why we have different seasons and climates on the earth. In this project you will observe and record weather conditions and learn weather symbols.

Wildlife – Observing and studying wildlife can provide a lifetime of enjoyment. This project will help you learn to identify wildlife, basic wildlife needs, and how wildlife interact with other wildlife and with people. At the advanced level you will learn how to create a wildlife habitat, wherever you live.

CROPS AND HORTICULTURE

Crops - Grow your own crops and learn identification, plant growth, and care. Crops are corn, wheat/oats, soybeans, popcorn, straw, and hay/forages.

Floriculture (Flowers) - Learn how to grow flowers and prepare arrangements, both fresh and dried, terrariums, planters and table displays. Learn basic information and skills needed to grow healthy plants and flowers.

Gardening - What is in it for me? The gardening project introduces youth to vegetable gardening. The Gardening project is divided into four different levels:
Level A: See Them Sprout (3rd and 4th grades)
Level B: Let's Get Growing (5th and 6th grades)
Level C: Take Your Pick (7th-9th grades)
Level D: Growing Profits (10th-12th grades)
What can I learn? You will learn about planning a vegetable garden, planting, fertilizing, different vegetable pests, harvesting, storage techniques and careers.

FOODS

Foods - The "Fantastic Foods" curriculum series is designed to help youth have fun in the kitchen as they prepare different foods, do fun experiments, and go on

fact-finding missions. The curriculum is designed around six major categories: healthy food selection, smart food purchasing, food safety and science, food preparation (baked), food preservation (freezing/canning), careers, and food around the world.

Manuals are available through the Extension Office. Manuals are divided by grade levels and have been designed to be developmentally appropriate for the grades listed. The fifth piece, the Project Helper Guide, has been designed to provide an adult, the guiding helper, with some additional background and some tips on helping youth through the activities in their guide.

Are you ready to do fun experiments, prepare flavor-filled recipes, and go on fact-finding missions? That is what "Fantastic Foods" series is all about. You will have fun learning about different food ingredients, food characteristics, and food safety issues.

Microwave Cooking – This project contains exciting youth activities that focus on using the microwave to prepare everything from simple snacks to complete meals. Activities are focused on the following: Techniques and Utensils, Nutrition, Food Preparation, and Meal Preparation.

Foods – Make with a Mix – This project allows a 4-H'er to take a package mix and add at least 2 new ingredients to make a new food product.

MISCELLANEOUS

Aerospace - Build a model rocket, kite, or airplane. This project provides youth with educational information about aerospace that develops project skills (i.e., principles of flight, model rocket construction, model rocket safety) and life skills (i.e., decision-making, using science and technology, developing communication skills).

Beekeeping - This project will help you learn about bees and beekeeping. You will learn about the types of bees, the honey and wax they produce, the plants that attract bees, and the equipment a beekeeper needs. If you want to set up your own hive, you'll learn basic beehive care, how to extract and bottle honey. Advanced topics include: increasing the number of your honey bee colonies, increasing honey production, producing special kinds of honey, and learning more about bee societies.

Cake Decorating - "How to" information for making and using icing as decoration for cakes, cookies, etc. A project that can be done individually or in a group. This activity, which can be enjoyed by families and friends, also is an

introduction to a money making skill and career. This project is based on skill level not grade level.

Cupcake Decorating – Learn creative decorating techniques using your baked cupcakes.

Child Development - Uses instructional materials that deal with young children at different ages (i.e., infants, toddlers, pre-school) and baby-sitting. Characteristics of various ages are studied and followed by observations and interactive activities.

Genealogy – Educational materials on "How to" information on documenting ones heritage through ancestral listing. The project can be done as an individual or group with a parent or grandparent. It helps young people know where their ancestors resided, traveled, and developed some family tradition.

Health - Learn first aid basics and ways to stay healthy and fit.

Home Environment - Learn how to arrange your room at home, design articles for home use, put together floor plans and decorate.

Physical Health - Sports - Learn basic skills and safety rules of various sports, as well as the importance of good sportsmanship.

Reading Literacy – Reading holds unlimited possibilities! Whether you read for fun or for information, reading skills are more important now than ever before. Read 3 or more books and learn to become a more effective reader.

LEADERSHIP

Junior Leaders – This project allows 4-H members in grades 7-12 the opportunity to provide their Adult 4-H Volunteers with additional assistance in their 4-H Clubs and related activities. Junior Leaders also serve as mentors and role models to the younger 4-H members by sharing their experiences with them. Many counties offer county-wide opportunities for Junior Leaders to meet and serve the community. Must take one additional 4-H project.

MECHANICAL

Computer - Designed to provide you with a general overview of the world of computers. Develop skills used by computer users every day.

Electricity - Learn about electricity and the safe use of it. Younger members learn the basics of circuitry by building a circuit board while older members may build magnetic flashlights and wire lamps. This program provides youth with educational information about electricity and how it can be used to benefit the human race. The electricity/electronics program develops project skills (i.e., safe practices, proper use of fuses and circuit breakers, proper lighting techniques, proper wiring techniques) and life skills (i.e., decision-making, using science and technology, developing communication skills).

Agricultural Tractor - This program provides youth with educational information about agricultural tractors and machinery that develops project skills (i.e., principles of engine operation, hydraulic systems, electrical systems, safe operation) and life skills (i.e., decision making, using science and technology, developing communication skills). These fun-filled, hands-on learning experiences are provided under the direction of caring adults.

Lawn & Garden Tractor - This project provides youth with educational information that develops project skills (i.e., principles of engine operation, hydraulic systems, electrical systems, safe operation) and life skills (i.e., decision-making, using science and technology, developing communication skills). These fun-filled, hands-on learning experiences are provided under the direction of caring adults.

Welding & Metal Arts - In this project youth will learn to be aware of safety rules and proper welding procedures.

Woodworking - The 4-H wood sciences program provides youth with educational information about wood and how it can be used to construct items. The wood science project develops project skills (i.e., safe practices, using hand tools, using power tools, making specialized wood cuts) and life skills (i.e., decision-making, using science and technology, developing communication skills). These fun-filled, hands-on learning experiences are provided under the direction of caring adults.

PHOTOGRAPHY

Photography - Educational materials on "How to" information on taking quality photographs with a camera. Manuals include good basic information on camera use. Select from: Black/White Prints, Color Prints, Color Slides, Color Salon print, Black/White Salon Print, Creative / Experimental, and Video.

SEWING / CLOTHING

Consumer Clothing - Learn clothing selection, wardrobe planning, care of clothing, personal grooming, and how to purchase articles of clothing to complement your wardrobe.

Sewing - This is a series on how to sew. Participants sew garments of increasing difficulty as they progress. The garments range from simple items to a tailored suit or coat. Categories include: Wearable (Grade 3-7 only) and Non-wearable. Advanced Sewing Wearable (Grades 8-12) includes: Dress Up, Wear, Free Choice, Formal Wear, Informal/Casual Wear, Suit or Coat, and Separates. See Fair book for descriptions.

SHOOTING SPORTS

Shooting Sports - The 4-H shooting sports project teaches safe operation of firearms and archery equipment. Volunteer instructors must be certified at a workshop. Six disciplines are offered at the state level: archery, hunting, muzzle loading, pistol, rifle, and shotgun. The disciplines offered in any county will depend on the availability of certified 4-H shooting sports instructors to teach the classes, ranges, and equipment.

VERBAL COMMUNICATION (EVENTS)

Action Demonstration - This project is designed for the novice person and the topic can be related to any 4-H project. The 4-H member will provide a short demonstration of no more than 3 minutes that will actively engage members of the audience in a how-to-do skill development. Examples include, but are not limited to, how to use a measuring cup, how to use a ruler, how to knead dough, how to clean grooming clippers, how to crop a photo, etc. Props are permitted. Live animals and PowerPoint displays are not permitted. Although participants will not be judged, an adult will watch the 4-H member's interactive demonstration and will provide feedback to the member. The 4-H member will continually repeat their how-to interactive demonstration for the designated time period, typically 45-60 minutes.

Public Speaking - Any 4-H member in grades 6-12 may participate in the public speaking contest. This contest allows the 4-H member to give their prepared speech to an audience from a stage or stage-like setting. There is no interaction with the audience. Props, signs, and PowerPoint presentations are not permitted and the speech must be on a topic determined by the State 4-H Office. Check with the county Extension Office for this year's topic. Junior members (grades 6-8) have 3-5 minutes to give their speech while senior members (grades 9-12) will give their speech in 5-7 minutes.