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

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

Plant Crafts, Leader  
Plant Crafts, Youth Leader  
Plant Crafts, Member  
This project covers harvesting, drying, and using plant materials to make dry arrangements, collages, potpourri, and other plant crafts.

Flowers, Leader  
Flowers, Youth Leader  
Flowers, Member  
Grow annual and perennial flowers. Start annuals indoors and make flower and bouquet arrangements.

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

STEM (Science, Technology, Engineering & Math)

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

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

Robotics, Leader  
Robotics, Youth Leader  
Robotics, Member  
Explore programming concepts using Robolab language, what a robot is, how to build one, and how to program a robot using sensors.

International Programs

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

4-H Project Literature

The 4-H Office plus three local public libraries (Brillion, Chilton, and New Holstein) have copies of 4-H member and leader project materials that are available for check out. To loan 4-H publications from the Extension Office, visit our office during business hours (8:00 am to 4:30 pm, M-F). You can also call Connie (920-849-1450 x5) or e-mail connie.leonhard@ces.uwex.edu to arrange for a time outside of office hours or to have materials mailed or delivered to you.

All library materials can be checked out for two weeks at a time. Many of the 4-H literature materials are copyright protected. Leaders or members can purchase copies of any 4-H materials. Check with your Extension Office about how you can order materials for you or your family.
The following are some general notes about the 4-H enrollment for your club. If you have any questions, contact the Enrollment Manager in your club or the county UW-Extension Office.

1. If your club charges members dues, you may be required to pay these dues before your enrollment can be approved and activated. Ask a leader for details.

2. Children in five-year-old kindergarten through second grade can only enroll in the Cloverbud project. Youth may enroll in 4-H for one year after their graduation from high school.

3. Parents, please help your child make wise decisions about the number of projects they can handle for the year. One of the main life skills taught through 4-H is being able to make wise choices and decisions. Choosing projects is one place where you, primarily, and the child’s leaders will be helpful in guiding the member.

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

- 3rd to 5th grade: up to 3 projects
- 6th to 8th grade: up to 6 projects
- 9th to 12th grade: up to 9 projects

4. Enrollment Deadlines: The following county deadlines are when your family’s enrollments need to be completed online.

   a. New members can enroll at any time during the year, but April 1 is the deadline for new enrollments in order to exhibit at the County Fair.

   b. It is preferred that re-enrollments be completed by November 1; but they will be accepted through December 31. Failure to re-enroll by December 31 will result in not being able to enter projects in next summer’s Junior Fair.

5. Members in grades 3-13, interested in Youth Leadership are encouraged to sign up for the Youth Leadership Project and/or as a youth leader in a specific project area.

6. Adults interested in volunteering as new leaders can indicate their interest by completing the 4-H Online leader enrollment form. New adult volunteers are not approved as 4-H leaders until they have attended a New Volunteer Orientation, view the Child Abuse and Neglect training, and successfully passed a background check.

4-H Project Literature

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Natural Resources and Environmental Education

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

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

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

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

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

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

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

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

Plants & Soil Sciences

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

Fruit, Leader
Fruits, Youth Leader
Fruits, Member
- Learn how to produce fruits, from apples to grapes, and select the best fruit cultivars for your home garden.
Health, Leader  
Health, Youth Leader  
Health, Member  
Learn about your body and how to keep it healthy through diet, exercise, and healthy habits. More advanced years of this project focus on making decisions, relieving stress, and healthy relationships.

## Bicycles—Engineering & Technology

Bicycles—Engineering & Technology, Leader  
Bicycles—Engineering & Technology, Youth Leader  
Bicycles—Engineering & Technology, Member  
Learn the essentials for getting started safely, road rules, selecting a bike that’s right for you, bike maintenance, and planning for a pleasant ride.

## Electricity

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

## Small Engines

Small Engines, Leader  
Small Engines, Youth Leader  
Small Engines, Member  
This project covers small engine parts, principles of operation, carburetion, care and maintenance, troubleshooting, preparing an engine for storage, and small engine safety.

## Scale Models

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

## Tractors

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

## Woodworking

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

## Cloverbuds

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

## Service Learning & Citizenship

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

## Citizenship

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

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### 2015 4-H Project Selection Guide

**Youth Leadership**

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

**Exploring**

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

**Cloverbuds**

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

**Service Learning & Citizenship**

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

**Citizen**

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

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### 2015 4-H Literature Available for Loan

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

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

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

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

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

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Denotes that the project has countywide project leadership and meetings.

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### Personal Finance

- **Leader**  
- **Youth Leader**  
- **Member**  

- **Leader**  
- **Youth Leader**  
- **Member**  

- **Leader**  
- **Youth Leader**  
- **Member**  

### Workforce Readiness

- **Leader**  
- **Youth Leader**  
- **Member**  

### Home Environment

- **Leader**  
- **Youth Leader**  
- **Member**  

### Exploring, Leader

- **Youth Leader**  
- **Member**  

### Scale Models, Youth Leader

- **Member**  

### Tractors, Leader

- **Youth Leader**  
- **Member**  

### Woodworking, Leader

- **Youth Leader**  
- **Member**  

### Service Learning, Leader

- **Youth Leader**  
- **Member**  

### Citizenship, Leader

- **Youth Leader**  
- **Member**  

### Horse, Leader

- **Youth Leader**  
- **Member**  

### Meat Goat, Leader

- **Youth Leader**  
- **Member**  

### Horseless Horse, Leader

- **Youth Leader**  
- **Member**  

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

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

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

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

Find out what to consider when buying yarn and knitting equipment. Learn knitting and finishing techniques, as well as how to correct errors and care for your knitted items.

Learn to understand your shopping style, learn the difference between needs and wants, and learn how to comparison shop. More advanced stages of this project will help you learn about your personal values and making choices based on them, internet shopping, your consumer rights and responsibilities.
Learn how to recognize a normal, healthy animal from its attitude, behavior, and appearance. You will learn to take the temperature and pulse of an animal, about the causes and affects of various animal diseases, nutrition, disease prevention, environmental influences on animal health, and veterinary medicine as a career.

**Arts and Communication**

**Photography, Leader**

Photography, Youth Leader

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

**Communication, Leader**

Communication, Youth Leader

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

**Computer, Leader**

Computer, Youth Leader

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

**Family, Home & Health**

**Intergenerational Programs, Leader**

Intergenerational Programs, Youth Leader

Intergenerational Programs, Member

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

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

**Theatre Arts, Leader**

Theatre Arts, Youth Leader

Theatre Arts, Member

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

**Music, Leader**

Music, Youth Leader

Music, Member

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