Door County

Project Guide
2014-15
Welcome to Door County 4-H for the 2014-15 4-H year!

You are now joining a great youth development organization that will provide many opportunities for members to learn life skills and leadership that will benefit them into adulthood!

Inside this booklet, you will find descriptions of the many different projects that 4-H offers. There are unlimited possibilities in 4-H! As a 4-H member, you join a local 4-H club, and then sign up for projects (listed in this booklet). During the year, you attend the 4-H club meetings, participate in activities, learn about your projects, participate in community service projects and prepare items to exhibit in the fair.

Along the way, there will be help from caring adults that are 4-H leaders. These adults have participated in a volunteer orientation to ensure that our youth are working in a safe and positive environment. I encourage all parents to be involved as well! Sign up to be a leader, take the orientation class, help out in your club, or volunteer to help with a county-wide event. It’s a very rewarding experience for our members and leaders both!

Keep an eye on your mailbox for the county 4-H newsletter, 4-H Shore to Shore. This will have information in it about local 4-H events and even many state, national and international 4-H opportunities. Also, if you are on Facebook, make sure to “like” Door County 4-H to get updates!

Again, welcome to Door County 4-H, and if you would like more information about what is available through 4-H, feel free to contact me:

Dawn VandeVoort, 4-H Youth Development Educator
Door County UW-Extension Office
421 Nebraska Street
Sturgeon Bay, WI  54235
Phone: (920) 746-2260
The following are some general notes about the enrollment process for your club. If you have any questions, contact the club general leader in your club or the county 4-H Office.

1. All enrollments will be completed online in 2014-15. (if you need help accessing the online program, call the UWEX Office and we will help you.)

2. Once you have submitted your online enrollment, make sure to pay your dues! Membership dues are $3.50 per member or $10.00 per family (with 3+ members). Contact your club general leader to find out how to pay your dues.

3. Children in 5-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.

4. 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.

5. **Enrollment Deadlines**: The following deadlines are the county deadlines when your club’s group enrollments are due 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. **Re-enrollments** will be accepted, through the online system, until **November 20**.

6. Projects can be added at any time during the year, but **April 1** is the cutoff date for adding projects that will be shown at the County Fair.

7. Where there are levels in a project, a member may enroll in the same level or an advanced level of the project, but may not move to a lower level in the project.

8. Teens, you need not enroll in the Youth Leadership Project in order to be involved in the Junior Leaders group — all members in grades 6 and up will receive information on these meetings and events.

9. All leaders need to enroll using the appropriate category numbers. For each project, there will be an "Adult Leader" category. New adult volunteers are not considered 4-H leaders until they have completed the Youth Protection process and New Volunteer Orientation (meetings held December—March).
4-H Project Literature

4-H members are eligible to receive 2 project books free each year. As you are enrolling as a member in the 4-H Online system, make sure to check boxes for literature that you wish to receive (see the enrollment instruction packet for information on where to add project literature). Additional pieces of literature can be ordered, and members will be billed for the cost of these additional booklets.

The Door County Library in Sturgeon Bay has copies of some of the 4-H member and leader project materials that are available. All library materials can be checked out for two weeks at a time.

Many of the 4-H literature materials are copyright protected. To loan or purchase 4-H publications from the Extension Office, visit our office during business hours (8:00 am to 4:30 pm, M-F). 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.

Some pieces of 4-H project literature and other educational resources are available at the UW-Extension Learning Store website:

http://learningstore.uwex.edu

4-H Project Literature can also be ordered on your own through the 4-H Mall (through National 4-H Council):

http://www.4hmall.org

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**Important Links & Contact Information:**

**Door County UW-Extension Office**
Government Center, 421 Nebraska Street
Sturgeon Bay, WI 54235
(920)746-2260
http://door.uwex.edu

**Door County Fair**
http://www.doorcountyfair.com

**Wisconsin 4-H Youth Development**
http://4h.uwex.edu
Leader, Adult Advisor
Leader, Assist. Organizational
Leader, Board Member
Leader, Club Activity
Leader, Key
Leader, Organizational

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, 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, Leader
Cloverbuds, Youth Leader
Cloverbuds, 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-live exhibits.

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

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.

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.

Dairy Goat, Leader
Dairy Goat, Youth Leader
Dairy Goat, Member
Learn how to select, feed, manage, fit, show, and evaluate a dairy goat. Age and experience of the member will determine the nature of the project.

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Meat Goat, Leader
Meat Goat, Youth Leader
Meat Goat, Member
Learn how to select, feed, manage, breed, fit, show, and market a meat goat. Age and experience of the member will determine the nature and scope of the project.

Dairy, Leader
Dairy, Youth Leader
Dairy, Member
Learn how to select, feed, manage, breed, fit, show, evaluate, and market a dairy animal. Activities include identifying dairy breeds, how to milk a cow, keeping a cow healthy and safe, exploring the needs of dairy animals, learning about dairy organizations, attending dairy farm tours, exploring dairy careers.

Horse, Leader
Horse, Youth Leader
Horse, Member
This project is for regular, managerial, and model horse members. This project explores all aspects of the horse industry, management, breeding, hobby, and horse clothing.

Horseless Horse, Leader
Horseless Horse, Youth Leader
Horseless Horse, Member
In this project you don’t have to have a horse or pony of your own. You need a desire to learn about horses. Explore horse behavior, terms, breeds, identification, body parts, selection, grooming, saddling and bridling, safety and equipment, and much more.

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

Swine, Leader
Swine, Youth Leader
Swine, Member
Learn how to select, feed, manage, breed, fit, show, evaluate, and market swine. Careers related to swine, disease control, judging, and more. Age and experience of the member will determine the nature of the project.

Poultry, Leader
Poultry, Youth Leader
Poultry, Member
The poultry project will help members learn how to select, feed, manage, breed, fit, show, and market your bird. It includes ducks, geese, turkeys, chickens, bantams, and pigeons.

Sheep, Leader
Sheep, Youth Leader
Sheep, Member
Learn how to select, feed, manage, breed, fit, show, evaluate, and market sheep. Age and experience of the member will determine the nature of the project.

Cat, Leader
Cat, Youth Leader
Cat, Member
Learn how to select, feed, manage, fit, show, and evaluate a cat. Activities include cat breed identification, holding and grooming a cat, keeping a cat healthy, preparing for a litter of kittens, caring for an elderly cat, exploring careers related to cats, and much more.

Dog, Leader
Dog, Youth Leader
Dog, Member
Learn how to select, feed, manage, fit, train, show, and evaluate a dog. Activities include dog breed identification, selecting a pet dog, evaluating and solving a dog’s behavior problems, teaching your dog commands, teaching your dog showmanship, socializing your dog, identifying reasons for neutering and spaying dogs, picking the best food for your dog, and more.

Rabbit, Leader
Rabbit, Youth Leader
Rabbit, Member
Learning activities include identifying rabbits...
breeds, learning how to handle and show a rabbit, learning rabbits' genetics and breeding, conducting a rabbit skillathon, planning rabbit housing and care, planning and making a rabbit nest box, showing rabbits, and exploring careers related to rabbits, and more.

Veterinary Science, Leader 🐦
Veterinary Science, Youth Leader 🐦
Veterinary Science, Member 🐦
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.

Pets, Leader 🐷
Pets, Youth Leader 🐷
Pets, Member 🐷
Explore your favorite pet. Identify your pet's parts, learn how to handle and care for your pet, and design a safe space for your pet.

Arts and Communication

Photography, Leader 🐦
Photography, Youth Leader 🐦
Photography 1, Member 🐦
Photography 2, Member 🐦
Photography 3, Member 🐦
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.

Videography, Member 🐦
In this project you will learn about the production of videos and movies. You will learn about storytelling, editing, planning, lighting, camera handling, creating titles and adding sound, as well as showing and reviewing your production.

Communications, Leader 🐦
Communications, Youth Leader 🐦
Communications, Member 🐦
In this 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.

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

Creative Writing, Leader 🐦
Creative Writing, Youth Leader 🐦
Creative Writing, Member 🐦
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.

Arts and Crafts, Leader 🐦
Arts and Crafts, Youth Leader 🐦
Arts and Crafts, Member 🐦
Celebrate Art, Member 🐦
This is an all-encompassing project that includes all types of arts and crafts projects, such as candle making, jewelry making, leathercraft, stencil 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.

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Latino Cultural Arts, Leader
Latino Cultural Arts, Youth Leader
Latino Cultural Arts, Member

In this project, understand the rich Latino culture by exploring its many traditional art forms.

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.

Computer, Leader
Computer, Youth Leader
Computer, Member

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.

Child Development, Leader
Child Development, Youth Leader
Child Development, Member

In this project you will learn about yourself and younger children. You will develop and practice babysitter skills, try fun activities that you can use as a babysitter, and improve the quality care you give to younger children. Participate in a babysitter training course or help younger members in your club.

Clothing, Leader
Clothing, Youth Leader
Clothing, Member

In this project you will learn clothing construction and sewing techniques. As you progress, you will enhance your sewing skills beyond the basic and begin to select construction techniques you would like to learn and projects you would like to make.

Crocheting, Leader
Crocheting, Youth Leader
Crocheting, Member

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

Cake Decorating, Leader
Cake Decorating, Youth Leader
Cake Decorating, Member

Learn how to plan a design and decorate a cake and/or cookies using frosting or other edible or inedible decorations. Learn how to make or buy equipment for creating decorative frosting designs.

Foods and Nutrition, Leader
Foods and Nutrition, Youth Leader
Foods and Nutrition 1, Member

In this beginning level project, what’s good to eat and how to fix many foods. You will learn about food labels, storage, and shopping. Arrange recipes for healthy living, make your own recipe, plan a menu and meal.

Foods and Nutrition 2, Member

This is an advanced beginning project. Some of the activities you can do include making a vegetable salad, making a main dish in the oven or on top of the stove, and making yogurt.

Foods and Nutrition 3, Member

This is an intermediate project. Some of the activities you can do include making low fat dips, stir frying, making a natural food additive, and drying fruit.

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Foods and Nutrition 4, Member
This is an advanced project. Some of the activities you can do include planning menus, making bean burritos, baking fish, and catering a party.

Microwave Magic, Leader
Microwave Magic, Member
Learn how to use a microwave to make a variety of items and incorporate this convenient cooking method into everyday life.

Food Preservation, Leader
Food Preservation, Youth Leader
Food Preservation, Member
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).

Personal Finance, Leader
Personal Finance, Youth Leader
Personal Finance 1, Member
Personal Finance 2, Member
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.

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

Workforce Readiness, Leader
Workforce Readiness, Youth Leader
Workforce Readiness, Member
In this project, you’ll explore what it takes to get your first job, discover how to access job possibilities in the community and recognize your learning styles and personal qualities.

Home Environment, Leader
Home Environment, Youth Leader
Home Environment, Member
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.

Knitting, Leader
Knitting, Youth Leader
Knitting, Member
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.

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.

Mechanical Sciences
Bicycles, (Engineering) Leader
Bicycles, Youth Leader
Bicycles (Engineering), Member
Learn how to identify the parts of a bicycle, bike safety, how to handle emergencies and hazards, how to buy a bike.

Electricity, Leader
Electricity, Youth Leader
Electricity 1, Member
Electricity 2, Member
Electricity 3, Member
Electricity 4, Member
In this project you will learn the fundamentals of electricity and explore the relationship between magnetism and electricity. Learn about current and voltage.

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conductors and circuits while you build a magnet, buzzer, or electric motor. Study home electrical systems and how to use them safely.

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

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, 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, Leader 
Woodworking, Youth Leader
Woodworking 1, Member 
Woodworking 2, Member 
Woodworking 3, Member 
Woodworking 4, 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.

**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 pollination and how it works.

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, 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, 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.

Canoeing, Member 
In this project, you’ll learn how to and where to canoe safely, select and care for equipment, explore aquatic environments, and plan a canoe camping trip.

Bicycling (Environment), Member 
In this project, you’ll learn how and where to bicycle safely, plan a camping trip, conduct a

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bike maintenance check, and design and build a bicycle obstacle course.

**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, Member**
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.

**Shooting Sports, Leader**
**Archery, Member**
**Archery, Youth Ldr.**
**Air Pistol, Member**
**Air Pistol, Youth Ldr.**
**Rifle, Member**
**Rifle, Youth Ldr.**
**Hunting, Member**
**Hunting, Youth Ldr.**
**Shotgun, Member**
**Shotgun, Youth Ldr.**
**Muzzleloading, Mbr.**
**Muzzleloading, Youth Ldr.**
**Air Rifle, Member**
**Air Rifle, Youth Ldr.**
Goals of the shooting sports program are to give youth thorough instruction in gun and other weapon safety, proper training in the use of firearms, create an appreciation of natural resources, and develop self-confidence and responsibility. Shooting Sports project leaders are required to be certified in the project. According to state policy, 4-H youth ages 8-11 cannot operate any powder-burning firearm.

**Taxidermy, Member**

**Recycling, Leader**
**Recycling, Youth Leader**
**Recycling, Member**
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.

**Water, Leader**
**Water, Youth Leader**
**Water, Member**
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.

**Fishing, Leader**
**Fishing, Youth Leader**
**Fishing, Member**
Beginners will learn how to tie fishing knots, cast a fishing lure, rig and care for your tackle, locate fish, identify baits and fish, and identify parts of the fish. More advanced members will learn about rods and reels, cast a fly, cook a fish, make artificial flies, refurbish old fishing equipment, and learn about ethical angling.

**Plants & Soil Sciences**

**Crops, Leader**
**Crops, Youth Leader**
**Corn, Member**
**Forage, Member**
**Small Grains, 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.

**Fruits, 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.

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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.

Aerospace, Leader  🎯
Aerospace, Youth Leader
Aerospace 1, Member  🎯
Aerospace 2, Member  🎯
Aerospace 3, Member  🎯
Aerospace 4, 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.

Legos, Member

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 will 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.

STEM (Science, Technology, Engineering & Math)

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