

Lincoln County



2021-22

Lincoln County 4-H Project Guide

Grounded
in the past
Bound
for the future



WELCOME to the new 4-H year!

This Project Guide lists all 137 projects that you can be part of in Lincoln County 4-H! Enrollment opens October 7th, 2021. Enroll early so you don't miss out on any of the fun. Find enrollment instructions and help on page 2 of this project guide, project descriptions start on page 6.



PASSION CREATIVITY INTELLECT CONFIDENCE

LEARNING COMMUNITY LOGIC FUN UNDERSTANDING

LIFE SKILLS COMPASSION GIVING BACK HEALTHY HABITS



FIND YOUR SPARK

bit.ly/JoinLC4H

CAREERS PERSEVERANCE WORK ETHIC

All 4-H enrollment is done on-line. If you struggle with internet access, there is an enrollment computer you can use at the extension office.

For more information, call 715-539-1072 or visit: bit.ly/JoinLC4H

Or scan the code →



Purpose Statement

"We teach, learn, lead and serve, connecting people with the University of Wisconsin, and engaging with them in transforming lives and communities."



Extension
UNIVERSITY OF WISCONSIN-MADISON
LINCOLN COUNTY

An EEO/Affirmative Action employer, University of Wisconsin-Extension provides equal opportunities in employment and programming, including Title IX and ADA requirements. Requests for reasonable accommodations for disabilities or limitations should be made prior to the date of the program or activity for which it is needed. Please do so as early as possible prior to the program or activity so that proper arrangements can be made. Requests are confidential.

How to Enroll!

We recommend visiting the club you are interested in joining, watching how the club works, and meeting the leaders and members of that club. Club leaders are always happy to answer any questions you may have. A list of current Lincoln County 4-H Clubs is available on the [4-H Clubs in Lincoln County](#) page. (bit.ly/LC4Hclubs)

There are also opportunities for adults to serve as leaders at the club and county level. If you are interested in this option, please go to the [4-H Leadership page](#) for more information or contact us at the Extension Lincoln County office at 715-539-1072. (bit.ly/LC4HVolunteers)

All 4-H enrollment is done online. Before you enroll, we also encourage you to go through this project guide and choose the projects you are interested in taking!

4-H Online 2.0 is the online enrollment and registration system for Wisconsin 4-H. This program is used for enrolling in the program as well as registering for various other 4-H opportunities! (bit.ly/JoinLC4H)

The state has created a Family Enrollment Guide that will walk you through the process. You can find the guide [here!](#) Be sure to read the brief descriptions on each screen while re-enrolling, these are very helpful to explain that step in the enrollment process. (bit.ly/JoinLC4H)

Enrollment Guidelines

- **Check Information:** If reenrolling, please check all information on your online family profile and individual records. If information is incorrect, or incomplete, please correct it before submitting your enrollment.
- **Enrollment Deadlines to show at the Fair:** You can enroll or reenroll in Lincoln county 4-H at any time. However, there are enrollment deadlines in order to show at the Lincoln County Fair in the Junior Division.
 - If you are **RE**enrolling as a 4-H member, you must reenroll by November 1st in order to show in the Jr. Division of the Lincoln County Fair
 - If you are a new to Lincoln County 4-H, you must enroll by March 1st in order to show in the Jr. Division of the Lincoln County Fair.

- **Cloverbuds:** Youth in Kindergarten, 1st and 2nd grade enroll in 4-H as Cloverbuds. Cloverbud activities (including fair exhibits) are non-competitive. For safety reasons, Cloverbuds may not work with an animal as part of their project work.
- **Number of projects:** Consider the “Quality over quantity” philosophy when taking projects. Choose fewer projects, and delve deep into everything that you can learn about that project. Look into the project resources (literature, curriculum, special groups) and find ways to share the project with others.
- **Graduation:** The policy for 4-H graduation is that members may choose to graduate from 4-H the same year they graduate from high school or they may stay in 4-H one full year following high school graduation.

What Are Project Resources... and How Do I Get Them?

4-H has lots of educational resources for 4-H'ers working on individual projects, as well as clubs working on group projects and educational activities. Most items listed are curriculum books that are designed to give the 4-H'ers everything they need to learn about the project they have chosen. These books include a list of the materials needed, how much time it will take, how to do the activity, and then the questions to ask as part of the Experiential Learning Process. 4-H curriculum is built for sequential activities, so project and life skills can be built upon, practiced, and eventually mastered over time

**But don't let all that educational goodness deter you!
These learning resources are research-based,
hands-on, and fun!**

If a project has resources, they are listed in this guide. If you download the pdf of this guide, each of the resources is a link that take you to a description of the resource and it's price or, if the resource is a downloadable pdf, it will link to that file.

If you wish to order literature or if you would like a printed copy of pdf literature, please fill out the form at the back of this guide. Currently the Lincoln County 4-H Leaders Association is paying for half the cost of the literature.

If you have any questions, contact Becky at the extension: [715-539-1074](tel:715-539-1074) or rebecca.kludy@wisc.edu

PICK YOUR PROJECT

A “project” is simply a topic that you can explore. Lincoln County offers more than 130 different project to choose from . . . from art to woodworking, from computers to rabbits, from clothing to small engines. While you do the project you’ll learn more than just subject matter. You’ll learn “life” skills, too. These are valuable skills, such as understanding yourself, communicating and working with others, problem solving and decision making . . . skills that you can use the rest of your life.

How to Select 4-H Projects

Choose your 4-H projects before you start your registration! Think hard and choose well!

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. Ask yourself if you have the equipment, money and time to do the projects that sound interesting.

The levels of available resources are generally suggested by grades: level 1, grades 3-5, level 2, grades 6-8, and level 3 and above, grades 9 and up. You usually spend more than one year in a project level because there are enough ideas to span several years.

Grades K –2 6

Cloverbuds

Animal Science 6

Beef
Cage Birds
Cats
Dairy
Dairy Goat
Dogs
Exotic Animals
Horse
Horseless Horse
Llamas
Meat Goat
Pets
Poultry
Pygmy Goat
Rabbits
Sheep
Small Animals
Swine
Veterinary Science

Arts & Communication 11

Art
Basketry
Clowning
Collections
Communications
Creative Writing
Dance
Demonstrations
Jewelry Making
Leathercraft
Music
Photography
Puppetry
Sign Language
Speaking
Theatre Arts
Videography
Wool Spinning

Cultural Learning 14

Folk Arts
History & Heritage
Intergenerational Programs

International
Latino Cultural Arts

Family, Home, & Health14

Cake Decorating
Child Development
Clothing
Consumer Savvy
Crocheting
Fiber Arts
Food Preservation
Foods & Nutrition
Fun & Fitness
Health
Home Environment
Knitting
Personal Finance
Quilting
Soap Making
Trash and Treasure
Weaving

Leadership & Service18

Citizenship
Cloverbuds Youth Leader
Entrepreneurship
Service Learning
Workforce Readiness
Youth Leadership

Outdoor Education (Natural Sciences)19

Adventures
Archery
Aquatic Science
Backpacking & Hiking
Bees
Bicycling (Environ Ed)
Birds
Camping
Canoeing
Conservation
Cross Country Skiing
Downhill Skiing
Entomology (Insects)
Exploring Your Environment
Fishing
Forestry
Geology
Hunting
Maple Syrup
Shooting Sports
Sports
Recycling
Rock Climbing
Taxidermy

Water
Weather
Wildlife
Wildlife Habitat
Winter Travel

Plant & Soil Science..... 22

Crops
Flowers
Fruits
Herbs
Home Grounds
Horticulture
House Plants
Plant Crafts
Rock Hound
Soil Science
Vegetables
Wildflowers

STEM (Science, Technology, Engineering & Math) 25

Aerospace
Astronomy
Automotive
Bicycles (Engr and Tech)
Blacksmithing
Computers
Electricity
Flying
Geocaching
Geospatial
Handyman
LEGO
Maintenance & Repair
Mechanical Sciences
Model Cars
Model Railroad
Model Rocketry
Off-Highway Vehicles
Remote Controlled Cars
Robotics
Scale Models
Small Engines
Snowmobiling
STEM
STEM, Exploring
Tractors
Welding
Wind Energy
Woodworking

Start Your Own Project 28
Self-determined

Lincoln County 4-H 29
Groups, Activities & Events



Grades 5K– 2

Cloverbud

The 4-H Cloverbud project is designed specifically for children in grades 5-year old Kindergarten through 2nd grade.



Animal Science

Beef

Starting Out

identify various beef breeds; identify parts of a beef animal; halter-break and show a calf; fit and judge beef cattle; recognize and raise a healthy animal.

Learning More

present oral reasons during judging; learn about feed ingredients, behavior and parasites; study how to do nose-print identification; learn beef carcass composition and retail meat cuts.

Going Further

explore selection and judging; learn about careers, health, reproduction, etc.; discover how to market your animal and by-products.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Bite Into Beef, Level 1

Here's the Beef, Level 2

Leading the Charge, Level 3

Beef Helper's Guide

Beef Resource Handbook

Meat Animal Project Record (MA) (pdf, 4 pages)

Facilitator Guide

Exploring Beef Health and Husbandry

Cage Birds

Cats

Starting Out

select a cat; identify cat breeds; name the parts of a cat; handle and groom a cat; care for its health; create a budget.

Learning More

learn about cat senses and sounds; explore tricks to teach a cat; traveling with a cat; learn about feeding and emergency care; detect signs of illness and health issues.

Starting Out

explore veterinary procedures; learn reproduction and cat body systems; learn showmanship and cat behavior; explore community laws and animal welfare.

Project Resources: 3 Curriculum levels , Helper's Guide & additional materials

Purr-fect Pals, Level 1

Climbing Up!, Level 2

Leaping Forward, Level 3

Cat Helper's Guide

Dairy

Starting Out

identify dairy breeds; study and identify parts of the dairy cow; learn how to select quality dairy calves; fit and show a calf; identify stages of calving and care; assemble tools needed for packing a show box.

Learning More

learn about housing and hay quality; learn about milking and food safety; explore ways to keep an animal healthy; observe animal behavior.

Going Further

practice mastitis detections; learn to balance rations; practice pregnancy detection and delivery of a calf; learn body-conditioning scoring; promote dairy products; explore various dairy industry careers.

Includes:

Adventures in Dairyland

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Cowabunga!, Level 1

Mooving Ahead, Level 2

Rising to the Top

Dairy Cattle Helper's Guide

Showmanship ... Leading to win (pdf, 20 pages)

Preparing to Lead (pdf, 20 pages)

4-H Lifetime Dairy Record (pdf, 2 pages)

4-H Managerial Project Agreement (pdf, 4 pages)

4-H Dairy Heifer Management Record (pdf, 5 pages)

Dairy Goat

Starting Out

gain hands-on experiences in the goat project; select, manage, fit and show goats; learn responsible goat ownership.

Learning More

learn to keep your goat healthy; feed your goat for maximum production; prepare for kidding; develop judging skills; learn how to milk a goat properly.

Going Further

learn about genetics, diseases and breeding; study body-condition scoring and linear appraisal; understand bio-security and prevention measures; gain leadership and explore career

Project Resources: 3 Curriculum levels & Helper's Guide

Getting Your Goat, Level 1

Stepping Out, Level 2

Showing the Way, Level 3

Dairy Goat Helper's Guide

Dogs

Starting Out

learn basic skills for dog care and training; discover different dog breeds; study and identify dog body parts; learn how to keep a dog healthy and groomed

Learning More

explore dog health and nutrition; discover genetic problems and population control; learn showmanship and training techniques; learn about show-ring ethics

Going Further

investigate responsible breeding; care for geriatric dogs; train service dogs; explore careers related to dogs

Includes:

Agility
 Obedience
 Rally
 Showmanship

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Wiggles and Wags, Level 1
Canine Connection, Level 2
Leading the Pack, Level 3
Dog Helper's Guide
4-H Dog Project Health Supplement (pdf, 2 pages)
Basics of Training Your Dog (pdf, 14 pages)
4-H Dog Judging Guidelines (pdf, 11 pages)
Dog Obedience — Novice & Beyond (pdf, 20 pages)
A Guide To Showmanship (pdf, 11 pages)
4-H Dog Resource Handbook
A 'Fear-less' Approach to Understanding Dogs

Exotic Animals

Horse

Starting Out

learn horse behavior and terms; study breeds and identify body parts; saddle, groom and bridle your horse; practice horse safety and horse selection.

Learning More

practice horsemanship and judging; understand horse selection and training; learn about tack, feeding and diseases; practice showing a horse and trail riding.

Going Further

explore horse breeding, genetics and heredity; understand horse diseases and prevention; learn about fencing, pasturing and housing; explore horse-related careers.

train a horse; practice a round-pen workout; learn English and Western style bridles; understand equitation and riding styles.

learn to set goals; compare costs of show clothing; present your horse in showmanship classes; rate your showmanship skills; practice proper show ethics.

Includes:

Clothes Horse

learn how to make riding apparel and equipment; develop sewing and creative skills; understand textile selection and care.

Draft Horse

Miniature Horse

Model Horse

learn about the collecting, photographing and showing of model horses; ; acquire the equine knowledge and skill to reproduce the realism needed to portray the image of a live horse

Project Resources: 5 Curriculum levels, Helper's Guide & additional materials

Giddy Up & Go, Level 1
Head, Heart & Hooves, Level 2
Stable Relationships, Level 3
Riding the Range, Level 4
Jumping to New Heights, Level 5
Horse Project Helper's Guide, Level 6
Horses & Horsemanship
Horse Science

Horseless Horse—you do not need a horse to enroll in this project

This project is identical to Horse Project

Llamas

Meat Goat

Starting Out

identify meat goat breeds and parts; learn to select a good animal; feed and care for a meat goat; develop a budget for a meat goat project.

Learning More

recognize meat goat diseases; select a veterinarian and purchase breeding stock; understand reproduction cycle and keep records; fit and show meat goats.

Going Further

learn to control diseases; understand bio-security and quality assurance; formulate rations; evaluate goat pastures.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Just Browsing, Level 1

Get Growing with Meat Goats, Level 2

Meating the Future, Level 3

Meat Goat Helper's Guide

Meat Animal Project Record (pdf, 4 pages)

Pets

Starting Out

explore your favorite pet or select a pet; identify pet body parts; learn to provide a safe environment; design a space for your pet.

Learning More

explore animal digestion and feeding; shop for pet supplies; determine the animal's sex and proper health; study pet behavior and communication.

Going Further

explore pet products; teach others about pets; understand how genetics work; explore animal welfare issues.

Project Resources: 3 Curriculum levels & Helper's Guide

Pet Pals, Level 1

Scurrying Ahead, Level 2

Scaling the Heights, Level 3

Pet Helper's Guide

Poultry

Starting Out

identify poultry breeds; learn parts of the bird; learn parts and functions of the egg; learn how to select and handle poultry; fit and show poultry.

Learning More

observe a healthy flock; select and judge broilers; discover how an egg is formed; prevent poultry diseases; discover how chicks imprint.

Going Further

organize a judging clinic; manage a laying flock; discover qualities of eggs; handle poultry products safely; process a chicken.

Includes:

Bantams

Exotic Birds (Ostrich, Emu)

Game Birds (Quail, Pheasant)

Pigeons

Turkeys

Waterfowl

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Scratching the Surface, Level 1

Testing Your Wings, Level 2

Flocking Together, Level 3

Poultry Helper's Guide

Hatching Classroom Projects

Experiments in Poultry Science

Meat Animal Project Record (pdf, 4 pages)

Pigeons (pdf, 15 pages)

Pygmy Goat**Rabbits**Starting Out

learn about selecting and handling rabbits; identify rabbit breeds and body parts; explore health issues and feeding.

Learning More

learn to select show rabbits; give oral reasons and judge rabbits; learn to tattoo; detect diseases; keep records of animals.

Going Further

learn about breeding and genetics; design a rabbitry; market rabbits; learn about disease prevention and rabbit registration.

Project Resources: 3 Curriculum levels , Helper's Guide & additional materials

What's Hoppening?, Level 1

Making Tracks, Level 2

All Ears, Level 3

Rabbit Helper's Guide

Meat Animal Project Record (pdf, 4 pages)

SheepStarting Out

identify sheep breeds and body parts; observe sheep behavior; identify uses of wool and other by-products; fit and show sheep.

Learning More

learn to identify sheep parasites; promote meat safety; judge wool; diagnose sheep diseases; use medications safely; explore careers.

Going Further

set sheep production goals; plan sheep related activities; market sheep products and teach others; plan a judging contest; explore careers.

Project Resources: 3 Curriculum levels , Helper's Guide & additional materials

Lambs, Rams, and You, Level 1

Shear Delight, Level 2

Leading the Flock, Level 3

Sheep Helper's Guide

4-H Sheep Project Health Supplement (pdf, 2 pages)

Sheep Resource Handbook

Meat Animal Project Record (pdf, 4 pages)

Small Animals**Swine**Starting Out

identify swine breeds, feeds and animal parts; practice judging market hogs; identify pork meat cuts; practice fitting and showing a hog.

Learning More

make a swine health care plan; identify diseases; assemble tack and pack a show box; plan and organize a facility expansion; complete a plan for a new pork product.

Going Further

learn to make breeding and culling decisions; judge a class of breeding gilts; design a preventative herd health plan; manage a feeding program.

Project Resources: 3 Curriculum levels, Helper’s Guide & additional materials

- The Incredible Pig, Level 1*
- Putting the Oink in the Pig, Level 2*
- Going Whole Hog, Level 3*
- Swine Helper’s Guide*
- Judging Market and Breeding Swine* (pdf, 8 pages)
- Swine Resource Handbook*
- Meat Animal Project Record* (pdf, 4 pages)
- Facilitator Guide**
- Exploring Swine Health and Husbandry*

Veterinary Science

Starting Out

learn different breeds of animals; interpret animal behavior; identify feed nutrients; describe animal life stages and systems.

Learning More

create health records for your animal; conduct food safety experiments; discover importance of immunity and bio-security; consider ethics and animal welfare.

Going Further

investigate the importance of genetics; understand diseases that spread from animals to humans; learn about diversity of veterinary careers.

Project Resources: 3 Curriculum levels , Helper’s Guide & additional materials

- From Airedales to Zebras, Level 1*
- All Systems Go, Level 2*
- On the Cutting Edge, Level 3*
- Veterinary Science Helper’s Guide*
- Facilitator Guides—Available as digital downloads only**
- Veterinary Science 1: Animal Behavior*
- Veterinary Science 2: Animal Vital Signs*
- Veterinary Science 3: Disease Transmission*
- Veterinary Science 4: Principals of Biosecurity*
- Veterinary Science 5: Advanced Concepts in Animal Care*



Arts & Communication

Art

Starting Out

learn art through cutting, pasting and drawing; explore sculpting and constructing with fibers; paint and print using different materials.

Learning More

explore art techniques, culture and history of art; learn artistic challenges in drawing, fiber arts and sculpting; develop graphic design techniques..

Includes

Block Printing

design and cut blocks from different materials; print designs on cloth and paper; create your own original designs.

Drawing & Painting

learn to draw with pencil, chalk, crayon, etc.; learn to blend and shade; make surface rubbings; paint with watercolor, oil and acrylics; mix colors; mat and frame your artwork

Metal Enameling

try enameling earrings, pins and other jewelry; learn to attach fasteners; create original designs and patterns

Posters**Rock Art****Project Resources:**

[Elements & Principles of Design Card](#)

[Get Started in Art](#)

[Advanced Visual Arts: Sketchbook Crossroads](#)

[Advanced Visual Arts: Portfolio Pathways](#)

[Drawing & Painting](#) (pdf, 26 pages)

[Block Printing](#) (pdf, 12 pages)

[Metal Enameling](#) (pdf, 15 pages)

Basketry**Clowning**

discover the history of clowning; develop your own character; design your own makeup, costume and props

Project Resources:

[Enter the Clowns](#) (pdf, 11 pages)

Collections

learn about various types of collections, the ins and outs of the collecting process, and how to best display your items. .

Project Resources:

[My Favorite Things](#)

Communications[Starting Out](#)

engage in non-verbal, verbal and written activities; strengthen your personal communication skills; encrypt codes, write songs and give directions.

[Learning More](#)

learn to become a confident communicator; present oral reasons, plan and present speeches; practice making good first impressions.

[Going Further](#)

polish your communication skills; explore communication careers; write résumés and interview for a job.

Project Resources:

[Voices from the Past](#) (pdf, 16 pages)

[It's All in the Family](#) (pdf, 20 pages)

[Communication Activities for 4-H Clubs](#) (pdf, 44 pages)

Facilitator Guides

[Communications Curriculum Module 1](#)

[Communications Curriculum Module 2](#)

[Communications Curriculum Module 3](#)

Creative Writing

explore language and creative expression; stimulate your creativity and self-expression; enrich your joy of book reading.

Project Resources:

[The Writer in You](#)

[Creative Wordworking](#) (pdf, 28 pages)

[Crazy About Books Reading Circle](#) (pdf, 24 pages)

Dance

Demonstrations

Jewelry Making

Leathercraft

learn about the characteristics and uses of leather; use tools and equipment; make patterns and original designs; explore various leathercraft techniques.

Music

gain a greater appreciation for music; explore different ways to participate; listen, perform and compose various types of music; teach others; and make instruments.

Project Resources:

[Youth and 4-H Music Project Guide](#) (pdf, 5 pages)

Photography

Starting Out

explore the camera and learn to use it properly; learn the basics of lighting and composition; learn the use of different light sources; shoot photos that tell a story.

Learning More

learn about camera adjustments; learn about film speed, shutter speed and aperture; take silhouettes, candid, action shots and others.

Going Further

learn about wide-angle and telephoto lenses; explore the use of light meters and studio lighting; experiment with special effect photos; take still life photos and portraits.

Project Resources:

[Photography Basics, Level 1](#)

[Next Level Photography, Level 2](#)

[Mastering Photography, Level 3](#)

Puppetry

Sign Language

Speaking

plan, practice and present an effective speech; gain confidence in public speaking; plan, practice and present an effective demonstration.

Project Resources:

[Finding Your Voice: Public Speaking Made Easy](#)

[4-H Public Speakers Handbook](#) (pdf, 28 pages)

[4-H Public Speaking Opportunities – A Parent’s Handbook](#) (pdf, 16 pages)

Theatre ArtsStarting Out

study acting, sound, movement, voice and speech; learn different ways to play a scene; try pantomime, clowning and improvisation.

Learning More

become a puppeteer; investigate the history of puppets; explore types of puppets and puppet characters; use puppets in community service work; plan and present a puppet show.

Going Further

study costumes, makeup, stage sets, props and sound; learn stage management; create sounds and disguises; make up your own character and bring it to life.

Project Resources:**Facilitator Guides**

Theatre Arts Book: Level 1 - Beginner

Theatre Arts Book: Level 2 - Intermediate

Theatre Arts Book: Level 3 - Advanced

Videography

learn storytelling, editing and lighting; experiment with camera handling and editing; learn to plan a project with the use of sound and titles; show and review your production.

Wool Spinning**Cultural Learning****Folk Arts**

explore traditional folk arts; learn more from your family and community; learn storytelling; decorate eggs and make baskets

History & Heritage**Intergenerational Programs**

learn to understand older people better; let them share their stories and experiences; explore what happens as you grow older

International**Latino Cultural Arts**

understand the Latino culture by exploring traditional art; make Latino instruments, jewelry, weavings, murals, etc.; celebrate Latino holidays, sample foods and tell stories

**Family, Home, and Health****Cake Decorating**Starting Out

prepare icing to use for borders, drop flowers, and lettering; experiment with different decorating tips; learn about professional cake decorating equipment; decorate with borders, flowers, leaves, and letters; use a stencil and paper pattern to decorate a cake

Learning More

bake and frost level cakes with smooth icing; bake and frost two-layer cakes with jam, pudding, or other filling; make flat surface flowers and flowers on a nail;

learn piping techniques; learn advanced borders like lattice, basket weave, pine cones, and haystacks; consider cake size, shape, decorating placement, and number of servings

Going Further

assemble stacked and tiered cakes; experiment with gum paste; color and shape marzipan for decorations; make pulled sugar decorations; apply rolled fondant to a cake and decorate it; study the principles of element and design used in cake decorating

Project Resources:

4-H Cake Decorating

Child Development

Clothing

Starting Out

gather the tools they'll need to begin sewing, understand textiles through fun science experiments, learn beginning math and engineering techniques in clothing construction, and take their skills a step further, investigating businesses, service learning projects, and modeling.

Learning More

prepare for more advanced sewing techniques and projects, conduct more advanced textile science experiments, focus on advanced engineering techniques, add finishing touches and style to garments, and market and calculate prices of products.

Going Further

prepare for more advanced sewing techniques and projects, conduct more advanced textile science experiments, focus on advanced engineering techniques, add finishing touches and style to garments, and market and calculate prices of products.

combine art and clothing; learn the design basics and create a portfolio to exhibit samples made to practice specific techniques.

Project Resources: 3 Curriculum levels & additional materials

STEAM Clothing 1: FUNDamentals

STEAM Clothing 2: Simply Sewing

STEAM Clothing 3: A Stitch Further

Maker's Guide to Sewing Stuff

Beyond the Needle

Consumer Savvy

Crocheting

Starting Out

understand how to properly hold the hook and yarn; learn to make a slip knot; learn to chain stitch and make a foundation chain; learn the basic stitches when crocheting; learn crochet terms and abbreviation and how to read a crochet pattern; understand the importance of tension when crocheting

Learning More

learn how to increase and decrease the stitches in a row; learn how to sew a seam; learn how to count rows; learn how to fasten off a project

Going Further

learn stitch variations like groups, shells, and clusters; learn how to read a filet chart; learn how to join seams

Project Resources:

The 4-H Crocheting Handbook (pdf, 44 pages)

Crochet Made Easy (pdf, 44 pages)

Fiber Arts

Food Preservation

Starting Out

identify basic types of food preservation; learn food freezing basics; learn to freeze fruits, juices, vegetables, meats, fish, and poultry; know how to properly thaw frozen products; learn food drying basics; learn to dry fruits, make fruit leathers, vegetables, and herbs

Learning More

understand the basics of water canning; learn the difference for canning low acid and high acid foods; understand making altitude adjustments; learn the different between a hot pack and a raw pack; select the right produce and jars for canning; make salsa, jams, jellies, and pickles

Going Further

understand the basics of pressure canning; select a pressure canner; understand the types of produce, meats, poultry, and fish that require pressure canning; be able to prepare your jars and lids; conduct a taste test

Project Resources:

Drying Project Manual

Boiling Water Canning Project Manual

Freezing Project Manual

Pressure Canning Project Manual

Canning Fruits Safely (pdf, 41 pages)

Canning Vegetables Safely (pdf, 28 pages)

Making Jams, Jellies and Fruit Preserves (pdf, 69 pages)

Freezing Fruits and Vegetables (pdf, 28 pages)

Homemade Pickles & Relishes (pdf, 64 pages)

Tomatoes Tart & Tasty (pdf, 36 pages)

Canning Meat, Wild Game, Poultry & Fish (pdf, 36 pages)

Canning Salsa Safely (pdf, 20 pages)

Foods & Nutrition

Starting Out

learn how MyPlate can help guide your eating choices; understand how to keep your food safe; know basic kitchen safety; learn measuring basics; understand how to follow a recipe; develop basic cooking "how to" skills

Learning More

learn the science behind food safety; learn fire safety in the kitchen; develop knife skills learn different mixing techniques; identify different cooking techniques; understand nutrition labels; use your knowledge of food groups to create different recipes;

Going Further

practice making bread, grilling meats, vegetables, and fruit, and making butter. Youth learn about yeast, gluten, and different types of fats.

learn about herbs and spices and how to make ethnic foods; practice making cakes, candy, pastries, and pies.

Includes

Candy making

Project Resources: 8 Curriculum levels, Helper's Guide & additional materials

Cooking and Baking:

4-H Cooking 101

4-H Cooking 201

4-H Cooking 301

4-H Cooking 401

4Cooking Helper's Guide**What's On Your Plate? Exploring Food Science:**Unit 1 The Secrets Of BakingUnit 2 The Power Of Protein ChemistryUnit 3 The Inner Mysteries Of Fruits And VegetablesUnit 4 Be A Food Scientist**Facilitator's Guides for What's On Your Plate? Exploring Food Science:**Unit 1 The Secrets Of BakingUnit 2 The Power Of Protein ChemistryUnit 3 The Inner Mysteries Of Fruits And VegetablesUnit 4 Be A Food Scientist**Fun & Fitness****Health**Starting Out

design a family first aid kit; identify how to treat cuts and scrapes; recognize the signs of choking; learn how to prevent sprains, strains, and bruises; discover what causes nosebleeds; learn about poisons and how to keep your family safe

Learning More

find out more about germs and how they affect the body; learn about food that help you stay healthy; learn about your personal strength, flexibility, and endurance; learn how to add activity to your day

Going Further

identify the components of fitness; learn the importance of hydration; learn how to choose foods for fuel; discover new ways to add physical activity to your life; create a personal health and wellness plan

Project Resources:First Aid in ActionStaying HealthyKeeping FitHealth Rocks! Beginner LevelHealth Rocks! Intermediate Level**Home Environment**Starting Out

learn about home care; learn to sand and finish a simple wood item; make small home decorative items for the home; explore the world of home interior design

Learning More

become more involved with activities around the home; learn to handle home tasks and entertain guests; refinish wood furnishings and make other home items.

Going Further

What you can do in this project: learn the principles of home design; learn scale, balance and proportion in home design; use the principles of design to arrange your home; create storage centers and restore furniture.

What you can do in this project: focus on the application of design fundamentals; learn about purchasing furnishings for the home; restore or make a heritage item.

KnittingStarting Out

choose the right kind of yarn to use for simple projects; identify different types of knitting equipment; evaluate the type of needle to use for each project; learn to make a slip knot; understand how to hold the needles and yarn; learn how to cast on; learn the basic stitches and create simple projects

Learning More

learn to use circular and double pointed needles; learn how to long-tail cast on; use

a garter stitch and stockinette stitch; learn to knit with four needles; be able to identify the six standard yarn weight groups

Going Further

altering patterns to fit an individual or change the pattern to add your own special touch; learn how to properly graft; learn how to properly care for garments and items you have knit

Project Resources:

Knitting Made Easy (pdf, 40 pages)

The 4-H Knitting Handbook (pdf, 40 pages)

Personal Finance

Quilting

Starting Out

learn about the history of quilts in your family; research methods of displaying quilts; know the basic items you need to start quilting; learn about geometric elements; learn about batting and how it is used; shop for quilting supplies

Learning More

learn how to tie and bind a quilt; learn how to use a rotary cutter; learn different quilting patterns; learn about advanced quilting tools and special quilting gadgets

Going Further

learn about color theory and color science; challenge yourself with difficult quilting patterns; use hand and machine quilting methods; learn the different sizes of quilts; identify quilting related careers

Project Resources:

You Can Quilt!

Quilting the Best Better!

Soap Making

Trash and Treasure

Weaving



Leadership and Community Service

Citizenship

discover and discuss public issues; plan a project to change or improve your community.

Project Resources:

Citizenship Adventure Kit (digital download only)

Citizenship Adventure Guide's Handbook (digital download only)

Cloverbuds Youth Leader

older youth who are interested in leading Cloverbud groups and activities

Entrepreneurship

practice the skills needed to be an entrepreneur; explore businesses, products, marketing and pricing; create a business plan; and start your own business.

Project Resources: 3 Curriculum levels, Leader's Guide & additional materials

EntrepreneurShip Investigation Unit 1: Discover the E-Scene

EntrepreneurShip Investigation Unit 2: The Case of ME

EntrepreneurShip Investigation Unit 3: Your Business Inspection

EntrepreneurShip Investigation Leader's Guide

EntrepreneurShip Investigation: Camp Guide

Service Learning

Starting Out

learn to give back to your community, reflect on your experiences, identify community needs, plan a service project and execute the idea.

Learning More

plan and implement your own service project, share your project plan and outcome with others, and conduct an evaluation of your project.

Workforce Readiness

explore what it takes to get your first job; discover how to assess job possibilities in the community; create job scenarios; recognize your learning styles and personal qualities.

Project Resources:

[Build Your Future Youth Notebook](#)

[Build Your Future Facilitator Guide](#)

Youth Leadership

Starting Out

assess your leadership skills; practice effective communication skills; set goals and resolve conflict; and plan a group event.

Learning More

explore how leaders are different; develop a multi-media presentation; set and achieve team goals; and practice teamwork.

Going Further

build trust in a group; assess you own strengths and weaknesses; write vision and mission statements; and contribute to a group project.

Project Resources:

[Leadership Road Trip: Where Are You Going?](#)



Outdoor Education (Natural Sciences)

Adventures

Archery

learn life skills development, safety procedures and responsible use of archery equipment

Project Resources:

[Archery Member Record Book](#)

Aquatic Science

Backpacking & Hiking

Starting Out

plan a day hike, select items and plan the food; learn to organize and pack a backpack; select appropriate clothing; prepare a first-aid kit; learn to use a compass; prepare for dangerous weather.

Learning More

plan a camping trip; select equipment, including shelter; plan a camping trip menu and prepare supplies; practice "Leave No Trace" principles while hiking; study various organism habitats.

Going Further

select group backpacking gear including a tent; design a non-tent backpacking shelter; develop a personal conditioning program; learn to orient a map and use triangulation.

Project Resources:*Hiking Trails**Backpacking Expeditions***Bees****Bicycling - Environ Ed****Birds****Camping**

learn how to camp safely in all weather conditions; investigate camping equipment and clothing; build a campfire and cook a meal; practice tying knots and first aid; learn to use a map and compass.

Project Resources:*Camping Adventures***Canoeing**

learn how and where to canoe safely; select and care for equipment; explore aquatic environments; plan a canoe camping trip; canoe a river.

Conservation**Cross Country Skiing****Downhill Skiing****Entomology (Insects)**Starting Out

learn about insects, their behavior and life history; discover the parts of an insect's body; collect and compare insects; explore how insects communicate and move.

Learning More

learn how an insect protects itself; explore insect habitats; create an insect display; build an insect extractor; investigate entomology careers.

Going Further

raise and study mealworms and mosquitoes; observe a colony of ants; make an insect identification key; record and collect aquatic insects; explore various gardens and habitats.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials*Teaming with Insects, Level 1**Teaming with Insects, Level 2**Teaming with Insects, Level 3**Teaming with Insects, Facilitators Guide***Exploring Your Environment**Starting Out

explore the four elements of life: sun, air, water and soil; use your senses to explore the environment; connect to the environment through plants and animals; and learn how the environment is affected by pollution.

Learning More

explore wildlife habitats and tracking; learn about groundwater; research pollination and how it works.

Going Further

explore the world of biotechnology; learn the features of insect creatures; begin to understand biodiversity; and learn what climate has to do with the way we live.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials*Exploring Your Environment: Ecosystems Services**Exploring Your Environment: Earths Capacity*

Exploring Your Environment: Facilitator Guides

Fishing

Starting Out

identify types of tackle; organize a tackle box; identify different types of bait and fish in your area; learn to take proper care of your catch.

Learning More

find fishing information on the Internet; cast a spinning rod and reel; learn to tie fishing knots; select a recipe and cook a fish; collect and analyze aquatic life.

Going Further

learn to reassemble a fishing reel; make artificial flies and lures; modify fishing equipment; investigate fishing careers.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Take the Bait, Level 1

Reel in the Fun, Level 2

Cast into the Future, Level 3

Fishing Adventures Helper's Guide

4-H Sportfishing Manual (pdf, 25 pages)

Forestry

Starting Out

identify forest types, forest products and trees; age trees by counting rings; understand forest competition; find a state forest; describe how leaves affect rainfall.

Learning More

learn how trees move water from soil to canopy; diagram a leaf; understand major forest changes and their impact; select urban tree planting sites.

Going Further

recognize different tree fruits; create a community forest map; identify forest biomes by continent; identify an unknown tree using a tree key.

Project Resources: 3 Curriculum levels & Helper's Guide

Follow the Path, Level 1

Reach for the Canopy, Level 2

Explore the Deep Woods, Level 3

Forestry Helper's Guide

Geology

Hunting

Maple Syrup

Shooting Sports

learn life skills development, safety procedures and responsible use of firearm equipment

Includes:

Air rifle

Air pistol

NOTE: Only 12 years old and above can shoot powder burning guns

Muzzleloader

Pistol (.22)

Rifle

Shotgun

Project Resources:

Muzzleloader Member Record Book

Pistol Member Record Book

Rifle Member Record Book

Shotgun Member Record Book

Sports

Recycling

learn about the impact of solid waste on the environment; learn to reduce, reuse and recycle.

Rock Climbing

Taxidermy

Water

identify water conservation and pollution issues; explore issues in your home, community or school; select an issue to focus on; develop and implement a plan.

Project Resources:

Give Water a Hand - Action Guide (pdf, 72 pages)

Give Water a Hand - Leader Guidebook (pdf, 40 pages)

Weather

Wildflowers

learn about wildflowers in your neighborhood; learn to identify wildflowers and how to collect them; discover how humans affect wildflowers.

Wildlife

Wildlife Habitat

Winter Travel

discover winter travel on cross-country skis and snowshoes; select and take care of equipment and clothing; experience a winter overnight campout; discover how trees and plants prepare for winter.



Plant & Soil Science

Crops

Starting Out (Corn)

learn about variety selection, germination and planting; learn about nutrients, harvesting and storage; explore uses and marketing strategies for corn.

Learning More (Forage)

establish and manage a forage crop; scout fields for pests, diseases and nutrition shortages; take an accurate forage sample; study growing techniques.

Going Further (Small Grains)

explore types of grasses, including wheat, oats and barley; learn about growing conditions and nutrients; practice integrated pest management; compare production costs and marketing.

Project Resources:

Crops Management Record (pdf, 4 pages)

Flowers

Starting Out

identify flower parts and their functions; plant flowers and make flower arrangements; give a presentation on flowers; prepare a flower exhibit.

Learning More

learn about plant needs and soil testing; select and start new plants and grow transplants; examine plants for insects and diseases; judge a flower exhibit.

Going Further

design a plant experiment; make a landscape plan; write instructions on how to force bulbs; compare different fertilizers: organic and chemical.

Project Resources: 4 Curriculum levels, Helper's Guide & additional materials

[Gardening: See them Sprout, Level A](#)

[Gardening: Let's Get Growing, Level B](#)

[Gardening: Take Your Pick, Level C](#)

[Gardening: Growing Profits, Level D](#)

[Gardening Helper's Guide](#)

[Forcing Spring Bulbs](#)

Evaluating and Judging Flowers and Indoor Plants (pdf, 8 pages)

Fruits

Starting Out

produce fruits from apples to berries; select the best fruit cultivar for your home garden.

Learning More

produce fruits such as pears and grapes; learn about different varieties of cultivars.

Project Resources:

[Growing Strawberries in Wisconsin](#) (pdf, 25 pages)

[Growing Raspberries in Wisconsin](#) (pdf, 24 pages)

[Growing Currants, Gooseberries, & Elderberries in Wisconsin](#) (pdf, 12 pages)

[Growing Grapes in Wisconsin](#) (pdf, 28 pages)

[Growing Apples in Wisconsin](#) (pdf, 28 pages)

[Growing Pears in Wisconsin](#) (pdf, 28 pages)

[Growing Apricots, Cherries, Peaches & Plums in Wisconsin](#) (pdf, 32 pages)

Herbs

Home Grounds

Starting Out

learn about seeding a lawn; study proper lawn care and maintenance; explore fertilization and pest management techniques.

Learning More

learn the importance of planting new trees and shrubs; explore variety selection and appropriate placement; learn basic maintenance: pruning and fertilization.

Going Further

explore landscape planning; make a plan and put it on paper; select, place and plant trees and shrubs; maintain your home grounds.

Project Resources:

[4-H Lawn Care](#)

[Selecting, Planting and Caring for Your Shade Trees](#) (pdf, 6 pages)

[Planning and Designing Your Home Landscape](#) (pdf, 32 pages)

Horticulture (Gardening)

Starting Out

identify different types of gardens; grow and maintain a garden; plant seeds; learn pest management techniques; learn how to harvest crops; learn to identify and use common garden tools

Learning More

learn about garden fertilizer and nutrients plants need to grow; plant bulbs in the fall for spring blooms; make a container garden; learn about compost and make a simple compost bin; discover different ways to prepare and use garden produce

Going Further

research types of plants that grow well in your area; start an herb garden; learn about food preservation methods; take a soil sample and have it tested for nutrients; experiment with organic production; design a gardening experiment

Project Resources: 4 Curriculum levels & Helper's Guide

Gardening: See them Sprout, Level A

Gardening: Let's Get Growing, Level B

Gardening: Take Your Pick, Level C

Gardening: Growing Profits, Level D

Gardening Helper's Guide

House PlantsStarting Out

identify plant parts and their functions; grow house plants and start a plant from a cutting; make a dish garden; prepare house plants for exhibit.

Learning More

learn about plant seeds and soil; select and start new plants and grow transplants; plant a terrarium; examine plants for insects and diseases.

Going Further

take a tour of a horticulture business; design a plant experiment; teach others how to grow house plants; compare different fertilizers: organic and chemical.

Project Resources: 4 Curriculum levels, Helper's Guide & additional materials

Gardening: See them Sprout, Level A

Gardening: Let's Get Growing, Level B

Gardening: Take Your Pick, Level C

Gardening: Growing Profits, Level D

Gardening Helper's Guide

Propagating and Growing House Plants (pdf, 15 pages)

Plant Crafts

learn to harvest plants; use different drying techniques; learn how to use plant materials; learn how to make dried arrangements, corsages, etc.

Project Resources:

Plant Crafts (pdf, 12 pages)

Rock Hound**Soil Science****Vegetables**Starting Out

identify plant parts and their functions; explore germination and start a plant from a cutting; grow vegetables in containers; plan an outdoor garden; prepare a vegetable exhibit for show.

Learning More

learn about plant needs and soil testing; start new plants and grow transplants; build a compost pile and use mulches.

Going Further

grow plants in a cold frame; make a site analysis and landscape plan; compare organic and chemical fertilizers; research various insect control methods.

Project Resources: 4 Curriculum levels, Helper's Guide & additional materials

Gardening: See them Sprout, Level A

Gardening: Let's Get Growing, Level B

Gardening: Take Your Pick, Level C

Gardening: Growing Profits, Level D

Gardening Helper's Guide

Exhibiting and Judging Vegetables (pdf, 8 pages)



STEM — Science, Technology, Engineering & Math

Aerospace

Starting Out

build an introductory level rocket; compare birds and airplanes; make a space helmet.

Learning More

build straw and paper rockets; learn to read a map; identify types of aircraft; discover how weather affects flying; build and fly a kite; make a hot-air balloon model.

Going Further

build, exhibit and launch model rockets; test a paper hang glider; make a flight simulator; demonstrate why rockets fly; organize a kite-flying contest.

design and build rockets and box kites; build an altitude tracker; plan a flight route; discover the affects of gravity; explore life in space and aerospace careers.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Pre-Flight, Level 1

Lift off, Level 2

Reaching New Heights, Level 3

Pilot in Command, Level 4

Aerospace Adventures Helper's Guide

Model Rocket Contest Guidelines (pdf, 14 pages)

Astronomy

Automotive

Bicycles - Engr and Tech

Starting Out

learn the essentials for getting started safely; explore the basics toward lifelong cycling; learn safety, road rules and planning for a pleasant ride.

Learning More

choose a bike that's right for you; practice bike maintenance; learn road rules.

Project Resources: 3 Curriculum levels, Helper's Guide & additional materials

Bicycling for Fun, Level 1

Wheels in Motion, Level 2

Bicycle Helper's Guide

Bicycle Adventures: Don't Get Stuck: Fix It DVD

Conducting a Bicycle Rodeo (pdf, 19 pages)

Blacksmithing

Computers

Electricity

Starting Out

understand how to use electricity; identify electrical materials; wire a simple circuit; build a compass, flashlight, switch and electric motor.

Learning More

work with electrical equipment; learn to read circuit diagrams; build a circuit and measure voltages; communicate in Morse code.

Going Further

develop a basic electrical tool and supply kit; understand the symbols on wires and cables; locate your home wiring system.

identify electrical and electronic parts and devices; learn how to solder and prepare parts for assembly; assemble a circuit using a transistor.

Project Resources: 4 Curriculum levels, Helper's Guide & additional materials

Magic of Electricity, Level 1

Investigating Electricity, Level 2

Wired for Power, Level 3

Entering Electronics, Level 4

Electric Excitement Helper's Guide

Explore a Power Park Book 1: Paper Circuits

Design a Power park: Smart Circuits Book 2

Flying**Geocaching****Geospatial**Starting Out

discover ways of thinking about geographic positions; learn about navigational tools, such as GIS, GPS, and compasses; and learn to measure distances.

Learning More

learn how to collect data; combine data with geographical positions; make maps of home, neighborhood and community.

Going Further

use multi-layered maps to attempt to solve problems; find ways to reduce traffic congestion; and pinpoint pollution sources.

Handyman**LEGO****Maintenance & Repair****Mechanical Sciences****Model Cars****Model Railroad****Model Rocketry****Off-Highway Vehicles****Remote Controlled Cars****Robotics**Starting Out

explore the world of robotics and how robotic systems are used in everyday life; learn to identify the important parts of a robot and use problem solving to design and program a robot to do basic tasks

Learning More

fine tune your robot's design to perform specific tasks, including creating versatile attachments to grasp, grab, and move objects; learn to use robotic sensors to detect sound, objects, and to track and follow lines.

Going Further

learn to use advanced programming strategies to perform more complicated tasks; explore different types of robotics systems including making your own through "Junk Drawer Robotics"

Project Resources:

Youth Robotic Notebook

Facilitator's Guides

Give Robotics a Hand, Level 1

Robots on the Move, Level 2

Mechatronics, Level 3

Scale Models**Small Engines****Snowmobiling****STEM****STEM, Exploring****Tractors**Starting Out

learn and identify parts of the tractor; understand the basics of tractor maintenance; learn about different fuels and engine cooling systems; research different safety features and learn safety rules.

Learning More

practice farm and tractor safety; understand the mechanics of engines; identify accessory equipment; learn the functions of different operational systems.

Going Further

learn types of oil systems and fuel safety; learn how to hook on a PTO unit; learn tractor and machinery maintenance; focus on safety and maintenance; identify and work with operational systems.

Project Resources: 4 Curriculum levels additional materials

Starting Up: Getting to Know Your Tractor, Level A

Tractor Operations: Gearing Up for Safety, Level B

Moving Out: Learning About Your Tractor & Farm Machinery, Level C

Learning More: Learning About Agricultural Tractors & Equipment, Level D

Tractor Operators Contest Guidelines (2011 rev) (pdf, 12 pages)

Welding**Wind Energy**

learn about the wind and its uses; explore the engineering design process

Project Resources:

The Power of the Wind: Youth Guide

The Power of the Wind: Facilitator Guide

WoodworkingStarting Out

learn safety practices when working with wood and tools; use various hand tools, e.g., hammer and saw; identify types of nails and wood; sand and paint a piece of wood.

Learning More

identify functions of various tools; practice safety techniques; select a project to build, e.g., birdhouse or foot stool; use a screwdriver and combination square.

Going Further

compare different types of hinges; enlarge scale-drawn woodworking plans; use a hand plane and build a laminated cutting board; compare different grades of plywood.

use a table saw, router, powered circular saw and sander; learn to make more difficult joints; evaluate exotic and veneer woods; create inlays and overlays; test

various adhesives.

Project Resources: 3 Curriculum levels, Helper’s Guide & additional materials

Measuring Up, Level 1

Making the Cut, Level 2

Nailing it Together, Level 3

Finishing Up, Level 4

Woodworking Wonders Helper’s Guide



Start Your Own Project

Self-determined

create your own project or expand on an old one; select a project, develop a plan, identify resources; carry out and evaluate your plan.

Project Resources:

Designing Your Own Project (pdf, 4 pages)

#wi4hmovement



**The Wisconsin 4-H
MOVEMENT**

I pledge my head to clearer thinking, my heart to greater loyalty, my hands to larger service, and my health to better living, for my club, my community, my country and my world.

In Wisconsin 4-H we value:

Being Yourself Find and share your authentic sparks and interests;

Belonging Together Recognize, understand, respect, and appreciate each other;

Building Connections Grow positive relationships with peers and adults;

Discovering Skills Develop skills through hands-on learning to help you succeed and thrive;

Exploring New Opportunities Open the door to new experiences, projects and places;

Giving Back to Your Community Make meaningful contributions through community service and leadership.

Lincoln County 4-H Groups

Lincoln County 4-H groups consist of members from any club who share an interest. The groups hold special meetings, run specific events and provide additional support and information for 4-H members.

4-H Ambassadors

4-H Ambassadors are 4-H members who take a leadership role in helping 4-H members and in promoting Lincoln County 4-H programs and activities to local residents and community groups! Ambassadors can help run and emcee 4-H activities, assist at the fair, teach at Project Discovery Day, do radio and 4-H promotion or attend leadership seminars.

Clothing Project Group

The Clothing Project Group offers opportunities for all clothing project members to develop their skills as they work on various clothing projects.

Jr. Dairy Project Group

The Dairy Project committee provides learning experiences while having fun and promotes dairy for Lincoln County 4-H Dairy project members and other Jr. Dairy Exhibitors. The committee focuses on the young person and the skills they are gaining from their project experience, not on the animals themselves. A committee of youth along with adult advisor (s) serve as the planning and coordinating group for county-wide dairy project activities, events, and the Jr. Dairy Show at the county fair.

Dog Project Group

The Lincoln County 4-H Dog Project Committee offers an educational dog training series for Lincoln County 4-H Dog project members. Training usually include obedience, showmanship, agility and rally obedience. This group serves as the planning and coordinating group for county-wide 4-H Dog project activities, events, and the Dog Show at the county fair.

Food Preservation Group

The Food Preservation group is designed for youth who want to learn how to preserve food. Sessions are offered throughout the year as various produce are ready for harvest.

Horse Project Group

The Lincoln County 4-H Horse project as a group provides their expertise, leadership and support for youth and adult volunteer leaders enrolled in the 4-H Horse project. This group serves as the planning and coordinating group for county-wide 4-H Horse project activities, events, and the Horse Show at the county fair.

Robotics Group

During Robotics group meetings, youth have the opportunity to build and test Lego Robots as they learn about this exciting field. Adult leaders are encouraged and welcome to attend.

Shooting Sports Group

Volunteer leaders offer countywide sessions open to all enrolled shooting sports and Archery project members.

Small Animal Market Sale Group

4-H and FFA member that have an interest in rabbit and poultry can become a part of this program. In this group, youth will have an opportunity to sell quality animals; learn how to do quality work in selecting, feeding, raising and showing their project; and learn about running a small business.



If you are interested in any of these County Wide groups, please contact Becky at the extension office: [715-539-1074](tel:715-539-1074) or rebecca.kludy@wisc.edu

Lincoln County 4-H Activities & Events

In addition to each club's own activities and programs, there are countywide activities that 4-H sponsors.

Communications Contests

(Speaking, Puppetry, Demonstrations and Illustrated Talks)

Do you have an interesting topic you'd love to talk about? Would you like a chance to share your speaking ability? Do you have a 4-H Project that you would like to share? If yes is the answer, then the Lincoln County Communications Contest is for you! The Communications Contest is usually held on a Saturday in mid-February.

Drama, Lip Sync and Music Festival

Do you like to sing or dance? Perhaps you play an instrument or enjoy performing lip sync? Or maybe you want to try acting? Then plan on entering the Drama, Lip Sync and Music Festival. The Drama, Lip Sync and Music Festival is usually held on a Saturday in March or April.

Project Discovery Days

Discover the Adventure Called ... 4-H. Lincoln County 4-H sponsors two Project Discovery Days each year. One in Merrill in October and a second in Tomahawk in the spring. These events allow youth from all over the county to sample the projects that the 4-H program offers. Anyone is welcome to attend and you do not need to be a 4-H member to participate.

Summer Camp

4-H Camp is a great way to make new friends, experience new adventures, learn cooperation, learn life skills and pass on knowledge to others. Camp offers new and different opportunities and activities.

Fall Festival

Each year in October the Lincoln County 4-H holds a festival where we celebrate the accomplishments and honors of various 4-H Clubs, Members, and Volunteers.

Trip, Ambassador, & Awards Selection

In order to support Lincoln County 4-H youth, the Lincoln County 4-H Leaders Association offers the opportunity for older youth to apply for various county-wide groups, awards as well as scholarship for trips and post-high school education.



4-HERS ARE MORE THAN

2X

MORE LIKELY TO ACTIVELY CONTRIBUTE TO THEIR COMMUNITY



MORE LIKELY TO GRADUATE COLLEGE

5X



4-HERS ARE NEARLY

4-H CLUB MEMBERS RANGE

IN AGE FROM

5-18

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4-H



4-H STANDS FOR

HEAD
HEART
HANDS
HEALTH

4-HERS ARE NEARLY

3X



THERE ARE

7

MILLION

4-H CLUB MEMBERS IN THE UNITED STATES

MORE LIKELY TO BE PHYSICALLY ACTIVE THAN NON 4-H MEMBERS

4-H PROGRAMS OPERATE THROUGHOUT MORE THAN

50



COUNTRIES

4-HERS ARE NEARLY

2X

MORE LIKELY

TO PURSUE A CAREER IN SCIENCE

ENGINEERING OR COMPUTER TECHNOLOGY