

2014-15 Kansas 4-H Project Selection Guide

The following Kansas 4-H Project Selection Guide gives a brief description of each of the 33 recognized state projects. The guide also lists specific project options, specific goals and the recognition offered in each project.

Beef

The beef project is an excellent way to learn about raising, caring for and managing beef. Begin with a calf or build your own herd as you learn about the beef industry.

Beef Bucket Calf, BF100 (7-12 year olds)

- Calf must be born between January 1 and April 30 of current year
- Calf may be purchased or orphaned but idea is for calf to be bottle fed

Market Beef, BF200

- Select, raise and show a market steer or heifer
- Member must own animal

Breeding Beef, BF201

- Select, raise and show a breeding heifer
- Learn the value of performance data to make breeding decisions

Things to learn/do in the project:

Ages 7-9

- Identify breeds of beef cattle
- Learn the parts of a calf
- Compare animal differences
- Halter break a bucket calf

Ages 10-13

- Learn about cattle feeds and how they are digested
- Judge beef cattle and present oral reasons
- Show a calf and learn showing techniques

Ages 14 and older

- Use performance data to make breeding decisions
- Evaluate beef carcasses and identify meat products
- Explore impact of technology and career opportunities in the beef industry

Special Programs and Events

Event: State 4-H Livestock Sweepstakes, Manhattan, August

(Includes: Livestock Judging Contest, Quiz Bowl, Skillathon and Meats Judging Contest)

Event: Livestock Judging Contest, Manhattan, August

Award: Trip to Louisville, KY

Donor: Kansas Livestock Association

Award: Trip to National Western, Denver

Donor: Kansas Farm Bureau

Award: Trip to American Royal, Kansas City

Donor: Joe Lewis Endowment

Event: Meats Judging Contest

Award: Trip to National Western, Denver

Award: Trip to American Royal/KSU

Event: State Beef Show, Kansas State Fair

Award: Cash premium and trophy buckle to Grand Champion

Donor: Grand Drive Committee, Kansas St. Fair

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal for Bucket Calf Project presented at your 4-H achievement night

Donor: Kansas Beef Council

County: Medal for Beef Project presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Citizenship

The Citizenship project is designed to help members find out more about themselves, family, friends, community and world. The project will lead to opportunities for meeting people and working with groups. Learn about other counties and cultures.

Citizenship: CS100

World Citizenship: CS200

Things to learn/do in the project:

Ages 7-10

- Learn about self, family and friends
- Find out what good citizenship is

Ages 11-13

- Learn how to be a good neighbor
- Find out how groups and clubs work
- Study other cultures through exchanges

Ages 14 and older

- Learn about township, city and county government
- Explore careers in police and fire protection, health and sanitation, and tourism
- Attend Citizenship Washington Focus
- Consider going on an exchange program abroad or hosting from another country

Special Programs and Events

Donor: Kansas IFYE Association

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Clothing and Textiles

This project will introduce you to a whole new world of options with outfits, clothing and accessories. The clothing construction phase will teach you the basics like sewing a shirt or putting a zipper in a pair of pants. The advanced units will teach you how to take the design of your choice and customize it for the perfect look, color and fit. Buymanship will give you that edge on knowing your wardrobe, planning a budget for an outfit, choosing between different shades of colors and analyzing clothing advertisements. Members may participate in the Fashion Revue to model either their clothing construction or buymanship items.

Things to learn/do in the project:

Clothing Construction: CT100

Ages 7-10

- Learn how to select colors and styles
- Sew or serge an article

Ages 11-13

- Sew on knits or wovens
- Make a garment from a pattern

Ages 14 and older

- Try out new patterns and fabrics
- Update an old garment
- Sew polar fleece
- Investigate careers in the textile industry

Buymanship: CT101

Ages 7-10

- Plan a wardrobe, determine a clothing budget and shop for clothing
- Learn how to select colors and styles

Ages 11-13

- Record body measurements and determine appropriate clothing sizes
- Conduct a clothing inventory
- Learn differences between warm and cool colors

Ages 14 and older

- Identify wardrobe according to body shape, proportion and balance
- Make decisions about clothing purchases by comparing fiber, care requirements, cost, brand and style
- Analyze clothing advertisements

Special Programs and Events

Event: State 4-H fashion Revue, 2nd Saturday, Kansas State Fair

Donor: Kansas State Fair

Award: Special awards and rosettes

Project Recognition

Donor: Debra Gordon

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Communications

Youth will learn to interpret verbal and nonverbal information, develop effective public speaking skills, enhance written and spoken communication, defend a point, design a presentation and much more!

CM100 Beginner

CM200 Junior

CM300 Intermediate

CM301 Senior/Public Speaking

Things to learn/do in the project:

Ages 7-10

- Learn responses to bullying

- Decode a message
- Write a letter
- Give a project talk

Ages 11-13

- Give and receive directions using directional and transitional words
- Write a speech and critique it
- Write a press release
- Create and give a demonstration or illustrated talk

Ages 14 and older

- Discover what causes a communication gap
- Create and give a demonstration or illustrated talk
- Plan, research, outline and present a speech
- Debate an issue
- Prepare a resume and interview for a job or office

**Event: Demonstrations, both weekends, Kansas State Fair
Project Recognition**

Donor: Kansas Association of Teachers of English

County: Medal presented at your 4-H achievement banquet

State: Medallion

National: \$400

National 4-H Congress Scholarship

Dairy Cattle

Got milk? The Dairy project is for youth wanting to learn more about caring, raising and managing dairy animals. 4-H members usually start with a heifer calf or yearling heifer learning how to select, lead and show. 4-H members with mature cows learn about feeding and milk production.

Dairy Bucket Calf, DC 100

Diary Heifer, DC200

Dairy Cow, DC300

Things to learn/do in the project:

Ages 7-9

- Identify the six breeds of dairy cattle
- Identify the body parts of a cow
- Select and raise a dairy calf

Ages 10-13

- Judge a class of dairy cows
- Discuss animal health issues
- Identify safe practices for handling milk and milk products

Ages 14 and older

- Evaluate the body condition of dairy animals
- Learn about animal welfare issues
- Determine the nutritional quality of dairy feed
- Explore career options in the dairy industry

Special Programs and Events

Event: State Dairy Judging Contest, August, Salina

Event: State Dairy Quiz Bowl, August, Salina

Donor: Kansas Dairy Association

Award: Trip to Louisville, KY

Event: Kansas All Breeds Jr. Dairy Show, August, Salina

Donor: Co-sponsored by Salina Chamber of Commerce

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night; medal for Bucket Calf presented at your 4-H achievement night

Donor: Kansas 4-H Foundation Patron Sponsor Fund

State: Medallion

National: \$400 National 4-H Congress Scholarship

The Dairy Award includes both Dairy Cattle and Dairy Goats

Dairy Goats

Did you know that people drink goat's milk? In fact, more people in the world drink goat's milk than dairy cattle's milk. The Dairy goat project is a great way for members to learn about agriculture around the world while the goats are in the backyard. 4-H members may start with a doe and then raise kids to create their own dairy goat herd.

GD100

Things to learn/do in the project:

Ages 7-9

- Identify dairy goat breeds
- Manage and care for a dairy goat
- Learn to show a goat

Ages 10-13

- Learn to care, train and handle dairy goats safely
- Care for equipment and facilities needed for dairy goats
- Chart the growth of a kid

Ages 14 and older

- Develop a herd health calendar
- Keep milk production records
- Learn of by-products
- Explore dairy goat careers

Project Recognition

The Dairy Award includes both Dairy Cattle and Dairy Goats. See Dairy Cattle for details.

Dog Care and Training

This project is for youth who are interested in learning more about dogs, how to care for a dog and how to train a dog in basic or advanced commands. Any kind of dog may be used in this unique project that is not designed to conform to AKC or other professional standards. Members without dogs may wish to participate in quiz bowls, conferences and other activities that do not require dog ownership. For more information, go to the Dog Action Team website at: www.kansas4h.org/DesktopDefault.aspx?tabid=133

Things to learn/do in the project:

Ages 7-9

- Choose the right dog for your family
- Explore dog behavior and body language

- Learn grooming basics
- Begin obedience training

Ages 10-13

- Select nutritious dog foods
- Identify dog breeds and their purposes
- Show your dog in Showmanship

Ages 14 and older

- Continue advanced obedience training
- Learn local dog laws and ordinances
- Explore the value of assistance dogs and careers with working dogs

Special Program and Events

Event: State 4-H Dog Show, Kansas State Fair, 2nd Saturday

Donors: Hill's Pet Nutrition, Inc.
C.A.R.E.S., Inc.

**Event: State 4-H Dog Conference, Oct.-Nov., Rock Springs 4-H Center
Project Recognition**

Donor: Kansas 4-H Foundation Patron Sponsor Fund
County: Medal presented at your 4-H achievement night
State: Medallion
National: \$400 National 4-H Congress Scholarship

Energy Management

Learn important general electrical concepts as you experiment with making a light switch, testing voltages and even build motors. Study energy use, magnetism, electronics and transistors. Learn how small engines work and how to keep them working OR discover the power of the wind! Learn about where the wind blows and how its power can be used for sailing, lifting, pumping water and creating electricity.

Electric/Electronics EL100

Things to learn/do in the project:

Ages 7-9

- Make a simple circuit, a flashlight, and a switch
- Find out about magnetism and make a compass

Ages 10-13

- Learn about Ohm's Law and use a volt-ohm meter
- Label a circuit diagram
- Build a three way switch

Ages 14 and older

- Determine your family's electrical usage
- Measure electric usage of appliances
- Test grounded outlets
- Explore Electronics
- Build simple radios, microphones, computers and other equipment
- Explore careers in Electronics and Engineering

Small Engines SE 100

Things to learn/do in the project:

Ages 7-9

- Learn major parts of engines
- Importance of clean air to an efficient running engine
- How to service a small engine and replace a spark plug

Ages 10-13

- Learn safe ways to operate an engine
- Learn engine cycles
- Identify useful tools and internal parts of an engine
- Learn different engine types and sizes

Ages 14 and older

- Learn to trouble shoot and repair and rebuild an engine
- Use the Internet to find resources, rules and regulations for small engines
- Start your own business or career

Power of the Wind EM101

Things to learn/do in the project:

Age 11-13

- Design and build a wind powered boat
- Design and build wind turbines
- Discover where and why the wind blows
- Discover the wind in art and literature

Project Recognition

Donor: Midwest Energy, Inc.

County: Medal presented at your 4-H achievement night

State: Medallion for Energy Management

National: \$400 National 4-H Congress Scholarship

Entomology

Have you chased butterflies or caught a ladybug to get a closer look? Do you think collecting bugs is a great way to spend your time? Then the 4-H Entomology project is right up your alley. Youth will learn about the world of insects in soil, on plants, in homes, on pets and other secret places.

EN100

Things to learn/do in the project:

Ages 7-9

- Learn the main parts of an insect
- Make an insect net
- Collect, pin, label and exhibit an insect collection

Ages 10-13

- Understand how insects are used in advertising
- Find out how insects move
- Learn about insecticides

Ages 14 and older

- Learn about insect behavior
- Plant a butterfly garden
- Catch and observe a spider in its web
- Conduct an insect survey of your neighborhood

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund
County: Medal presented at your 4-H achievement night
State: Medallion
National: \$400 National 4-H Congress Scholarship

Environmental Science

The *Exploring Your Environment* series provides opportunities for youth to engage in learning about environmental science through hands-on, experiential learning experiences in the natural sciences and technology. *There's No New Water!* is a water conservation and water quality curriculum grounded in the concept that water is a finite natural resource whose quantity and quality must be responsibly preserved, protected, used, and reused.

EV100

Earths Capacity (Ages 11-13)

Things to learn/do in the project:

- Analyze your environment for abundance and scarcity
- Determine carrying capacity for a specific area
- Study global climate change
- Figure your ecological footprint

Ecosystem Services (Ages 11-13)

Things to learn/do in the project:

- Study where your water comes from
- Learn how soil is formed
- Study the energy required to produce food
- Evaluate recreation and ecotourism

There's No New Water (Ages 14-18) **EV101**

Things to learn/do in the project:

- Explore natural water cycle
- Study human interventions that affect water quality and quantity
- Analyze rural to urban interventions in water cycle
- Identify and implement service – learning projects that address local water issues

Exploring 4-H

(7-8 year olds) This project is for first and second year members. It's a great way to "Explore" 4-H projects without enrolling in all of them. Members will be exposed to numerous project areas with the guidance of older members and adult helpers.

EX100

Things to learn/do in the project:

- Discover project areas available
- Learn about learning opportunities and contests
- Develop life skills through activity involvement

Family Studies

4-H members will learn about their own growth and development as well as that of others in the Family Studies project. Youth will learn about children of different ages and appropriate activities that help

children grow and develop physically, socially, mentally and emotionally. Youth will learn about building family strengths to nurture children.

Consumer Skills, FS100

Things to Learn/do in the project:

Ages 9-10

- Determine differences between needs and wants
- Develop a savings plan for a specific goal
- Practice comparison shopping
- Learn to make change

Ages 11-13

- Identify personal values
- Make a major purchase
- Understand peer pressure
- Learn to manage a checking account

Ages 14 and older

- Recognize target advertising
- Identify consumer rights
- Learn the value of employment

Child Development, FS101

Things to learn/do in the project:

Ages 7-9

- Learn where they fit in the family
- Observe how people express emotions
- Know risks of Internet use

Ages 10-13

- Learn to take care of self at home
- Identify characteristics of friends
- Learn socially accepted manners and customs

Ages 14 and over

- Observe child behavior
- Understand effects of TV on children
- Create intergenerational community service projects

Family, FS102

Things to Learn/do in the project:

Ages 7-8

- Learn behaviors that develop friendships
- Respect others and their belongings
- Understand need for family rules

Ages 9-11

- Express feelings in a positive way
- Learn to cope with change
- Know that family forms change

Ages 12-13

- Learn physical changes of adolescence
- Utilize the “Think-Feel-Do” cycle of stress
- Learn that choices have consequences

Ages 14 and over

- Study effects of employment on family and lifestyle
- Evaluate best uses of credit cards
- Learn to use consensus and compromise

(The Family and Consumer Science Judging is not occurring for the 2014 KSF, but will be reformatted/rescheduled for 2015.)

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Fiber Arts

Have you ever wondered how your grandmother crocheted that scarf for you or embroidered the pillowcases? Have you seen all the trendy crocheted and knitted fashion scarves? Have you looked at the quilt on your mother’s bed and wondered how it was made? The Fiber Arts project will embrace how to make these things. Fiber Arts is defined as the practical skills passed down from preceding generations that were developed to provide basic family needs, such as apparel, home furnishings or decorations.

Crochet, FA101

Knitting, FA102

Needle Arts (Decorative Stitching), FA103

Patchwork and Quilting, FA104

Rug Making, FA105

Spinning, FA106

Weaving, FA107

Ethnic Arts, FA108

Macramé, FA109

Things to learn/do in the project:

Crochet

- *Learn single, double and many other stitches
- *Advance to hair pin lace

Knitting

- *Casting on, knit stitch and purl stitch

Needle Arts

- *Embroidery
- *Cross-stitch
- *Needle point
- *Candlewicking
- *Crewel
- *Lacework
- *Applique

Patchwork and Quilting

- *Learn to stitch, tie and design quilts

Rug Making

- *Do Latch hook and braided rugs

Spinning

- *Make a hand spindle

- *Prepare wool fibers
- Weaving
 - *Learn parts of a loom
 - *Figure yarn needs for specific items
- Ethnic Arts
 - *Explore and share your favorite
- Macramé
 - *Do ornamental knotting
 - *Learn terms, tools, techniques and cords

Project Recognition

Donor: Price R. and Flora A. Reid Foundation
 County: Medal presented at your 4-H achievement night
 State: Medallion
 National: \$400 National 4-H Congress Scholarship

Food and Nutrition

In this project, you will have fun learning how to cook the basics and then advance to gourmet and international meals. You will learn the heritage of many foods as well as consumer buying skills to get the most for your money. In addition, you will learn how to make healthy snacks and modify recipes to fit a healthy life style.

Things to learn/do in the project:

Ages 7-8

- Why food is important
- The importance of food safety
- Common food preparation equipment

Ages 9-11

- Why nutrition is important in our daily lives
- How to include exercise in our daily routine
- How to prepare healthy snacks

Ages 12-14

- Plan and prepare foods, including vegetables, cakes and casseroles
- Ways to incorporate exercise into daily life
- Basic outdoor cookery skills

Ages 15 and older

- Food preparation and safety guidelines
- The diversity of food preferences
- How to prepare foods on the go

Special Programs and Events

Award: \$300 for educational trip for top team
 Award: Up to seven \$250 scholarships to attend K-State College of Human Ecology

Project Recognition

Donor: Dillon Food Stores of Kansas
 County: Medal presented at your 4-H achievement night
 State: Medallion
 National: \$400 National 4-H Congress Scholarship

Geology

Did you find a rock at the park and don't know what kind it is? What about fossils? If you would like to learn more about rocks, minerals and fossils, then dive into the Geology project! Discover the types of minerals, rocks and fossils that can be found where you live. Learn about geological formations across the state and in other states.

GE100

Things to learn/do in the project:

Ages 7-8

- Learn how the earth was formed and its three main parts
- Learn the difference between a rock and a fossil
- Collect, clean, identify and label rocks, minerals and fossils found in Kansas
- Learn the types and impacts of erosion

Ages 9-11

- Use different tests to identify minerals by hardness and color
- Find out what rock types occur in Kansas
- Learn how to identify fossils
- Learn to display and evaluate geology exhibits

Ages 12-14

- Learn how mountains are formed
- Discover the impact of glaciers
- Learn to measure specific gravity
- Read and use a topographic map

Ages 15 and older

- Measure formation thickness
- Test to determine chemical properties of minerals
- Locate sites on a plat map
- How to prepare for geology careers

Special Programs and Events

Event: Geology Field Trips, Various Locations, 2nd Weekend in June

Project Recognition

Donor: Kansas Independent Oil & Gas Association

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Health and Wellness

Health, exercise and recreation are vital parts of our daily lives. Youth can focus on physical activity, healthy eating, exercise, sports and recreation or first aid in relation to any of the other phases.

Things to learn/do in the project:

Bicycle, HL100

- Learn and practice bicycle safety
- Identify parts of a bicycle
- Learn bicycle maintenance and repair
- Practice safe riding at night and in adverse conditions

Health, HL101

Ages 7-9

- Steps for treating cuts and scrapes
- How to prevent sprains, strains and bruises

Ages 10-13

- Design a First Aid Kit
- Choose nutrient-rich “power foods” for snacks
- How to improve personal strength, flexibility and endurance

Ages 14 and older

- Recognize fraudulent information about supplements and enhancements
- Design your personal fitness plan

Outdoor Adventures, HL102

Ages 7-9

- Plan nutritional and physical outdoor activities
- What to take when you hike
- Learn about finding shelter and observing nature

Ages 10-13

- Learn the basics of camping
- Learn about camping gear
- The importance of caring for nature

Ages 14 and older

- Learn basics of backpacking
- How to find your way using a compass, GPS, or landmarks
- Apply the “Leave No Trace” ethics when backpacking and hiking

Recreation, HL103

- Identify personal areas of strength
- Learn about different types of recreation
- Learn the benefits of recreation for your body

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Home Environment

This project gives you the opportunity to examine space, both inside and out. Decorating a room, experimenting with colors and different types and patterns on your walls and creating the feeling of coziness in a family room are all part of this project. Being an interior designer is all about making a house a home, and the Home Environment project will give you this opportunity.

HE100

Things to learn/do in the project:

Ages 7-9

- Learn about color, texture and space
- Plan how to use home safety, recycling and reusable items
- Learn about the concepts of line

Ages 10-13

- Learn how color influences space, balance, proportion and scale

- Learn how to use neutrals and color schemes
- Learn how movement, light and sound are affected in different types of rooms

Ages 14 and older

- Compare buying versus making window treatments, bed covers, etc.
- Learn how to refinish and refurbish furniture
- Learn how to re-upholster chair seats

Project Recognition

Donor: Waters True Value

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Horse

Love horses? Then this project is for you! You will have the opportunity to learn, handle, care for and ride horses. Members may own or lease a horse, but must manage the horse 75% of the time, whether owned or leased.

Horseless horse members do not own or lease a horse. 4-H member participate by learning about horses and can participate in judging contests, quiz bowl, hippology, and give presentations. Horseless horse may volunteer to assist with horse shows and trail rides.

Things to learn/do in this project:

Horse, HO100

Ages 7-9

- Practice safety and proper use of equipment around horses
- Identify horse body parts
- Learn the breeds of horses

Ages 10-13

- Learn about grooming
- Learn how to bridle and saddle a horse
- Learn how to judge and give oral reasons

Ages 14 and older

- How to detect unsoundness in horses
- Learn to identify and treat equine diseases
- Learn about ethics and competition

Horseless Horse, HO101

- Learn basic coat colors, breeds and anatomy
- Study horse health, unsoundness and blemishes
- Visit a stable or farm
- Participate in judging, quiz bowls, hippology and public presentation contests

Special Programs and Events

Event: State Horse Judging Contest, June

Awards: Trip for winning teams

Event: State Horse Quiz Bowl, January

Award: Trip for winning teams

Event: Horse Panorama, Horse Presentations and Hippology, January, Rock Springs 4-H Center

Event: District/State Horse Shows (July, September)

Project Recognition

Donor: Don and Donna Kill

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Leadership

Are you ready to step up to leadership? This project will help bring out the best in you. You will learn about the skills it takes to be a leader such as: understanding yourself, communicating, getting along with others, learning, making decisions, plus managing and working with groups.

LS100

Things to learn/do in this project:

Ages 7-9

- Determine what is important to you
- Learn how others feel
- Learn how to be responsible
- Learn group cooperation

Ages 10-13

- Participate in a trust walk
- Learn to be accountable and dependable
- Practice teamwork in achieving a goal
- Learn meeting manners

Ages 14 and older

- Learn to accept differences in people
- Accept your own strengths and weaknesses
- Develop and participate in an interview process
- Identify different leadership styles

Special Programs and Events

Programs: 4-H Camp Counselor Recognition

Donor: Kansas Farm Bureau

Award: Certificate

Program: Key Award

Donor: Kansas 4-H Foundation

Award: Certificate, tie clasp or necklace awarded to outstanding 4-H members age 16 and up

Event: National 4-H Conference, April

Donor: Kansas Ag Bankers

Kansas Bankers Association

Kansas 4-H Foundation Patron Sponsor Fund

Award: Six National 4-H Conferences trips to Washington, DC

Program: News writing award for outstanding 4-H Club reporters

Donor: Montgomery Communications

Award: Gifts to top nine winners

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Meat Goats

The 4-H Meat Goat project is designed for members who are interested in learning more about raising meat goats. The meat goat project is quickly growing with a increasing demand for meat products. Learn how to select, raise and care for a meat goat.

GM100

Things to learn/do in the project:

Ages 7-9

- Identify parts of a meat goat
- Identify meat goat breeds
- Learn how to fit and show meat goats

Ages 10-13

- Recognize meat goat diseases
- Work with a veterinarian
- Learn how to keep records for meat goats

Ages 14 and older

- Select breeding stock
- Learn key components in developing a goat herd
- Evaluate feed ingredients

Special Programs and Events

Event: Youth Meat Goat Day, Manhattan, March

Event: Livestock Sweepstakes, Manhattan, August

Event: State Meat Goat Show, Kansas State Fair

Award: Cash Premium and Trophy Buckle to Grand Champion

Donor: Grand Drive Committee, Kansas State Fair

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Performing Arts

Do you enjoy being in the spotlight? Do you like to be creative while performing on-stage or setting up backstage? Then you should jump into this project! You will learn to express yourself in front of a crowd either on-stage, backstage, as a puppeteer or writing your own script.

PA100

Things to learn/do in this project:

Ages 7-9

- Learn to express yourself through movement, voice, speech and acting
- Create and present a play
- Do skits, pantomime, readings and clowning

Ages 10-13

- Learn about puppets
- Create a puppet, stage and kit
- Do puppet therapy

Ages 14 and older

- Create costumes, sets and props

- Create a stage setting
- Do makeup and stage management

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Pets

Whether you're a fish, hamster or cat lover, this project is intended for members to learn more about their household friends. You will focus on hand or aquarium pets or cats as you learn about the different species and how to keep them healthy. You will have the chance to be creative and design a toy for your pet, create a commercial or even a scavenger hunt.

Pets, PT100

Things to learn/do in this project:

Ages 7-9

- Identify hazards for pets around your home
- Invent a toy for your pet
- Learn about your pet's nutritional needs

Ages 10-13

- Learn about your pet's digestive tract
- Examine your pet to make sure it is healthy
- Create a commercial about pet ownership or care

Ages 14 and older

- Learn the symptoms and treatment of diseases
- Learn about taxonomic classification
- Plan a pet store scavenger hunt

Cats, PT101

Things to learn/do in the project:

Ages 7-9

- Factors to use when choosing a cat
- Practice cat grooming techniques
- Identify household cat hazards

Ages 10-13

- Recognize cat senses
- Learn about cat cousins
- Understand cat behavior

Ages 14 and over

- Study cat diseases affecting people
- Learn about cat genetics
- Practice cat showmanship

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Photography

Capture your friends, family and important events through photography. Learn about basic and advanced film cameras, and/or digital cameras, and how to plan, compose, light and exhibit your photos. Advance into wide-angle and telephoto lenses, filters, light meters and computer enhancement.

Things to learn/do in the project:

Level 1 Photography

- Learn more about a camera and how it works
- Learn basic photo composition
- Organize a photo story
- Learn to use simple automatic or digital camera

Level 2 Photography

- Learn shutter speeds and f-stops
- Use the Rule of Thirds
- Learn to capture a point in time

Level 3 Photography

- Use filters and special film
- Learn how to use a light meter
- Create still-life photos
- Explain the differences between normal, wide angle, telephoto and zoom lenses

Special Programs and Events

Event: Photo Adventure Camp, June, Rock Springs 4-H Center

Event: Photography Judging Contest, 1st Sunday, Kansas State Fair

Event: Submit photos to Kansas 4-H Journal

Event: Photos selected at Kansas State Fair for display and promotion by Kansas 4-H Foundation

Event: Photos selected at Kansas State Fair for Special Recognition and Display

Project Recognition

Donor: Jim Gordon

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Plant Science

This project focuses on activities related to raising a garden, flowers, forestry and field crops. This includes planning, planting, experimenting, understanding soils, seeds, insects, plant care, harvesting, weed identification and control, processing, exploring careers and the relationship between trees, people and communities.

Things to learn/do in the project:

Field Crops, PL101

- Experiment with soil testing
- Grow and harvest crops
- Plant a wheat variety test plot
- Learn about herbicides and fertilizers

Forestry, FO100

Ages 7-9

- Learn to identify trees

- Determine differences between trees and shrubs
- Learn about different trees and tree parts

Ages 10-13

- Graft a bud to a living tree
- Learn the sounds and smells of the forest
- Discover health benefits trees have on people

Ages 14 and older

- Investigate forest changes and learn about forest health
- Study forests on a global scale
- Learn forest conservation techniques

Horticulture, PL100

Ages 7-9

- When, where and what to plant
- Differences between cool and warm-season vegetables
- Learn plant parts and how they are used
- Care and use of basic garden tools

Ages 10-13

- Seed varieties and starting seeds indoors
- Preventative pest control
- Specialty harvest and selling your harvest

Ages 14 and older

- Plant pollination
- Ways to preserve foods
- Study food industry careers
- Learn the effects of biotechnology

Special Programs and Events

Event: Kansas 4-H State Wheat Show, TBA, August

Donor: American Wheat Producers Association; Cargill, Inc.

Cereal Food Processors, Inc.

Continental Grain Company

DeBruce Grain Company

Kansas Farmers Service Association

Kansas Grain and Feed

Kansas Wheat

Award: Special awards and premiums

Event: Crops Identification Contest, 1st Saturday, Kansas State Fair

Objective: To assist participants in developing their skills in (1) plant and seed identification, and (2) evaluating the quality of grain and seed samples

Donor: Kansas State Fair

County Weed Director Association of Kansas

Kansas Grain Sorghum Growers Association

Award: Education trip for top team, award to top three individuals, medallions to top two teams

Event: Horticulture Judging Contest, Manhattan, August

Objective: To assist participants in developing their skills in (1) identifying flowers and foliage, fruits and nuts, vegetables and ornamentals, (2) evaluating the quality of horticulture crops, and (3) learning horticulture terminology and cultural practices.

Donor: Gard'n Wise Distributors

Award: Financial assistance for the top team to travel to the national horticulture judging contest

Event: Land Judging Contest, Regional locations, September-October

Objective: To assist participants in developing their skills to (1) evaluate the quality of land characteristics like topsoil, subsoil, slope and plant life, and (2) recommend conservation practices to improve the land's adaptability for producing crops, raising livestock, or home building.

Project Recognition

Donor: Kansas 4-H Foundation

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Poultry

This project is designed to help you learn about chickens and other poultry. You will acquire an understanding of scientific poultry management and marketing practices. You will gain business experience and insight into the values and principles of purchasing, marketing, record keeping and exhibiting poultry.

PO100

Things to learn/do in the project:

Ages 7-9

- Learn poultry breeds and body parts
- Learn how to care for and handle your birds
- Practice showmanship techniques

Ages 10-13

- Learn how eggs are formed
- Select and judge broilers
- Make an egg candler
- Learn about pecking orders

Ages 14 and older

- Lead younger members in egg experiments
- Learn how to process chickens for food
- Learn about biotechnology and poultry careers

Special Programs and Events

Event: Poultry Judging Contest, 2nd Saturday, Kansas State Fair

Donor: Kansas State Fair

Award: Trip for winning team to national Poultry Conference

Project Recognition

Donor: Barr's Poultry

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Rabbits

The rabbit project will help you learn how to raise and care for your rabbits. It is suggested that you start with a doe and extend the project each year. It is best to enroll in the fall to prepare for receiving your first rabbit.

RA100

Things to learn/do in the project:

Ages 7-9

- Identify main breeds of rabbits

- Identify the parts of a rabbit
- Describe good feeding and watering practices
- Learn to groom and show a rabbit

Ages 10-13

- Gain skills to manage and care for rabbits
- Learn to care for newborn rabbits (kits)
- Judge best rabbits for show

Ages 14 and older

- Learn breeding, genetics, culling and determining pregnancy
- Anatomy of rabbits
- Learn best marketing practices

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

Special Award: \$100 saving bond presented by Kansas State Rabbit Breeders Association

National: \$400 National 4-H Congress Scholarship

Reading

Do you enjoy a good book? Do you like to read and study other project areas in 4-H? Check into the phases of the 4-H Reading project.

RD100

Things to learn/do in the project:

- Learn how to use and enjoy the library
- Study a specific topic
- Read for pleasure
- Share a book review with others

Project Recognition

Donor: Mariellen Appleby

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Self Determined

The self-determined project is just that – you decide what you do or study. Is there something you have a passion for that is not included in the 4-H project listing? Then, this is your opportunity to create your own project. Research a sport, hobby or career – the sky is the limit!

SD100

Things to learn/do in the project:

- Identify and pursue a personal passion or interest
- Set goals and evaluate the completion of your goals
- Share your hobby, interest or activity with others

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Sheep

Learn how to select and care for a market or breeding lamb or building a breeding flock. The sheep project can be an avenue for learning about the sheep industry. You will learn how to manage a market lamb or build your own breeding flock. 4-H members can enroll in either market or breeding.

Market Lamb, SH100

- Select, raise and show a market lamb
- Member must obtain ownership of the animal
- Market ewes should not be returned to a breeding flock

Breeding Sheep, SH200

- Select, raise and show a breeding ewe
- Purchase a flock of breeding ewes

Things to learn/do in the project:

Ages 7-9

- Learn the parts of a sheep
- Identify breeds of sheep and their uses
- Manage and train sheep for show

Ages 10-13

- Learn safety procedures and management practices for maintaining a flock
- Identify symptoms, causes and treatment of common diseases
- Study nutritional requirements for various ages of sheep

Ages 14 and older

- Learn reproduction and genetics of sheep
- Study technology's impact on sheep production
- Explore career opportunities in the sheep industry

Special Programs and Events

Event: Livestock Sweepstakes, Manhattan, August

(Includes Livestock Judging Contest, Quiz Bowl, Skillathon and Meats Judging Contest)

Event: Livestock Judging Contest, Manhattan, August

Donor: Kansas Livestock Association

Award: Trip to Louisville, KY

Donor: Kansas Farm Bureau

Award: Trip to National Western, Denver

Donor: Joe Lewis Endowment

Award: Trip to American Royal, Kansas City

Event: State Sheep Show Kansas State Fair

Donor: Grand Drive Committee

Kansas State Fair

Award: Cash premium and trophy buckle to Grand Champion

Donor: Kansas Sheep Association Purebred Committee

Award: Additional cash premium will be pro-rated among the champion and reserve champion breeds

Event: Youth Sheep Day, Manhattan, March

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H congress Scholarship

Shooting Sports

Want to learn proper and safe ways to shoot an air rifle, shotgun, or bow and arrow? Check out the 4-H shooting sports project! The project teaches gun safety, hunting practices plus an opportunity to test your skills. If you have an interest in guns and/or hunting this project is a great way to learn. Check with the local extension office for the availability of a certified program in the county before enrolling into the shooting sports project as local certified shooting sports coordinators and instructors are a must for all disciplines.

BB, SS101

Air Rifle, SS102

Air Pistol, SS103

Archery, SS104

Shotgun, SS200

Hunting Skills, SS201

Muzzle Loading, SS202

Small Bore Rifle, SS300

Small Bore Pistol, SS301

Western Heritage

Things to learn/do in the project:

- Care and safety of shooting sports equipment
- Demonstrate safe use of air rifle, shotgun, bow, etc. through practice, talks, demonstrations and exhibits
- Exhibit shooting sports skills at local, district and state events

Special Programs and Events

Event: State Match, Archery, Muzzle Loading, Small Bore Rifle and Pistol, September/October

Event: State Match, Shotgun, Hunting Skills, October

Event: State match, Air Rifle and Pistol, BB Gun, April

Event: National Match, June

Event: Instructors and Junior Apprentice Training Program (14 and older), March/April

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

SpaceTech

This project will help young people learn how to build rockets and robots and explore space through astronomy. There are also opportunities to learn more about GPS and GIS. Youth may also gain experiences in computer building, repair and networking. Experience the thrill of setting off rockets, developing robots and geo-caching.

Things to learn/do in the project:

Rocketry/Aerospace, ST100

Ages 7-9

- How a model rocket works
- Equipment and procedures for a safe launch
- Build at least one skill-level-one rocket

Ages 10-13

- Build at least one skill-level-two rocket
- Learn the Model Rocket Safety Code
- Learn basic parts of a rocket

Ages 14 and older

- Model rocket launch systems
- Engine types and classification
- Art of the payload launch

Astronomy, ST101

- History of telescopes
- Kinds and uses of telescopes
- Build a simple telescope
- Learn planet order by making a key ring bead system
- View solar videos
- Build spectroscopes
- Distort light with lenses and prisms
- Learn display tips and how to set up public viewings

Robotics, ST102

- Learn about robot arms
- Learn about robots with legs, wheels or under water
- Explore sensors, analog and digital systems
- Build basic circuits
- Design a robot
- Program a robot to accomplish a specific task

Geospatial, ST103

- Use GPS to identify locations and measure distances
- Make maps of local neighborhoods or entire states
- Use maps to solve traffic problems, pinpoint pollution sources, reduce disease, etc.

Computers, ST104

Things to learn:

Ages 7 and up (Newbie Know-How)

- Identify and use the basic components of a computer
- Identify the similarities and differences in office software applications
- Learn to use the internet safely

Ages 9 and up (Newbie Know-How)

- Identify internal computer components, operating systems and their processes
- Develop a knowledge of the buildings, maintenance and repair of computers

Ages 11 and up (Peer to Peer)

- Learn the protocols and program languages that support networking
- Learn how to avoid viruses and hacking while networking

Ages 13 and up (Teens Teaching Technology)

- Develop computer-related community service goals
- Plan and teach computer skills to diverse populations

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund
County: Medal presented at your 4-H achievement night
State: Medallion
National: \$400 National 4-H Congress Scholarship

Swine

Want to learn about raising, caring and managing a market or breeding hog? Enroll in the swine project where members learn to select, manage and show animals for meat production. Learn about an important industry in Kansas and the mid-west.

Market Swine, SW100

- Select, raise and show a market hog
- Members must own all animals
- Market gilts should not be returned to the breeding herd
- Market pigs are purchased at 2-4 months of age and sold at 265-290 pounds

Breeding Swine, SW200

- Select, raise and show a breeding gilt
- Manage own breeding herd and raise and market hogs

Things to learn/do in the project:

Ages 7-9

- Identify parts of a hog
- Name different swine breeds
- Learn types of feeds

Ages 10-13

- Purchase, feed and care for a market hog
- Identify symptoms, causes and treatments of swine diseases
- Study pork production from farrow to finish

Ages 14 and older

- Learn effect of genetics on reproduction
- Study breeding systems and performance data
- Explore career opportunities in the swine industry

Special Programs and Events

Event: Youth Swine Day, Manhattan, April

Event: Livestock Sweepstakes, Manhattan, August (Includes Livestock Judging Contest, Quiz Bowl, Skillathon and Meats Judging Contest)

Event: Livestock Judging Contest, Manhattan, August

Donor: Kansas Livestock Association

Award: Trip to Louisville, KY

Donor: Kansas Farm Bureau

Award: Trip to National Western, Denver

Donor: Joe Lewis Endowment

Award: Trip to American Royal, Kansas City

Event: Meats Judging, Manhattan, August

Award: Trip to National Western Denver

Award: Trip to American Royal/KSU

Event: State Swine Show, Kansas State Fair

Donor: Grand Drive Committee

Kansas State Fair
Award: Cash premium and trophy buckle for Grand Champion
Project Recognition
Donor: Kansas Pork Association
County: Medal presented at your 4-H achievement night
State: Medallion
National: \$400 National 4-H Congress Scholarship

Veterinary Science

This is not a state recognized 4-H project but may be offered in your Extension Unit. Veterinary Science lessons are included in all animal project materials.

Visual Arts

This project offers the 4-H member to be creative in learning how to draw, paint and work with different mediums. 4-H members can explore art techniques, study art history and culture or challenge themselves to discover their artistic talents. The visual arts project teaches artistic skills and the elements and principles of design.

Visual Arts, VA100
Ceramics, VA200
Leather, VA201
VA202 (Determined locally)

Things to learn/do in the project:

- Learn drawing, painting and printing techniques in paint, pencil, chalk, charcoal or mixed media
- Learn sculpture techniques
- Make something from wood, leather, paper or clay
- Weave a basket or wall hanging
- Etch glass or metal or make jewelry and wire sculptures
- Do mosaics or nature crafts
- Discover new mediums

Special Programs and Events

Event: Kansas State Fair Exhibits

Donor: Kansas 4-H Foundation
Award: Selected exhibits chosen for display at Rock Springs 4-H Center

Project Recognition

Donor: Price R. and Flora A. Reid Foundation
County: Medal presented at your 4-H achievement night
State: Medallion
National: \$400 National 4-H Congress Scholarship

Wildlife

Kansas wildlife is an important part of our state heritage and environment ranging from buffalo to birds to fish to deer and more. In this project you will learn about wildlife behavior, habitat requirements, how wildlife species fit into nature's scheme, how they are managed, and how they relate to humans.

Things to learn/do in the project:

Wildlife, WL100
Ages 7-8

- Characteristics of reptiles and amphibians
- What is habitat
- Unique features of birds

Ages 9-11

- Identify wildlife dwellings
- Importance of the insect/flower relationship
- Identify seed shapes and how they are dispersed

Ages 12-14

- Characteristics of mammals, carnivores and omnivores
- Significance of wetlands
- Protective coloring of wildlife

Ages 15 and older

- How wildlife adapt to urban environments
- Effect of humans on wildlife habitat
- Learn about the prairie as an ecosystem

Sport Fishing, WL101

Ages 7-9

- Learn to tie fishing knots
- Identify types of fishing tackle
- Identify types of fish
- Identify the parts of a fish

Ages 10-13

- Learn the techniques of spin, bait and fly casting
- Enjoy cooking and eating what you catch
- Learn how to tie an artificial fly

Ages 14 and older

- Share fishing with a friend
- Clean a fishing reel
- Refurbish old equipment
- Investigate fishing careers

Special Programs and Events

Event: Hunting, Fishing & Fur Harvesting School

Event: Wildlife Habitat Evaluation Contest, TBA

Project Recognition

Donor: Kansas 4-H Foundation Patron Sponsor Fund

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Woodworking

This project requires that you enjoy working with wood, using tools and building things. Can you see yourself building a table, a wood toy or a chair? As a beginning woodworker, you can build many items. As your skills grow, you will be able to make most of the objects in your house or even help build a home! No matter what you make, the joy of completing a woodworking project is great! From the basic skill of measuring, to using advanced equipment such as routers and jointers, this project has something for everyone.

WW100

Things to learn/do in the project:

Ages 7-9

- Identify woodworking tools
- Practice woodworking safety
- Learn how to measure and mark boards, use a square, hand drill and hand saw
- Make a sandpaper block and a house hold item

Ages 10-13

- Identify types of lumber and select wood based on grain
- Learn about more woodworking tools
- Use a combination square and make a miter cut
- Make a bird house

Ages 14 and older

- Learn to use a powered circular saw and radial arm saw
- Discover technology in tools
- Explore career opportunities
- Make and advanced wood item

Special Programs and Events

Project Recognition

Donor: Star Lumber & Supply, Inc.

County: Medal presented at your 4-H achievement night

State: Medallion

National: \$400 National 4-H Congress Scholarship

Recognition of Other Special Programs

Program: 4-H Alumni Recognition

Donor: Martha Wreath Streeter Memorial Fund

Award: Up to three alumni honored with a plaque and medallion and the Emerald Circle Banquet

Last updated: 8-20-14