

FAIRFIELD COUNTY 4-H PROJECT AREAS and CURRICULUM GUIDE

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Club Management:

Project Records, Activity Records, Club Information and Officer
Training Materials

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National Program Area-Communications & Expressive Arts
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So, You Are Secretary of Your Club

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So, You Are Reporter of Your Club

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PROJECT AREA AND CURRICULUM GUIDE

This Curriculum Guide has been organized according to the National Program Areas. Under each program area is a summary description of the area. Related projects areas are listed under the summary description. Located below the related projects are the suggested curriculum- available directly from the Bethel office, as a review copy from the Bethel office or as a direct purchased directly from www.4-Hmall.org. All curricula are free of charge unless otherwise noted.

* Indicates review copy may be available in the Bethel office.

National Program Area-Citizenship & Civic Education

The 4-H Citizenship Education program assists youth in becoming coping, competent, caring, and contributing members of society by teaching and providing opportunities for the use of parliamentary procedures, the design of community service projects and participation in national and international youth forums and exchanges. Youth will become aware of their relationship to others; family, peers, state, nation and the world. They will acquire and demonstrate life skills that are essential for an individual to become an active and responsible world citizen.

Project Goals

Youth will acquire and demonstrate life skills that:

- are essential for an individual to become an active, responsible world citizen.
- foster awareness and acceptance of others; understanding and appreciating unique contributions of other cultures, and understanding rules of governing.
- show an active and responsible participation in community life and an understanding of personal heritage.
- apply citizenship concepts in all 4-H related projects, events and activities at the club, county, state, regional or national level.
- make a difference in their community by coordinating/participating in community service projects.

The following projects are related to this program area: Community Service, Government International Study, Exchange programs-domestic/international

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project record sheet is appropriate for this program area: citizenship and community service

Title	Price
"And My World": Unit 1: The World Around Me	\$2.00

Unit 2: Peoples and Customs of the World	\$2.00
Unit 3: What's Happening in our World?	\$2.00
SPACES: Shared Space: Food, Shelter & Clothing of the Earth's People*	
Citizen Public Adventures:	
Citizenship Adventure Kit (2003 edition)	\$5.75
Citizenship Adventure Kit (2007 edition)	\$6.25
Citizenship Guide's Handbook	\$3.95
Service Learning:	
1: Agents of Change – Service Learning Activities (middle school)	\$3.95
2: Raise Your Voice – Service Learning Activities (high school)	\$3.95
Helper's Guide*	\$3.95

National Program Area-Communications & Expressive Arts

The 4-H Communication and Expressive Arts program assists youth to develop important avenues of self-expression and pride in one's work. Youth increase their understanding of the "self" that is expressive of one's personality. They develop skills in planning, selecting and completing projects.

Project Goals

Youth will acquire and demonstrate skills and knowledge in:

- planning, selecting, completing projects and record keeping.
- developing pride in one's work, poise and confidence.
- developing an understanding of "self" that is expressive of one's personality.
- the ability to express, impart or convey information to others.
- effective public speaking.
- developing a "leisure ethic" that is satisfying and healthy.

Youth will apply communication and expressive arts concepts in other 4-H projects.

The following projects are related to this program area: Speaking/Radio/TV, Writing, Performing Arts, Clowning/Mime, Collections, Fashion Revue, Arts And Crafts, Public Speaking, Music, Knitting, Cake Decorating, Leather Crafts, Photography, Graphic Art, Drawing, Sculpture, Pointing, Dance/Movement, Drama/Theatre

The following project record sheet is appropriate for this program area:
Communications & Expressive Arts

* An Asterisk indicates that only a review copy is available at the 4-H office.

Title	Price
Project Meeting Suggestions:	
Demonstrations and Public Speaking	
Knitting and Crocheting	
Photography	
Arts & Crafts	

Leather Crafts	
Expressive Arts	
Communications:	
Level I – Picking Up the Pieces	\$3.95
Level II – Putting It Together	\$3.95
Level III – The Perfect Fit	\$3.95
Helper’s Guide	\$3.95
Building Bridges (Communications):	
Teaching Resources for Youth Educators	\$9.95
It’s All in the Family*	\$3.25
A Parent’s Guide to Public Speaking*	\$4.95
4-H Public Speaker’s Handbook*	\$2.95
Crazy About Books*	\$2.50
Communication Activities*	\$4.50
Voices From the Past*	\$2.95
Creative Woodworking	\$2.95
Theatre Arts:	
Play the Role	\$3.95
Become A Puppeteer!	\$3.95
Set the Stage	\$3.95
Group Activity Helper’s Guide	\$3.95
Theatre Arts Adventures:	
Act I – Journey Into the Imagination*	\$3.00
Act II – Soaring Into Action	\$3.00
Act III – Quest For Expression	\$3.00
Latino Cultural Arts Activities	\$9.75
Making Posters	
Building a 4-H Exhibit	
Discovering 4-H Folk Art	\$5.00
Leisure-Pleasure Leader’s Guide	
Candlemaking	
Steps in Making Candles	
Papier Mache	
Modeling Materials	
A Palette of Fun with Arts & Crafts (Helper’s Guide)	\$15.00
Sketchbook Crossroads – Drawing, Fiber and Sculpture	\$7.50
Portfolio Pathways – Painting, Printing and Graphic Design	\$7.50
Printing	
Knitting:	
Level II – Member’s Guide	
Level III – Member’s Guide	
Crocheting – Level I	
Basic Stitches in Crochet	
Weaving: A Timeless Craft	
Basic Stitches in Crewel Embroidery	
Basic Stitches in Needlepoint	
The 4-H Photography Project:	
Leader’s Guide	

Unit 1: Adventures with Your Camera – Member's Guide
Unit 2: Challenges in Picture Taking – Members and Leaders
Unit 3: Exploring Photography – Members and Leaders
Unit 3: Mastering Photography
Unit 3: Darkroom Techniques

Adventures with Your Camera A&B; ages 8-10 * \$3.95 ea
Adventures with Your Camera A&B; ages 11-14 \$3.95 ea

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National Program Area-Consumer & Family Sciences

The 4-H program Consumer and Family Sciences assists youth to develop important skills, knowledge and confidence in consumerism, home management, child development, interior design, clothing construction, wardrobe selection, care and accessorizing.

Project Goals

Finance and Consumerism

Youth will increase knowledge and skills of basic financial management and consumer concepts.

Youth will apply financial management and consumerism concepts to 4-H project record sheets.

Clothing Construction and Wardrobe Selection

Youth will increase knowledge and skills in clothing construction, clothing care, selection and accessorizing.

Youth will apply fabric construction, care and selection concepts on sewing projects.

Home Management

Youth will increase knowledge and skills in home management and interior design.

Child Development

Youth will increase knowledge and skills pertaining to babysitting and child care.

The following projects are related to this program area: Child Development, Child Care, Babysitting, Consumer Education, Home Environment, Home Management, Clothing and Textiles, Parenting and Family Life Education

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project record sheet is appropriate for this program area: Consumer & Family Sciences

Title	Price
Project Meeting Suggestions: Clothing and Fashion Revue	
Kids on the Grow!:	
1: Growing On My Own	\$3.30
2: Growing with Others*	\$3.95
3: Growing in Communities	\$3.95
Helper's Guide	\$3.95
Fun to Grow On:	
Leaders (NE-253)	
Members (NE-216)	
What Are Children Like:	
Member Guide	
Leaders Guide	
Understanding Children Through Play (Leaders)	
Caring for Young Children in the Home:	
Leader Guide	
Member Guide	
Helping Youth Learn (Guide for Leaders)	
Fun with Music (Leaders)	
Children's Feelings about Others (Leaders)	
Developing Relationships with Family Members and other People (Leaders)	
Stories & Books (Leaders)	
Finger Plays	
Hints on Helping Children Learn	
IALAC (I am Lovable and Capable)	
Ten Criteria in Choosing Books	
Music and Rhythm Activities	
Safety Suggestions for Bath Time	
Let's Get Dressed	
Guide to the Business of Babysitting	
The Super Sitter (U.S. Consumer Product Safety Commission)	
Babysitting Savvy	\$10.00/member
\$12.00/leader	
Smart Shopper Workbook	
Clothing Planning and Progress Sheet	
Clothing:	
Level 1: Adventures in Clothing	
Level 2: Challenges in Clothing	
Level 3: Strategies for Clothing	
4-H Clothing Project Leader's Guide*	
Know the Sewing Machine – Unit I (Members)	
Regulate & Care for the Sewing Machine – Unit II (Members)	
Let's Sew: A Beginner's Sewing Guide	\$8.95
Sewing Expressions:	
Under Construction	\$3.95
Fashion Forward	\$3.95
Refine Design	\$3.95

Helper's Guide

Clothing:

Level I (Member)

Level II (Leaders)

Level II (Members)

Level III (Leaders and Members combined)

Let's Explore Textiles (for Clovers)

Clothing Decisions – Managing Choice*

Consumer Savvy:

Level 1 – The Consumer in Me

\$3.95

Level 2 – Consumer Wise

\$3.95

Level 3 – Consumer Roadmaps

\$3.95

Helper's Guide

\$3.95

Financial Champions:

Money Fun-damentals

\$3.95

Money Moves

\$3.95

Personal Finance – Helper's Guide

\$4.25

Leader Resources and Teacher Guides:

In-Touch Science: Foods and Fabrics

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National Program Area-Environmental Education and Earth Sciences

The 4-H Environmental Education & Earth Science program assists youth to develop respect for the environment and responsible stewardship of all natural resources. Youth will understand and develop a positive attitude toward the need for conserving natural resources, including forestry for today and for the future. Youth will increase their knowledge about energy areas related to wind, electric, water, solar, and petroleum power.

Project Goals

Youth will acquire and demonstrate skills and knowledge in:

- scientific principles of research and critical thinking skills.
- an appreciation of the natural environment and wildlife.
- understanding ecological concepts.
- developing a conservation ethic.
- trouble shooting and maintaining engines, motors and related equipment.
- energy sources-electric, petroleum, wind, water, and solar.
- environmental education and earth science.
- developing an understanding and appreciation for the fiber products of the forest and the business and economics of the forest products industry

The following projects are related to this program area: Forestry, Recycling, Composting, Archery, Wildlife/Fisheries, Earth Sciences, Soil Conservation, Waste Management, Water, Collections, Energy, Earth, Water & Air, Geology & Minerals, Weather/

Climate, Environmental Education, Environmental Stewardship, Wildlife Conservation, Household Hazardous Waste, Outdoor Education/recreation

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project record sheet is appropriate for this program area: Environmental Education and Earth Sciences

Title	Price
Project Meeting Suggestions:	
Wildlife	
Birds	
Wildlife Education and Conservation Projects (for ages 9 –12):	
Animal Appetites	
Beavers: Ecosystem Engineers	
Bird Furniture	
Earthworm Composting	
Fishing Bait	
Leaping Lizards	
Nature’s Footprints	
Nest Structures for Mourning Doves	
Pools of Life	
Turtle Tales	
Wildlife Education and Conservation Projects (for ages 13 – 15):	
Butterfly Buffet	
Estuaries: Nature’s Water Filters	
Farming for Wildlife	
Houses for Wood Ducks	
Hunting and Fishing Sportsmanship	
Monitoring Macroinvertebrates	
Pond Management	
Sharing Space with Wildlife	
Talking Turkey	
Urban Wildlife	
Would You Like To Be a Wildlife Professional?	
Exploring your Environment:	
1: Eco-Wonders	\$4.25
2: Eco-Adventures	\$4.25
3: Eco-Actions	\$4.25
Helper’s Guide	\$3.95
4-H Wildlife Manual A*	\$3.00
4-H Wildlife Manual B	\$3.00
4-H Wildlife Manual C*	\$3.00
4-H Wildlife Manual D	\$3.00
4-H Water Project – Units I & II *	
Water Worlds – Leader and Member Guide and Activities *	
Soil and Water Conservation – Unit I	

The Waste Stream:	
Teacher's Guide	
Member's Guide	
Fishy Science	\$3.00
4-H Fishing	
Fishing for Adventure:	
1: Take the Bait*	\$3.95
2: Reel in the Fun*	\$3.95
3: Cast into the Future*	\$3.95
Helper's Guide*	\$3.95
Attracting Birds	
4-H Ornithologist	
Birds in Your Backyard *	
A Field Guide for Hawks seen in the North East	
4-H Wildlife Conservation Program:	
Endangered Wildlife Workbook	
Endangered Wildlife – Leader's Guide	
Endangered Wildlife – Member's Guide, Part I	
Endangered Wildlife – Member's Guide, Part II	
4-H Wildlife Project:	
The Wildlife Ecologist (Intermediate Unit, Book 1)	
The Wildlife Manager (Intermediate Unit, Book 2)	
Wildlife is All Around Us:	
Books 1-5: Leader's Guide (Clover)	\$1.00
Book 1: The Wildlife Detective (Clover)*	\$1.00
Book 2: Spring (Clover)*	\$1.00
Book 3: Summer (Clover)*	\$1.00
Book 4: Fall (Clover)*	\$1.00
Book 5: Winter (Clover)	\$1.00
Environmental Activities for Clovers	
Wildlife Discovery – Leader and Member's Guide	\$10.00
Woodworking for Wildlife *	
Making a Wildlife Resource Map	
Wildlife Ecology	
Wildlife Habitat Evaluation Program – National Manual	\$5.00
Wildlife Habitat Evaluation Program – National Manual CD*	\$5.00
Wildlife in Today's Landscapes *	
Field Guides Made Easy *	
Maine Animal Tracks	
Keeping Track of Wildlife	
Wildlife in Connecticut: Endangered and Threatened Species	
Leader's Guide to Wildlife Conservation in Connecticut	
Building a Weather Station – Unit II	
Weather Maps – Unit III	
Let's Explore Weather	
Let's Explore Soil (Clover)	
Let's Explore Trees (Clover)	
Forestry – Unit 2	

Keying our Trees	
M.A.D. Horse: Tree Identification	
Trees – Nature’s Gift of Green	
Forestry – Forests of Fun:	
1: Follow the Path *	\$3.95
2: Reach for the Canopy *	\$3.95
3: Explore the Deep Woods *	\$3.95
Helper’s Guide *	\$3.95
Adopt-A-Tree Album*	
Trees: Dead or Alive*	
Exploring the World Through Geology	
Beachcraft Bonanza	
The Green Food Factory:	
Leader’s Guide	
Members, Units 1-5	
Outdoor Adventures:	
1: Hiking Trails	\$3.95
2: Camping Adventures	\$3.95
3: Backpacking Expeditions	\$3.95
Helper’s Guide	\$3.95

Leader Resources and Teacher Guides:

- Project WILD Aquatic (K-12 Curriculum and Activity Guide)
- Project WILD (K-12 Curriculum and Activity Guide)
- Camp Activities in Wildlife Conservation
- Project WET (K-12 Curriculum and Activity Guide)
- Long Island Sound in a Jar
- Audobon Connecticut
- Earth Book For Kids – Activities to Heal the Environment

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National Program Area-Healthy Lifestyles Education

Involvement in Healthy Lifestyles and Personal Development projects provide youth with challenges, experiences, support and help which promote positive and realistic outlooks on self, home, community and the world. It also fosters the development of skills and attitudes recognized as critical for successful living in an increasingly diverse world.

Project Goals

Youth will acquire and demonstrate skills and knowledge in:

- the principles of nutrition, the conservation of food, and the planning, purchasing, preparing, storing and serving of tasty, nutritious and attractive snacks and meals.
- ways to maintain and improve an individual’s physical, social, and emotional health.

- skills such as interpersonal relationships, self-awareness, stress management, self-management, responsibility, literacy, social recreation, leisure education and personal grooming.
- community health issues and resources.
- ways to reduce accident and injuries in a variety of settings.
- developing attitudes that foster sensitivity to the problems and needs of people different from themselves.

The following projects are related to this program area: Home Nursing, First Aid/CPR, ATV Safety, Bike Safety, General Safety, Auto Safety, Foods Safety, Emergency Preparedness, Fitness & Sports, Physical Health, Foods & Nutrition, Food Preservation, Healthy Lifestyles Education, Mental & Emotional Health, Sexual Health, Growth, Development & Disease, Chemical Health

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project record sheet is appropriate for this program area:

Healthy Lifestyles Education – Safety: Home Nursing, First Aid/CPR, ATV Safety, Bike Safety, General Safety, Auto Safety, Emergency Preparedness

Healthy Lifestyles Education- Health, Fitness and Sport: Physical Health, Healthy Lifestyles Education, Mental & Emotional Health, Sexual Health, Growth, Development & Disease, Chemical Health, Fitness and Sport

Healthy Lifestyles Education – Foods and Nutrition: Foods Safety, Foods & Nutrition, Food Preservation, Health

Title	Price
Leader's/Helper's Guide for 4-H Foods Curriculum (BINDER)	\$10.00
4-H Pizza Garden – An Agricultural Adventure*	\$30.00
Food Science*	
Let's Explore Food	
Food Curriculum Series:	
Six Easy Bites	\$4.25
Tasty Tidbits	\$4.25
You're the Chef	\$4.25
Food Works	\$4.25
Helper's Guide	\$3.95
Microwave Cooking:	
Bag of Tricks – Level A	\$3.95
Micro Magicians – Level B	\$3.95
Amazing Rays – Level C	\$3.95
Presto Meals – Level D	\$3.95
Helper's Guide	\$3.95
Food Mysteries:	
Case 1: Tell Tale Greens	

Case 2: Fruitful Evidence	
Case 3: Vegetable Magic	
Case 4: Protein Puzzlers	
Case 5: Dairy Discoveries	
Leader's Guide	
Jump Into Foods & Fitness*	
In the Bag! Families Sharing Science Together	
Health: The Fourth "H":	
Leader's Guide	
Project Record	
Sessions 1-5	
Focus on Health Project Leader's Guide	
Youth Fitness Walking Project	
You're the Athlete*	\$4.00
Staying Healthy	\$3.00
Keeping Fit	
Bicycling Adventures:	
1: Bicycling for Fun*	\$3.95
2: Wheels in Motion*	\$3.95
Helper's Guide*	\$3.95
Connecticut 4-H Dirt Bike Manual for Members and Leaders	
"Connecticut Pedal Pushers" (Bike Safety)*	
Bicycle Safety Curriculum Guide	
Bike Repair Video* or CD* – Don't Get Stuck, Fix It	\$10.00 refundable
loan fee	

Leader Resources and Teacher Guides:

In-Touch Science: Foods and Fabrics
Nibbles For Health

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National Program Area- Leadership

The 4-H Youth Leadership program assists youth in becoming coping, competent, caring, and contributing members of society by fostering the skills of effective leadership and providing opportunities for applying these skills in arenas which benefit both the individual, group and community.

Project Goals

Youth will:

- acquire and demonstrate skills and knowledge to identify, understand and perform the roles, tasks and functions necessary for effective leadership.
- acquire and demonstrate skills and knowledge in personal development, program planning, implementation and evaluation, parliamentary procedure and self-esteem.
- increase their ability to influence, persuade and motivate others, to analyze situations, to negotiate, to make decisions, to work with others and to think creatively.

- apply leadership concepts in all 4-H related projects, events and activities at the club, county, state, regional or national level.

Projects Available

Leadership

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project records are suitable for this project area: Leadership

Title	Price
Step Up to Leadership:	
Mentor Guide 1	\$4.95
Mentor Guide 2	\$4.95
My Workbook	\$3.95
My Journal	\$3.95
My Portfolio	\$3.95
Junior Leadership*	
Leadership: Skills You Never Outgrow:	
Leader's Guide	
Book I (for younger members)	\$2.00
Book II (for older members)	\$2.00
Book III	\$2.00
Book IV: Skills Leading Groups	\$2.00
The Great Self Mystery	
SPACES: Inner Space – Coping With The Changes In My Life*	
Building Skills for Life:	
Leader's Guide*	
Book I*	\$2.00
Book II*	\$2.00
Book III*	\$2.00
Book IV*	\$2.00
Plan It – Your Personal Guide to Making a Plan and Carrying It Out	
Exploring The Treasures of 4-H:	
Helper's Guide	\$9.75
Fun, Friends and Learning	\$3.95
The Kid's Guide to First Aid	\$12.95
First Aid In Action	\$3.95

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National Program Area-Plants and Animals

Involvement in an informal program of Plant and Animal Science provides youth with challenges, experiences, support and help which foster important life skills such as, integrity,

animal and environmental responsibility, decision-making skills, and public speaking. All of these skills have been recognized as critical for success in future roles of citizen, employee/entrepreneur.

Project Goals

Youth will acquire and demonstrate skills and knowledge in:

- developing a respect for agriculture and its importance to the community and the local, national and international economy.
- animal science specifically breeding, feeding, management, health, marketing and humane treatment.
- marketing, processing, distribution, consumption and the use of dairy products and the principles of cleanliness and sanitation.
- types and grades of animals, and the relationship of management practices and quality in wholesale and retail cuts of animal products.
- horse management, horse science, stable management and safety.
- personal integrity, public speaking, teamwork, decision making and sportsmanship.
- plant science, the effect and safe methods of pest control and management.
- the use of plants and animals as a therapeutic tool.

Projects Available

Animals, Animal Study, Aquaculture, Beef, Cats, Dairy Cattle, Horse/Pony, Swine, Dogs, Llama/Alpaca, Sheep, Plants, Goats, House Plants, Rabbit/Cavies, Birds/Poultry, Crops/Weeds, Flower Gardening, Gardening-Fruits /Vegetables, Ornamental Horticulture, Working Steer, Small Animals/Lab Animals

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project records are suitable for this project area:

Small Animals- Small Animals/Lab Animals, Rabbit/Cavies, Birds/Poultry

Large Animals- Animals, Animal Study, Aquaculture, Beef, Cats, Dairy Cattle, Horse/Pony, Swine, Dogs, Llama/Alpaca, Sheep, Goats, Working Steer

Plants – Plants, House Plants, Crops/Weeds, Flower Gardening, Gardening-Fruits
Vegetables, Ornamental Horticulture

Large and Small Animal

Title	Price
Project Meeting Suggestions:	
Dog	
Small Animals	
Rabbits	
Horse	
Dairy	
Dairy Goats	
Sheep	
Poultry	

Swine

Introduction to Small Mammals: An Instructional Package – Leader Guide (BINDER)*

Skills for Life Series – Pets:

1: Pet Pals*	\$3.95
2: Scurrying Ahead	\$3.95
3: Scaling the Heights	\$3.95
Helper's Guide	\$3.95

Let's Explore Mammals

Training Your Dog for Family Living

Dog Obedience for Beginners, Graduate Beginner, Brace, and Team*

Dog Obedience for Novice, Graduate Novice, Open, and Utility*

Grooming – Handling Dogs*

Dog Parts

Skills for Life Series– Dog

1: Wiggles 'n Wags	\$3.00
2: Bounding Ahead	\$3.00
3: Pointing the Way	\$3.00
Dog – Group Guide – Leader's Guide	\$3.00

Skills for Life Series– Dog (NEW version)

1: Wiggles 'n Wags*	\$3.95
2: Canine Connection*	\$3.95
3: Leading the Pack*	\$3.95
Dog – Group Guide – Leader's Guide*	\$3.95

Miscellaneous Training Info. – Dogs

Skills for Life Series– Cat:

1: Purrr-fect Pals	\$3.00
2: Climbing Up	\$3.00
3: Cat Connections	\$3.00
Helper's Guide	\$3.00

Skills for Life Series– Cat (NEW Version)

1: Purrr-fect Pals*	\$3.95
2: Climbing Up*	\$3.95
3: Leaping Forward*	\$3.95
Helper's Guide*	\$3.95

4-H Pet Care: Cats

4-H Pet Care: Rodents

Introduction to Small Mammals – Mouse

Introduction to Small Mammals – Hamster

4-H Pet Care: Cavey Guinea Pig

Introduction to Small Mammals – Guinea Pig

4-H Pet Care: Birds

Let's Explore Birds

4-H Pet Care: Fish

Getting it Together: Fins, Feathers & Fur

Skills For Life – Rabbit

Group Activity Helper's Guide	\$2.00
1: Hop to It!	\$2.00
2: A Jump Ahead	\$2.00

3: Leaps and Bounds	\$2.00
Skills for Life – Rabbit (NEW version)	
1: What's Hopping*	\$3.95
2: Making Tracks	\$3.95
3: All Ears	\$3.95
Helper's Guide	\$3.95
4-H Rabbit Production	
4-H Pet Care: Rabbits	
Introduction to Small Mammals – Rabbits	
Exploring Farm Animals	\$3.00
Exploring Farm Animals (NEW Version)*	\$3.95
Skills for Life Series – Beef	
1: Bite into Beef *	\$3.95
2: On The Moove*	\$3.95
3: Leading the Charge *	\$3.95
Skills for Life Series – Dairy Cow	
1: Dig into Dairy *	\$3.95
2: Mooving Ahead *	\$3.95
3: Leading the Way *	\$3.95
Dairy Goats: Breeding, Feeding & Management	
Skills for Life Series – Goats	
1: Getting Your Goat	\$3.95
2: Stepping Out	\$3.95
3: Showing the Way	\$3.95
Goat Group Activity Helper's Guide	\$3.95
Skills for Life Series – Sheep	
1: Lambs, Rams and You *	\$3.95
2: Shear Delight *	\$3.95
3: Leading the Flock *	\$3.95
From Egg to Chick: 4-H Manual of Embryology*	
Embryology:	
1: Hatching Classroom Projects (Grades 2–5)*	\$6.25
2: Experiments in Poultry Science (Grades 6-8)*	\$6.25
Chick Development Poster*	\$2.00
Skills for Life Series – Poultry	
1: Scratching the Surface*	\$3.95
2: Testing your Wings *	\$3.95
3: Flocking Together*	\$3.95
Poultry Group Activity Helper's Guide*	\$3.95
Skills for Life Series – Swine	
2: Hamming it Up *	\$3.95
3: Going Whole Hog *	\$3.95
Swine Group Activity Helper's Guide*	\$3.95
Horses & Horsemanship	
Horse Science	

Horse Leader's Guide	
Arabian Horse Association Youth Activity Manual*	
Horse Safety Guidelines / 25 Rules for Safety	
Horse:	
Level 1: Horsing Around (Horse/Horseless Project Activity Guide)	\$3.00
Level 2: Galloping Ahead (Project Activity Guide)	\$3.00
Level 3: Blazing the Way (Youth Leadership Guide)	\$3.00
Group Activity Guide	
Skills for Life Series – Horse	
1: Giddy Up & Go *	\$3.95
2: Head, Heart & Hooves *	\$3.95
3: Stable Relationships *	\$3.95
4: Riding the Range *	\$3.95
5: Jumping to New Heights*	\$3.95
Helper's Guide*	\$3.95
Wyoming 4-H Horse Project	
Breeding and Raising Horses	
Fencing for Horses	
Making a Rope Halter*	
Portable Horse Shelter	
4-H Horse Judging Manual	
Development of Life Skills through Horse Judging Team Participation	
Equine Diseases in CT	
Horse Activity Packets:	
4-H Animal Science – Horses	
Fun Activities for Horse Clubs	
CT Horseback Riding Helmet Safety Coloring Book*	

Leader Resources and Teacher Guides:

 Youth Leader's Manual – Horse Industry Handbook: A Guide to
 Equine Care and Management

\$40.00

Plant Science

Title	Price
Project Meeting Suggestions:	
Indoor Gardening	
Flowering Gardening	
Vegetable Gardening	
Wildflowers	
Landscaping	
Plant Science	
Suggested 4-H Garden Exhibits	
Horticulture:	
1: Budding Gardeners*	\$3.00
2: Branching Out*	\$3.00
3: Digging Deeper*	\$3.00

Helper's Guide*	
Gardening:	
See Them Sprout	\$3.95
Let's Get Growing	\$3.95
Take Your Pick	\$4.40
Growing Profits	\$4.40
Helper's Guide	
Plan & Plant (Leader's Guides):	
Exploring Organic Gardening	
Gardening with Miniature Plants	
Portable Gardens	
Propagating Outdoor Plants	
Exploring Urban Plant Life	
Vegetative Reproduction of Indoor Plants	
Let's Explore Plants (Clover)	
Exploring the World of Plants and Soils:	
Beginning (9-11 years)	
Plant Characteristics (Intermediate)	
Growing and Using Plants (Intermediate)	
Plant Growth Factors (Intermediate)*	
Plant Reproduction (Intermediate)	
Soils (Intermediate)	
Down To Earth – Enriching Learning Through Gardening (grades 6-8)	\$14.00
Junior Master Gardener – Level 1 (grades 3-5)	\$20.00
Junior Master Gardener – Level 1 Leader's Guide	\$40.00
Junior Master Gardener – Level 2 Plant Growth and Development	\$34.50
Junior Master Gardener – Wildlife Gardener	\$35.00
Afterschool Agriculture:	
Acres of Adventures – Level 1	\$7.50
Acres of Adventures – Level 2	\$7.50
<i>Leader Resources and Teacher Guides:</i>	
Green Thumbs – A Kid's Activity Guide	\$10.00
To Indoor/Outdoor Gardening	(refundable lender's fee)

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National Program Area-Science and Technology

The 4-H Science and Technology program fosters the development of science and technological literacy.

Project Goals

Youth will acquire, demonstrate, and use applied skills and knowledge to increase their understanding:

- of the physical, biological and marine worlds, life forms, genetics, computers, aerospace and rocketry.
- of insects, public health and natural resources, and to better understand their relationship to agriculture.
- of the importance of good management and sanitation practices to keep animals and birds healthy.
- of scientific principles through research and its influence upon animals and their health.
- of wood, wood projects, and woodworking tools and machines.
- of engines, motors and related equipment

Youth will apply science and technology concepts to other 4-H projects.

Projects available:

Science/Technology Literacy, Animal Science, Aquatic Science, Entomology and Bees, Food Science, Marine Science, Meat Science, Poultry Science/Embryology, Veterinary Science, Automotive, Aerospace, Computer Technology, Electricity, Electronics, Astronomy, Chemistry, Mathematics, Physics, Engines, Tractors and Field Equipment, Wood Sciences and Industrial Arts

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project records are suitable for this project area: Science and

Technology

Title	Price
Electricity Project Meeting Suggestions	
Soaring Above and Beyond Aerospace Adventures:	
Preflight	\$3.95
Lift-Off	\$3.95
Reaching New Heights	\$3.95
Pilot in Command	\$3.95
Flight Crew – Helper’s Guide	
Aerospace Adventures CD*	\$25.00
Exploring the World of Electricity:	
Leader Guide	
Member Guide	
Electricity’s Silent Partner: Magnetism:	
Leader Guide	
Member Guide	
Working with Electricity:	
Leader Guide*	
Member Guide	
4-H Extension Cord Project	

Electricity:	
1: Magic of Electricity	\$3.95
2: Investigating Electricity	\$3.95
3: Wired For Power	\$3.95
Entering Electronics – Project Activity Guide	\$3.95
Electricity – Helper’s Guide	\$3.95
Small Engines:	
1: Crank It Up	\$3.95
2: Warm It Up	\$3.95
3: Tune It Up	\$3.95
Helper’s Guide	\$3.95
Woodworking:	
1: Measuring Up	\$3.95
2: Making The Cut	\$3.95
3: Nailing It Together	\$3.95
4: Finishing Up	\$3.95
Helper’s Guide	\$3.95
Working With Wood and Tools	
Building Bigger Things	
The Craftsman	
Games and Puzzles You Can Make and Play	
(Woodworking for Wildlife → See Environmental Education)	
General Science:	
1: Science Discovery (lesson plans for Grades 3-6)*	\$10.00
2: Science Discovery (lesson plans for Grades 4-7)*	\$15.00
SPACES:	
Discovering the Explorer in Me*	
Discovering the Scientist in Me*	
Discovering the Inventor in Me*	
4-H Veterinary Science:	
Unit I – The Normal Animal	
Unit II – Animal Disease	
Unit III – Animal Health	
4-H Veterinary Science: Units I, II & III – Leader’s Guide	
Skills For Life – Veterinary Science	
1: From Airedales to Zebras	\$3.95
2: All Systems Go	\$3.95
3: On The Cutting Edge	\$3.95
Helper’s Guide	\$3.95
Entomology: Insectaganza of Excitement:	
Creepy Crawlies	\$3.95
What’s Bugging You?	\$3.95
Dragons, Houses & Flies	\$3.95
Helper’s Guide	
Collecting CT Insects	
Insects All Around Us*	
Robotics – Gearing Up:	
1: Robotics Explorer*	\$3.95

2: Robotics Probe*	\$3.95
Helper's Guide*	\$3.95
Robotics and You CD	\$15.00
Geospatial: Exploring Spaces, Going Places CD	\$15.00

Leader Resources and Teacher Guides:
In Touch Science: Foods & Fabrics
Aeronautics (NASA)

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National Program Area-Workforce Preparation

Involvement in Workforce Preparation projects provide youth with challenges, experiences, support and help which promote positive and realistic outlooks on the world of work. It also fosters the development of skills recognized as critical for entrance into the workforce. The 4-H Workforce Preparation program fosters the development of positive employment and entrepreneurial skills and attitudes.

Project Goals

Youth will acquire and demonstrate skills and knowledge in:

- self-awareness of career interests and abilities.
- skills needed to be successful in the workplace: finding a job, applications, interviews, personal grooming for the workplace, proper work ethic.
- business organization and management, teamwork, financial management, marketing, product pricing, economics, record keeping and public speaking.

Youth will apply requisite workforce knowledge, skills and attitudes within on-going 4-H projects.

Projects available: Career Exploration, Entrepreneurship

* An Asterisk indicates that only a review copy is available at the 4-H office.

The following project records are suitable for this project area: Workforce Preparation

Title	Price
Workforce Readiness – Get In The Act Youth Guide with CD	\$6.00
Helper's Guide	\$3.95

