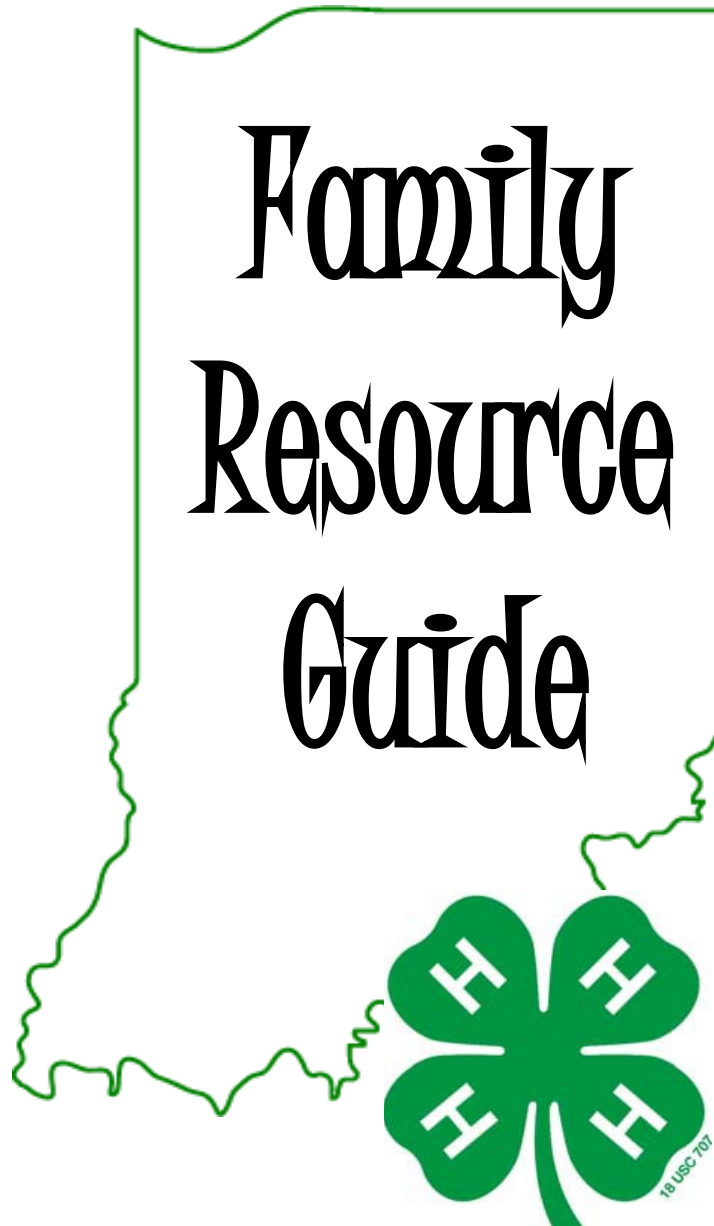


Welcome to the Howard County 4-H



Purdue Cooperative Extension Service-
Howard County
120 E. Mulberry Street Suite 105
Kokomo, IN 46901
Office: (765) 456-2313
Fax: (765) 456-2319

Index

Welcome to Howard County 4-H.....

Office Hours and Location.....

Purdue Extension Howard County Staff.....

What is 4-H

4-H Traditions

4-H Membership (Who can join)

Mini 4-H.....

How Youth Benefit from 4-H Membership

Selecting a Project.....

Howard County 4-H Projects

4-H is a **community** of **young people**
 **across America** who are learning
leadership, citizenship and
life skills.

Welcome to Howard County 4-H!

This publication is provided to help you and your family to learn more about the Howard County 4-H Program. As you consider becoming a member of the 4-H program, it is important for you to be informed of the general terms and conditions which govern the Indiana 4-H Program and our local program in Howard County. We encourage your questions, comments, and look forward to receiving your 4-H Club enrollment.

Office Hours and Location:

The Purdue Extension - Howard County Office is located at 120 E. Mulberry Street Suite 105 Kokomo, IN. The office is in the "Howard County Government Center" across from the library.

Office Hours are:

Monday – Friday, 8:00 am to 4:00 pm

Closed County Government Holidays

Office: (765) 456-2313

Fax: (765) 456-2319

Voice mail is available during non-business hours

Website: <https://extension.purdue.edu/Howard/>

Website: 4-H Enrollment <https://v2.4honline.com/>



Purdue Extension Howard County Staff

Josh Winrotte..... County Extension Dir., Extension Educator

Kim Frazier..... Extension Educator – 4-H Youth Development

Allison Hillis..... Extension Educator - Health and Human Sciences

Mathias Ingle..... Extension Educator – Agriculture & Natural Resources

Peg McMinn 4-H Program Assistant

Stacy Claxton..... Office Manager

Teresa Keller..... Secretary

What is 4-H?

4-H is an extracurricular, volunteer led, family-oriented program

4-H is for boys and girls in kindergarten through grade 12

4-H is for urban as well as rural youth

4-H helps young people develop life skills. A life skill is an ability that one can use in everyday life. The five basic life skills are:

1. Building self confidence
2. Developing an inquiring mind
3. Setting goals and making decisions
4. Relating to other people
5. Developing a concern for the community



4-H Traditions:

EMBLEM: The national 4-H emblem is a four-leaf clover with the letter “H” on each leaf.

THE 4-H’S: The four H’s stand for Head, Heart, Hands, and Health. These represent the four-fold training and development in which members participate. This meaning of the four H’s is clearly given in the pledge.

Head – learning to think, making decisions, understanding the “whys,” and gaining new and valuable knowledge.

Heart – being concerned with the welfare of others, accepting the responsibilities of citizenship, determining values and attitudes by which to live, and learning how to work with others.

Hands – learning new skills, perfecting skills already known and developing pride in work and respect for it.

Health – practicing healthful living, protecting the well-being of self and others, and making constructive use of leisure time.

PLEDGE: “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.”



COLORS: Green and white are the colors of 4-H. The white background of the flag symbolizes purity; the green 4-H emblem is nature’s most common color in the great outdoors and is the color of springtime, life and youth.

MOTTO: “To Make the Best Better”

The motto was adopted at about the same time as the 4-H Club Pledge. Its intent is to inspire young people to continue to learn and grow, to make their best efforts better through participating in educational experiences.

SLOGAN: “Learn by Doing”

CREED:

I believe in Boys' and Girls' 4-H Club work for the opportunity it gives me to become a useful citizen.

I believe in the training of my **HEAD** for the power it will give me to **THINK, PLAN AND REASON.**

I believe in the training of my **HEART** for the nobleness it will give me to be **KIND, SYMPATHETIC AND TRUE.**

I believe in the training of my **HEALTH** for the strength it will give me to **ENJOY LIFE, RESIST DISEASE AND WORK EFFICIENTLY.**

I believe in my Country, my State, my Community and in my responsibility for their development.

In all these things I believe and I am willing to dedicate my efforts to their fulfillment.

4-H Membership:

4-H membership is open to all youth in Howard County who are in Kindergarten through grade 12. All young persons in kindergarten, first, and second grades may participate in the Mini 4-H Program. This program allows younger children to participate in similar 4-H activities until they reach the traditional 4-H age. Traditional 4-H is open to all youth in grades 3 through grade 12. A member may continue membership in the traditional program for a maximum of ten years.

An individual’s 4-H grade is determined by the school grade in which he or she is classified regardless of the time of year he or she enrolls in 4-H. A member does not advance in 4-H grade until he or she enrolls in 4-H for the subsequent school year. Each member should enroll in the division of a project that would best suit his/her interest and potential for personal growth and would enhance their family involvement. Membership in 4-H is gained by annually enrolling through a Purdue University Cooperative Extension Office.

Mini 4-H:

The Mini 4-H Program in Howard County is designed specifically for youth in Kindergarten through 2nd grade on March 1st of the current year. Mini 4-H members will be able to explore several project areas that interest them at a noncompetitive level. Projects can then be displayed at the 4-H Fair and be awarded a special Mini 4-H ribbon for projects completed.

Mini 4-H serves as an introduction to the "regular" 4-H program. Mini 4-H members are able to gain self-confidence and increase their self-esteem. Mini 4-H provides youth guidance while learning a variety of skills. Youth develop pride and skills in their ability to complete and display their projects. The intent is to allow the Mini 4-H member to have fun, enhance youth development, and readiness for regular 4-H participation.

How Youth Benefit from 4-H Membership:

Through the eyes of a youngster - a 4-H'er will:

- Learn, make, or do things that appeal and are meaningful to them.
- Make friends, belong to a group, and give and receive acceptance and affection.
- Have a good time, which makes learning appealing and enjoyable.

Through the eyes of an adult, each 4-H'er will one day become a contributing and caring adult to his/her community because of the knowledge and life skills they learned in 4-H. These youngsters will learn how to:

- Develop an inquiring mind and a desire to learn.
- Make decisions and solve problems.
- Relate to and work with other people.
- Develop a concern for their community and the people in it.
- Build their self-confidence.

Selecting a Project:

In choosing a project, a member should consult with their parents and 4-H leader(s). After considering all the projects available and the requirements of each, they should select one based on:

- (1) Interest, needs, and capabilities
- (2) Family situation
- (3) Suitability of the area in which he or she lives

Members may enroll in as many projects as they desire, however, members enrolling for the first time are encouraged to take only one or two projects. As a member gains knowledge and experience, the size of the project may be increased and additional projects selected.

The club leader has project guidelines which give a brief explanation of each project. Members may also ask the project superintendent about the project and the requirements for that project. Early in their 4-H career, a member needs to consider developing a tentative project plan to guide him or her until they are past 4-H age. Some projects should be continued each year, with increases in the size of the project when possible. Members should also try to enroll in additional projects which are related to his or her other project work.

The project is the core of the 4-H member's experience. The project is the center of many activities in which members will find satisfaction in expanding his or her project work. The learning experiences one obtains through his or her project could even lead to career possibilities. Note that projects may be completed by record sheet only. Exhibits for the fair are not required but highly encouraged in order to share what you have learned.

Howard County 4-H Projects:

(Please note that the descriptions listed below are general descriptions and are not intended to serve as an overall description of the entire project.)

AEROSPACE- This project provides youth with educational information about aerospace that develops project skills (principles of flight, model rocket construction, model rocket safety) and life skills (decision making, using science and technology, developing communication).

AG TRACTOR OPERATOR- The purpose of the 4-H Tractor project is to give members the opportunity to "learn by doing." You will learn that better tractor care results in longer tractor life, more power and lower operating costs. While you are learning how to care for your tractor, you should also learn how to be a safe operator.

AG TRACTOR POSTER- In this project, you will learn that better tractor care results in longer tractor life, more power and lower operating costs. While you are learning how to care for your tractor, you should also learn how to be a safe operator. You will create a poster to display the information you learned.

ALFALFA- This project is designed to provide information and training and experience to 4-H members on important aspects of agriculture related to alfalfa such as hybrids, soils, weather, insecticides, pesticides, fertilizer, etc. Suggestions on growing, improving the quality and increasing the yields of alfalfa crops are provided.

BEEF- The educational 4-H beef program and related activities provide youth with a fun and hands-on learning experience which develops both beef subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications). Skills are learned under the direction of caring adults.

BEEF STARTER CALF – The purpose of this project is to boost interest and participation in the beef project. The short duration of this project should allow for more 4-H'ers to participate without the time and cost commitment of the regular beef project. 4-H'ers are encouraged to keep the calves for the following year's beef project.

BEEKEEPING- This project is for youth interested in modern methods of beekeeping. You will study the fundamentals of beekeeping and management of honey. You will also create an exhibit for the fair to display what you have learned.

BICYCLE- The 4-H bicycle program provides youth with educational information about bicycles and biking that develops project skills (i.e., bicycle maintenance, operation, safety and bicycle touring) and life skills (i.e., decision-making, using science and technology, developing communication skills).

CAKE DECORATING- Cake decorating can be fun and exciting hands-on project. Learn how to express your creative abilities through decorating cakes by adding frosting, trimmings, and fancy designs. Division of entry of this project is NOT determined by grade but by SKILL LEVEL.

CAT- This project provides youth a fun experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general care, nutrition, housing, training and health care are presented in the curricular materials, through workshops and in preparation of an exhibit.

CAT POSTER- In this project, you will create an educational poster promoting cats to display at the fair. Some educational topics may include proper cat care, cat breeds, grooming skills, careers related to cats, understanding a cat show, etc.

CHILD DEVELOPMENT- Play goes on every day in the lives of young children. Through play, young children learn about their world. In this project, you will learn about the development of babies, toddlers, and young children; how to care for them; and possible careers in early childhood.

CORN- This project is designed to provide information and training and experience to 4-H members on important aspects of agriculture related to corn such as hybrids, soils, weather, insecticides, pesticides, fertilizer, etc. Suggestions on growing, improving the quality and increasing the yields of corn crops are provided.

COLLECTIONS- Do you like to collect objects as a hobby? Then this is the project for you! In this project, 4-H'ers develop and/or continue their collection (sports memorabilia, action figures, hats, stuffed animals, etc.) and exhibit them creatively at the fair.

COMPUTER- In this project, youth will become acquainted and educate the user with terminology, functions, usage, capabilities and structure of computers. The 4-H member will have an opportunity to program by being creative and designing programs to meet needs of family and/or themselves.

COMPUTER ARTS- This project is designed for 4-H members to use their creativity and computer skills to develop artistic projects on the computer. Any computer program can be used.

CONSUMER CLOTHING- Clothing is one of our basic needs. All of us wear clothes and most of us invest a good deal of time and money in clothing. Youth in this project learn about clothing selection, wardrobe planning, care of clothing, and personal grooming. Included are activities to be completed at home and in stores.

CREATIVE WRITING- This project is designed to help you explore your writing talents. You may express yourself in any style. Examples include: poetry, short stories, plays, essays, biographies, autobiographies, or novels. Whatever your topic, write it in your own tone. Will it be serious, fictional, factual or humorous? Have fun as you explore your writing creativity.

CROCHET- In this project, you will learn different basic stitches, how to attach yarn, join edges, how to select a pattern and much more.

CUPCAKE DECORATING - This project will provide "how to" information for making and using icing as decoration for cupcakes, cookies, etc. This activity, which can be enjoyed by families and friends, also is an introduction to a money-making skill and career.

DAIRY COW & HEIFER- The educational 4-H dairy program and related activities provide youth a fun and hands-on learning experience which develops both dairy subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

DAIRY FEEDER STEER- The educational 4-H dairy program and related activities provide youth a fun and hands-on learning experience which develops both dairy subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

DOG- The 4-H Dog Project provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. Subjects such as general care, nutrition housing, training and health care are presented in the curricular materials, through workshops and in preparation of an exhibit.

DOG POSTER- In this project, you will create an educational poster promoting dogs to display at the fair. Some educational topics may include proper dog care, dog breeds, purposes and uses, responsible ownership, animal health, etc.

ELECTRIC- What is electricity? Where does it come from? Learn the answers to these questions and more. This project provides 4-H'ers with educational information about electricity and how it is/can be used to benefit the human race. Learn how to make a circuit board, an extension cord, lamps, and do minor household electrical repairs.

ENTOMOLOGY- There are more kinds of insects in the world than all other organisms combined. They live on the earth's surface, in the soil, and in water. Insects live in deserts, rain forests, hot springs, snow fields, and dark caves. This project will help you study insects and their relationship with people. You can also learn how to collect, preserve, and identify insects.

FARM TOY SCENE- This is a fun and creative project for youth to display their farm toys. You will create a farm scene for display at the fair which will be judged based on artistic arrangement of exhibit, detail of exhibit and realistic setting around toys.

FINE ARTS- In this project, youth will create two pictures using one of the following mediums: oil, watercolor, charcoal, ink, pastels, acrylic, or pencil. This picture must be on canvas, paper, or canvas board. (No glass painting.) Only one picture will be displayed at the fair.

FIRE SAFETY- Youth will learn how to prevent fires by conducting Farm and/or Home Fire Hazard reports, how to control fire through an understanding of the elements that cause fire to develop, various methods of putting out different types of fires and about the fire organization in Howard County.

FLORICULTURE- This project will help you learn how to grow, care for, arrange and identify flowers and other houseplants. As you advance in the project, you will learn about perennials and will expand what you already know about annuals, indoor plants, and floral arrangements.

FOODS- Everyone likes to eat - so let's learn how to prepare those tasty foods. You will start with cookies and work your way up to yeast breads and other products. You will learn about the food pyramid and how to plan a well-balanced menu for a day. This is a fun project to help you learn how to bake.

FOOD PRESERVATION- In this project, youth will learn the importance and appropriate steps of storing food properly using different techniques such as freezing and canning.

FORESTRY- This project provides youth with the opportunity to recognize the importance of trees and forests. They will learn how to identify different types of forest, trees, and forest products. They will develop skills necessary to keep forests healthy.

GARDEN - Vegetables fresh from the garden taste delicious. You too can raise fresh vegetables and herbs in your own garden. Planning a garden, garden safety, garden tips, garden pests, garden diseases, insect management, growing tips, and harvesting tips are areas covered in this project.

GENEALOGY- Have you ever wondered where your family came from originally? Tracing your family heritage can be fun and very interesting. This project is designed to help you discover your roots and how to document what you find.

GEOLOGY- At some time or another, each of us has stopped to look at a rock because it was unusual in some way. It may be the shape, color, or size of the rock. This project will help you learn more about rocks - how they are formed, the different types, what minerals, and fossils are, and how to identify rocks.

GIFT WRAPPING- This project allows an abundance of creativity and imagination to create wrapped packages of all shapes, sizes, and designs using a variety of wrapping materials.

GOATS- The 4-H goat educational program and related activities (such as workshops, tours) provide youth a fun and hands-on learning experience which develops both goat subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications).

HEALTH- Are you healthy? Find out about good health and how to achieve it in this project. Emphasis is put on first aid practices, maintaining personal health, and physical fitness.

HOME ENVIRONMENT- Your home is where you live. This project shows you ways to care for parts of your home and how to make living areas more enjoyable. Learn about caring for furniture, design, storage, and so much more. Construct useful items that compliment your room's decor and your personality.

HORSELESS- This project is designed for 4-H members who are interested in horses but do not have a horse. You will create a poster for the fair displaying a selected horse related topic. The 4-H member does not have to be a member of the County 4-H Horse and Pony Club, but if you are interested in horses, you are encouraged to visit or attend their club meetings, as well as judging contests and shows.

HORSE & PONY- This project aims to help 4-H members to develop leadership, initiative, self-reliance and sportsmanship. An important objective of this project is for the 4-H member to experience the pride of owning a horse or pony and being responsible for its management. This project will also help youth develop an appreciation of horseback riding as a healthy and wholesome form of recreation.

JUNIOR LEADERS (GR. 7-12) - This is a great project for youth in grades 7-12 who want to develop their leadership skills. Youth will mentor younger 4-H members, assist local club leaders, assist with activities surrounding the 4-H Fair, participate in Fund Raising events, help younger 4-H members with projects as needed, and participate in community service activities.

KNITTING- In this project, you will learn different basic stitches, how to select proper size in commercial patterns, how to follow directions for making a patterned article and much more.

LAWN & GARDEN TRACTOR- The purpose of the Lawn & Garden Tractor project is to give members the opportunity to demonstrate their knowledge in small gasoline engine operation, care and maintenance of compact tractors, and skill in operation. Safety in work habits and equipment operation is stressed.

LEGO-TYPE MODEL- This project will encourage you to use your imagination and ingenuity in creating a Lego-type exhibit for the 4-H Fair. Overall design, construction techniques, soundness, sturdiness and balance will be some of the criteria used to judge this project.

LLAMA/ALPACA- The 4-H Llama Project (Llama & Alpacas) provides youth a fun and hands-on learning experience that develops life skills, as well as teaches valuable information about properly caring for their animal. An important objective of this project is for the 4-H member to experience the pride of owning / leasing a llama or alpaca, gaining it's trust and being responsible for its care.

LLAMA/ALPACA POSTER- This project is designed for youth to create an educational display to promote different aspects related to llamas and alpacas. The llama/alpaca poster project is open to any member and you do not have to own an animal participate in this poster project.

MAKE WITH A MIX - This project is designed for youth to use their imagination and creativity to enhance the quality and taste of prepackaged food mixes such as cookie, brownie, cake, and bread mixes.

MISCELLANEOUS CRAFTS- This project allows the craft enthusiast to be creative as they can create any craft item that does not apply to one of the other craft related projects offered in Howard County's 4-H program (Needlework, Painting, Drawing, Knitting, Woodcraft, Baskets, Crocheting or Quilts- if made by hand). (Latch hook, ceramics (including Greenware) and glass painting are accepted in this category.)

MODELS- In this project, youth will learn assembly, painting, design and construction techniques and also become familiar with the technical terms and vocabulary associated with the representing model.

NEEDLEWORK- This project allows you to learn different forms of needlework and you will increase your knowledge and skills each year. This project includes embroidery, needlepoint, crewel, candlewicking, chicken scratching, hand quilting, tatting, huck embroidery, hemstitching; also pulled, drawn and counted thread work and punch needle work. DOES NOT include latch hook, plastic canvas, machine knitting or machine quilting.

OATS- This project is designed to provide information and training and experience to 4-H members on important aspects of agriculture related to oats such as hybrids, soils, weather, insecticides, pesticides, fertilizer, etc. Suggestions on growing, improving the quality and increasing the yields of oat crops are provided.

PHOTOGRAPHY- In this project, learn about the basic elements of photography and practice those skills as you develop your exhibit. Learn all about your camera, photo composition, elements of a good picture, the differences in indoor and outdoor photography, and so much more.

PIGEONS- This project offers 4-H members the opportunity to participate in a program where they can care, raise, and show their pigeons. Pigeons require a small amount of space. If you have room in a building, there is very little expense in getting started in this hobby. Members in this project learn the proper way to keep their pigeons clean and healthy, along with keeping records, taming, training and conditioning the birds for showing.

POULTRY- The commercial poultry project teaches production, marketing and product utilization commercial poultry products, including meat and/or eggs. The exhibition poultry project concentrates on the "Standards of Perfection" of the individual breeds of poultry, teaching how to identify the qualities of the breed. Both projects teach how to properly prepare and show the birds to present them to the judge in the best possible light. All participants will gain knowledge in the methods of care and feeding of the flock for the intended purpose.

POULTRY POSTER- To promote educational displays by 4-H members who enjoy developing a poster exhibit. The poultry poster project is open to any member and is not limited to exhibitors of 4-H poultry. You do not have to own an animal to be in the poultry poster project.

RABBIT- The purpose of the 4-H Rabbit project is to familiarize the 4-H member with the principles of feeding, breeding and management of rabbits. Youth can find some phase of rabbit raising which will stimulate and keep their interest. With good management, rabbits offer a pleasant 4-H project and an opportunity for modest financial profit.

RABBIT POSTER- The 4-H Rabbit Poster exhibit is open to any 4-H member and is not limited to exhibitors of 4-H rabbits. The purpose of the project shall be to visually demonstrate 4-H Rabbit project knowledge and to demonstrate to others, 4-H Rabbit project possibilities.

READING- In this project, we encourage reading in and out of the formal classroom environment and for youth to share their love of reading with others. You will choose from the list of display options and create a display for the fair about one of the books you read.

RECYCLING- In this project, you will help educate others about the importance of recycling and how to be creative in recycling rather than just taking items to a recycling center. You will learn to do this through the 5 R's – Reduce, Reuse, Reject, Repair and Recycle.

REED BASKET- This project will teach youth all about constructing reed baskets including different reed materials and various weaving techniques. You will create a basket to be judged and displayed at the fair.

SCRAPBOOK- Pictures - they're worth a thousand words; yet for all their importance, many pictures or not taken care of properly. Learn how to turn your boxes of photographs and memorabilia into keepsake, photo-safe albums.

SCRAPBOOK 4-H MEMORIES- The purpose of this project is to encourage 4-H members to keep accurate records of their projects, offices held, activities and any other awards, trinkets or potpourri related to 4-H. The object is not to collect the most scraps and the thickest scrapbook, but to develop a neatly organized and meaningful collection of your 4-H accomplishments and memories.

SEWING- The purpose of this project is to learn the use of a sewing machine, how to select fabrics, how to select and alter patterns, plus learn the fundamental techniques of good construction. You will be able to apply these skills in making garments for yourself and others.

SEW FOR FUN- The purpose of this project is to learn basic sewing techniques, how to select fabrics, and how to select and alter patterns while sewing useful items for oneself or the home.

SHEEP- The educational 4-H sheep program and related activities provide youth with a fun and hands-on learning experience which develops both sheep subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

SHOOTING SPORTS - The Shooting Sports program is designed to provide you with the knowledge and hands-on practice you need to safely handle firearms and archery equipment. This program covers such subjects as safe handling and proper care of equipment, safety rules, learning to provide for your own safety and the safety of others, and identifying the proper ammunition for your firearm.

SMALL ANIMALS- The 4-H small animal educational program and related activities provide youth with a fun and hands-on learning experiences directly related to animal care, feeding, housing, and management. Youth develop important life skills such as decision making, goal setting, record keeping, time management and communication.

SMALL ENGINES- Do you enjoy messing around and repairing engines? This project will teach you the difference between two-cycle and four-cycle engines, principles of operation, proper service maintenance, and simple engine repairs.

SOIL & WATER SCIENCE- This project emphasizes the reason for conservation practices and explores how soil and water are important to you and why we must take care of these valuable natural resources. In this project you may help bring this to the attention of others and help encourage them to take better care of our natural resources.

SOYBEANS- This project is designed to provide information, training and experience to 4-H members on important aspects of agriculture related to soybeans such as hybrids, soils, weather, insecticides, pesticides, fertilizer, etc. Suggestions on growing, improving the quality and increasing the yields of soybean crops are provided.

SPORT FISHING- Fishing can be a hobby and a source of study for your entire lifetime. The 4-H Sport fishing project will introduce you to fish, fishing and aquatic habitats. Learn all about fishing, from casting to baiting a hook. You will also have the opportunity learn about water safety and how to properly care for our natural resources.

SPORTS- If you like sports, this project might be a good fit for you. Participate in your favorite sport and promote it to others by creating poster display, video, or action demonstration.

STRAWBERRY- In this project, youth learn how to prepare land, plant, fertilize, and maintain strawberry plants. Strawberry judging will take place at member's residence before the 4-H fair in early June of the current year. Plants will be judged on care of patch and completed record sheet at time of judging.

SWINE- The educational 4-H swine program and related activities provide youth with a fun and hands-on learning experience which develops both swine subject skills (such as nutrition, housing, and health care) and life skills (such as responsibility, decision-making, nurturing, and communications) under the direction of caring adults.

VETERINARY SCIENCE- Veterinary Science is the branch of medicine that deals with the treatment and prevention of animal disease. This project will acquaint you with the characteristics and care of healthy animals. You will also become familiar with the causes and prevention of animal diseases.

WEARABLE ARTS- In this project, you will create wearable art that includes painted t-shirts, sweatshirts, jackets, tennis shoes, appliqué work, puff painted articles, sequined and rhinestone articles, and tie dye.

WEATHER AND CLIMATE- We all depend on the weather. You will learn what makes weather and do experiments with weather makers. You will have the opportunity to become a storm spotter, construct some of your own equipment, and study clouds and weather fronts/symbols.

WHEAT- This project is designed to provide information and training and experience to 4-H members on important aspects of agriculture related to wheat such as hybrids, soils, weather, insecticides, pesticides, fertilizer, etc. Suggestions on growing, improving the quality and increasing the yields of wheat crops are provided.

WILDLIFE- This project offers an opportunity to learn about different kinds of fur-bearing animals, birds, reptiles and fishes, and outdoor skills. You will learn how animals are important to us and where they live and what they eat.

WOOD-CRAFT- This project is designed to help youth learn how to finish and decorate wood articles. In this project, youth refinish existing items versus constructing items.

WOODWORKING- This project provides youth with educational information about wood and how it can be used to construct items. The wood science project develops project skills (i.e., safe practices, using hand tools, using power tools, making specialized wood cuts) and life skills (i.e., decision-making, using science and technology, developing communication skills).