

# Welcome to 4-H!



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**It is the policy of the Purdue University Cooperative Extension Service that all persons shall have equal opportunity and access to its programs and facilities without regard to race, color, sex, religion, national origin, age, or disability.**



**The Vanderburgh County Extension Service is committed to providing our youth and adults with the education and life skills necessary to build more responsible and caring citizens within the greater community.**

**For a more detailed explanation of anything in this publication, contact the Extension Office or check out the 4-H Handbook online.**

# What's Inside?

What is 4-H? .....	4
Purpose of 4-H .....	5
Who Can Join 4-H? .....	5
Indiana 4-H Program Philosophy .....	5
4-H History .....	6
Benefits of 4-H Membership .....	7
4-H Traditions .....	8
4-H Terms.....	9
Who's Who in Vanderburgh County 4-H.....	10
Vanderburgh County 4-H Projects .....	11
Vanderburgh County 4-H Activities.....	17
4-H Trips.....	18



# Welcome to Vanderburgh County 4-H!

This publication is provided to help you and your family learn more about the Vanderburgh 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 4-H program in Vanderburgh County. We encourage your questions, comments, and look forward to working with you and your 4-H club in the future.

## What is 4-H?

**4-H is a youth organization that belongs to the members, their families, and other interested adults who serve as volunteer leaders. Professional leadership is given by Cooperative Extension Service faculty of Purdue University.**

**4-H is young people sharing, doing, and learning together in all kinds of projects, events, and activities in informal situations with guidance of their families and other volunteer adults. Members choose projects that fit their interests and personalities and where they live. Group activities and events such as drama, trips, camps, fairs, shows, and conferences provide additional opportunities and learning experiences.**

**Most 4-H clubs have monthly meetings for the entire membership once a month. During these business meetings, decisions are made relative to group sponsored activities, community service efforts, project opportunities, fund-raising efforts, etc.**

**Regardless of the structure, a 4-H group may involve 4-H families, neighbors, relatives, and others. They will have fun learning and working together in the home, neighborhood, and community. Support for 4-H programs is a joint effort of local county government, Purdue University, and the United States Department of Agriculture. The mission of the Purdue Cooperative Extension Service is the education of Indiana citizens through the application of the land-grant university research and knowledge base for the benefit of agriculture, youth, families, and communities.**

## What is the purpose of 4-H?

The purpose of 4-H is two-fold:

- To provide opportunity for parents and other interested adults to work with youth in their development.
- To provide real-life experiences for youth through a fun, action-oriented, and practical program.

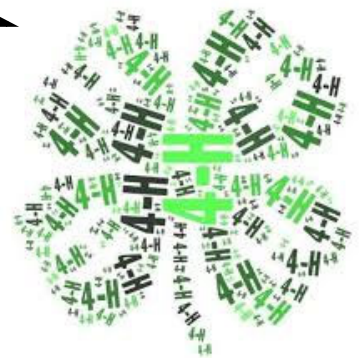
The major focus of 4-H should be on the activities of your local 4-H club. Volunteers and youth plan and carry out organized learning experiences for the 4-H club. The many county and state activities are secondary. Their purpose should be one of supplementing and supporting local club programs.

## Who can join 4-H?

All youth in grades 3-12 are invited to join 4-H. Youth may become members when they enter third grade and may continue through grade 12, regardless of age, with a maximum of 10 years participation. Youth in Vanderburgh County 4-H are not required to live in Vanderburgh County.

The Indiana 4-H Program serves the youth of Indiana by providing a strong educational youth development program. This program delivers educational experiences in a variety of settings. Caring, capable, and contributing adults assist in the 4-H program as models for young people. We treasure the rich heritage of 4-H and want to ensure that 4-H is available to future generations of Indiana Youth. This publication sets out certain standards and guidelines to be used to assure that 4-H is good for our youth. County 4-H policy is guided by the Vanderburgh County 4-H Council, Inc. Legal authority for the 4-H program rests with the Director of the Cooperative Extension Service, Purdue University. No county 4-H policy may conflict with state 4-H policy or federal requirements. It is the policy of 4-H to include as many youth as possible. No county policy or practice should be used to arbitrarily exclude youth from membership. Youth should participate in 4-H youth development opportunities at levels and times that best suit the youth's development and support the family involvement.

## The Philosophy of 4-H



# History of 4-H

**1862** - President Abraham Lincoln signs Morrill Act into law, encouraging states to establish colleges of "agriculture and the mechanic arts."

**1902** - A.B. Graham, Superintendent of Schools in Clark County, Ohio, organizes boys' and girls' agricultural club in Springfield township.

**1904** - John F. Haines, Superintendent of Hamilton County (Indiana) Schools invites boys interested in corn growing to attend meeting. On April 9, club formed with 93 boys enrolled.

**1912** - On September 1, Purdue University Department of Agricultural Extension establishes an active cooperative relationship with the U.S. Department of Agriculture in boys' and girls' club work.

**1914** - Smith-Lever Act passed by Congress, authorizing federal aid for cooperative extension work in agriculture and home economics. Indiana boys and girls club enrollment in 1914 totaled 5,637. Of this number, 4,509 completed work.

**1919** - Four-leaf clover with H's (for, Head, Heart, Hands and Health) become common after World War I, identifying boys and girls club work. Use of term 4-H clubs began.

**1961** - Indiana 4-H Foundation officially incorporated January 5.

**1973** - Original wording of 4-H pledge, adopted in 1927 is changed. Words "and my World" added at the close.

# Why Should I Join 4-H?

You can learn, make, and do things that are meaningful and important to YOU!

You can make friends and you will be a part of an awesome group of kids and adults!

**4-H is  
FUN!!**

You will develop a desire to learn!

Learn to make decisions and solve problems.

Build your self-confidence!

Learn to work in a group setting!

# 4-H TRADITIONS

## 4-H Emblem:

The national 4-H emblem is a four-leaf clover with the letter "H" on each leaf.

## 4-H 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.

## 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.

## 4-H Slogan:

"Learn by Doing."

## The 4-H 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."



**"To Make the Best Better!"**



# 4-H Terms

**PROJECT:** A 4-H project is what a member completes in a specific area to demonstrate his/her knowledge of the subject area. Project areas can be found on page 11 of this publication.

**COMPLETION:** The completion of a 4-H experience may include a variety of options and **must not** be misinterpreted solely as exhibition of a project at a local, county, or state fair. There are a number of ways that a young person may participate in the 4-H Youth Development Program in addition to the club-based option. Participating in these 4-H opportunities enable the youth to build skills that will serve them well throughout their adult lives.

**EXHIBITION:** 4-H'ers are encouraged to exhibit their completed projects at the Vanderburgh County Fair. Exhibition is not required for completion.

**THE LINK:** The Link is the Vanderburgh County 4-H Newsletter. It is available to every 4-H family on their 4honline profile. In this newsletter, you will find information about county level 4-H meetings and activities offered to 4-H members, leaders, and parents.

**CLUB RULES/ BY-LAWS:** 4-H clubs have a set of written rules for the operation of the club. Be sure you become familiar with your club's rules early in the year.

**ENROLLMENT:** 4-H'ers must complete enrollment each year they participate in club work. Enroll at: <https://v2.in.4honline.com>



**FAIR ENTRY TAG:** Entry tags are attached to each project you are exhibiting at the county fair. Entry tags list your club name, 4-H'ers name, project name, and division. Entry tags are obtained from your club leader or the Extension Office.

**4-H GRADE:** In most cases, 4-H grade is determined by the grade during the current school year. (For Example: your 4-H grade in the summer of 2018 is your grade during the school year of 2017-2018.)

**4-H HANDBOOK:** The book that lists the 4-H projects and rules for entry and exhibition. A new book is published annually. The Handbook is the authority on all project matters. Your Handbook can be obtained from your club leader or the Extension Office.

**PROJECT MANUALS:** 4-H Member and Leader Guides written by university specialists serve as suggestions of areas to study in your 4-H project work. Manuals can be obtained from your club leader or the Extension Office.

**TRIPS & ACTIVITIES FORM:** 4-H'ers express interest in various 4-H trips and activities on this form. Trip winners are chosen based on these forms. Trips and Activities Forms are sent out each year in the Link, or can be found on our website.

**MY RECORD OF 4-H ACHIEVEMENT:** On this form you record your projects describing what you have done and learned. You will also record the activities, meetings, and committees you have participated in during the year. An example and directions for completed are found in the 4-H Handbook.

# Who's Who in Vanderburgh County 4-H?

## 4-H Member:

Anyone in grades 3-12 who participates in a local 4-H group.

## 4-H Adult Leader:

An approved adult volunteer who is responsible for organization of the club.

## Mini 4-H Member:

Anyone in grades K-2 that participates in the Mini 4-H Club.

## 4-H Project Leader:

An approved volunteer who specializes in a project, then helps 4-H members through answering questions regarding the project and clarifying rules for exhibition.

## Junior Leader:

A 4-H member who is in grades 8-12 and is a part of the Junior Leader Organization. They take an active part in helping the younger members in the clubs.

## County Level:

**Project (Leader) Superintendent:** An approved adult volunteer who is willing to answer project or activity questions for other volunteer leaders and or 4-H members on specific projects.

**4-H Council:** The Vanderburgh County 4-H Council is the 4-H policy-making and advisory group, as well as the private funding source for a number of county-level 4-H programs.

**4-H Adult Leaders Organization:** This organization for all 4-H volunteer leaders in Vanderburgh County meets four times per year. Training opportunities for leaders are offered through this organization, as well as fundraising to support 4-H activities.

**4-H Junior Leaders:** This organization is for any 4-H member in grades 8-12. The group plans social and educational events for its members. The meetings of this group are in addition to participation in a local 4-H club.

**Extension Youth Assistant:** The Extension Youth Assistant creates, promotes, and teaches 4-H school enrichment programs. 4-H school enrichments programs are available to all teachers in Vanderburgh county. The Assistant also plans, directs, and supervises the Mini 4-H program for grades K-2 as well as Ag Days and 4-H Summer Outreach.

**4-H Youth Development Extension Educator:** Extension Educators are professionals who guide, teach, and administer Extension programs. They are staff members of Purdue University.

# Vanderburgh County 4-H Projects

- A 4-H project is what a 4-H'er learns, makes, or does. For example, learn to grow a garden, make a dress, or train a dog.
- 4-H members should take at least one project each year and complete the required records for that project.
- Your 4-H club may have a project leader for a project when there are several members enrolled in that project. The project leader will notify members when and where any project workshops will be held.
- The family of the 4-H'er should take an active interest in his/her project. Assist, encourage, offer advice, but remember, the 4-H'er learns by doing.

**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). 4-H'ers can learn about airplanes, rockets, space, and careers in related fields. You can even enter your engine-powered model rocket in the flight classes at the fair!



**AMERICANA:** The purpose of this project is to motivate and interest young persons in preserving items of our early American past. This is done by preserving and/or restoring antique items for exhibit. The reward for preserving an antique of the past is the pleasure of sharing it with others in the future.

**AQUATIC SCIENCE:** This project helps youth learn about raising aquarium fish. You'll learn the basics of aquarium set-up and maintenance and how to select fish for your aquarium. Exhibit your aquarium and fish-keeping



**AUTOMOTIVE:** This project teaches youth about the safe care and operation of automobiles. Areas covered include: the car and the highway, maintenance and operation, operating the car efficiently, and buying your first vehicle.

**BARBECUE:** Eating meat outdoors over the fire has to be one of life's greatest pleasures. This project encourages 4-H'ers to develop skills in barbecuing: choosing and preparing sauces and meat, and safe preparation of food outdoors.

**BEEF:** This project provides youth with a fun and hands-on learning experience that develops both beef subject skills (nutrition, housing, health care) and life skills (responsibility, decision making, nurturing, and communication). If you don't already have beef cattle, some of the activities in the project guide will help you decide whether or not you want them.

records at the fair.

**BEE KEEPING:** Learn how to collect one of life's sweetest products in this project. You will learn about the types of bees, the honey and wax they produce, the plants that attract bees, and the equipment a beekeeper needs. If you want to set up your own hive, you'll learn basic beehive care and how to extract and bottle honey.



**BICYCLE:** This project provides youth with educational information about bicycles and biking that develops project skills (bicycle maintenance, operation, safety, bicycle touring) and life skills (decision making, using science and technology, communication).



**CAKE DECORATING:** Cake decorating can be fun and exciting. Learn how to express your creative abilities through decorating cakes by adding frosting, trimmings, and fancy designs. This project is also an introduction to a money making skill and career.



**CAT:** Do you want to learn more about cats? If so, then this project is for you! This 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, and health care are presented in the materials, through workshops, and in preparation of an exhibit.

**CHILD DEVELOPMENT:** Play goes on everyday 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.

**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 (tractors, sports memorabilia, action figures, hats, stuffed animals, etc.) and exhibit them creatively at the fair.

**COMMUNICATIONS:** The ways in which humans communicate is ever-changing. Learn ways to improve your communication skills through public speaking, demonstrations, writing, and much more!

**COMPUTER SCIENCE:** Working with computers can be fun and rewarding. This project provides 4-H'ers the opportunity to learn about many of the ways to use computers. Learn about graphic design, hardware and software development, networking, developing web-sites, and much more.



**CONSUMER CLOTHING:** Youth in this project learn about clothing selection, wardrobe planning, care of clothing, and personal grooming. Exhibit an outfit you purchased and accessorize.



**CONSUMER EDUCATION:** Learn how to compare and purchase various household products in this project. Research various companies and models of the product you are interested in (stereo, mp3 player, tv, dvd player, sewing machine, car, musical instrument, computer, car, college education, etc), compare features, prices, warranties, etc. and decide which model you would/will purchase.

**CORN PRODUCTION:** If you enjoy growing field corn, this project might interest you. Learn about growing corn, as well as insects and diseases that can reduce yields.

**CORN SCIENCE:** Learn more about corn, its bests, and how to grow and harvest corn safely and profitably. In addition, you will learn how it is used in food and household products.

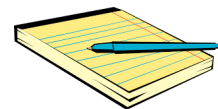


**CRAFTS:** Demonstrate your creative talents in this project. Fine Arts includes oil, charcoals, pencil, ink, acrylic, watercolor on canvas, etc. Needlework includes knitting, embroidery, counted cross stitch, hand quilting, tatting, etc. Building Toys includes anything built using toys like Lego, Knex, etc. Basic crafts include any craft that does not fit into one of the other categories: tole painting, ceramics, candles, latch hook, etc.

**CRAFTS - MODELS:** In this project, assemble and exhibit a model such as a car, ship, or house (no engine-powered rockets or airplanes allowed). This project will stimulate interest and skills through construction, painting, and design.

**CREATING WITH A MIX:** Tired of making the same old cakes and cookies from a box? Be creative and use a box mix with other ingredients to make a new and exciting product.

**CREATIVE WRITING:** In this project, 4-H'ers exhibit prose, poetry, or both.



**DAIRY:** Learn about dairy cattle, breeds, costs to raise, how to care for them, and much more. If you don't already have dairy cattle, some of the activities will help you decide whether or not you want them.

**DAIRY/BOER GOATS:** Do you want to learn more about dairy or boer goats? Learn the difference in this project. You will also learn about raising goats, costs, breeds, etc.



**DOG:** This 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. Work with your dog in obedience training and agility competition.

**DOG SCRAPBOOK:** Put together a scrapbook starring 'Man's Best Friend.' Your scrapbook will be a keepsake for years to come.

**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 the 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.

**FAMILY CAMPING:** Learn how to build a fire, types of outdoor cookery and how to use them, recipes, how to tie knots, how to find direction, outdoor manners, and campfire songs. This project is designed to help you develop the camping skills that will make you a good camper.



**FIRE SAFETY:** Learn how to prevent fires in a variety of situations. Inspect your home and the homes of friends and family for fire hazards. Create a poster and notebook to educate the public about fire safety topics (preparing a safe escape route, purchase and use of smoke detectors and fire extinguishers, first-aid, and special fire hazards in the home).



**FLORICULTURE:** Flowers are a part of nearly everyone's life. This project will help you learn how to grow, care for, 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 advance 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. You will also learn about the processes used to preserve food, both freezing and canning. You will discover how to properly prepare foods to be preserved and which method is the best to use.



**FORAGES:** This project provides youth with the opportunity to gain knowledge and understanding of forages. This is accomplished by testing your soil to determine the type of seed that will work best for you, and following through by planting and harvesting that type of forage.

**FORESTRY:** America's forests are one of its grandest and proudest natural resources. You will learn various skills in this project. These range from learning about trees and collecting leaves to timber harvesting and marketing or preparing a woodland management plan.



**GARDEN:** Vegetables fresh from the garden taste delicious. You too can raise fresh vegetables 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 your creative juices to flow as you use your imagination to create wrapped packages of all shapes, sizes, and designs.

**GOVERNMENT:** This project will help youth develop an understanding of and an appreciation for an individual's responsibilities as a citizen of his community, county, state, and nation. This is done by researching various aspects of local, state, and federal government.

**HEALTH:** Are you healthy? Find out about good health and how to achieve it in this project. Emphasis is put on personal health, family health, physical fitness, and health careers.

**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.

**HORSE & PONY:** Do you want to learn more about Horses? In this project you can learn about horse management, training, nutrition, housing, and health care. You'll learn through workshops, meetings, judging, and hippology contests. Making a poster is an excellent alternative for youth that don't own or lease horses.



**LLAMA:** In this project you'll learn all about llamas, how to care for them, breeds, costs, and so much more. Participate in the llama lease program if you would like to learn how to show llamas.

**LLAMA CRAFT:** Llama wool can be used to create a variety of items. Use your creativity to create something for yourself or as a gift in this fun project.

**MICROWAVE:** Learn how to make a variety of products in the microwave, from simple snacks to complete meals and desserts. This project will teach you how to use a microwave and will help you understand how it works. You will also compile a recipe box full of microwavable dishes.



**PERSONALITY:** This project will help you understand more about who you are and where you've come from. You'll learn about yourself, your friends, your family, and your community. In the advanced divisions you will study specific areas of your life such as dating, money management, citizenship, careers, etc.

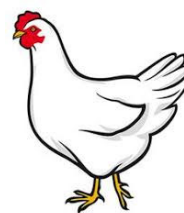
**PETS:** Learn all about pets (not including dogs/cats) in this project. Snakes, birds, gerbils, turtles, etc. Research your pet and exhibit it at the fair.



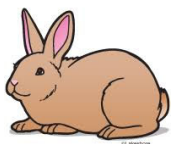
**PHOTOGRAPHY:** In this project, learn about the basic elements of photography and practice those skills as you develop your exhibit. Learn all about your camera, photo composition, elements of a good picture, the differences in indoor and outdoor photography, and so much more.

**PLANT SCIENCE:** Plants are not all alike. Just like animals and people, different plants have different needs. In this project, you will learn how to care for, reproduce, and grow various plants. You will perform experiments to aid in your learning experience.

**POULTRY:** This project focuses on the small backyard flock and emphasizes poultry husbandry and related topics. By actively participating, you will learn about poultry breeds, stages of growth, and flock management and improvement. You will also have the opportunity to develop skills in showmanship, making decisions, time management, and budgeting. You will also become a more informed consumer of poultry products.



**PYGMY GOATS:** Do you want to learn more about pygmy goats? In this project you can learn all about pygmy goats, breeds, costs, how to care for them, etc. This project can also help you learn whether or not you would like to own pygmy goats.



**RABBITS:** Learn about rabbit breeds, how to care for them, costs and so much more! Take care of your own rabbit and exhibit it at the county fair.

**RECYCLING:** Learn more about what to recycle, where to recycle, and how to recycle. Use your skills to create an item out of recycled materials. Teach those around you what you learn about recycling.

**ROBOTICS:** This project introduces science, math, engineering, and technology skills while at the same time teaching life skills. You will learn what a robot is, how to build one, and how to program the robot to use sensors to interact with its environment. In the advanced division you learn about more advanced programming techniques, how to use subroutines and variables to achieve more precise movements of the robots and how to build your own custom functions.

**SAFETY:** Safety in everyday life is extremely important. This project has three goals: identification of hazards and learning how to correct those hazards, identification of precautions, and education of others. Use your knowledge of safety topics to inform others in your community.

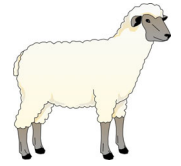


**SCRAPBOOK:** Pictures - they're worth a thousand words; yet for all their importance, many pictures or not taken care of properly. Learn how to turn your boxes of photographs and memorabilia into keepsake, photo-safe albums.



**SEWING:** This project teaches basic sewing skills and advanced construction techniques. You will also learn about proper grooming, clothing selection, pattern and material selection, and choosing the right styles for you. You will be able to apply these skills in making garments for yourself and others.

**SHEEP:** Learn all about sheep in this project. Topics covered include breeds, costs, shearing, how to care for sheep, etc.



**SHOOTING SPORTS:** Topics in this project include archery, blackpowder, shotgun, hunting and wildlife, rifle, and pistol. Each discipline teaches safety, concentration, self-discipline, self-confidence, goal setting, decision making, and courtesy as you learn basic skills and build to more advanced activities.

**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.

**SMALL GRAINS:** Expand your knowledge about how to grow a productive crop. Areas discussed include varieties, weed and garlic control, diseases, etc.

**SOIL AND WATER CONSERVATION:** In this project, you will learn about the importance of conservation of water and soil. This will be accomplished by doing experiments and activities to help you understand many important concepts about soil and water.

**SOYBEANS:** This project is designed to help youth learn about the soybean plant - its history, seeds, plant parts, varieties, planting, fertilizing, and harvesting. This will help youth develop a working knowledge of soybean production and management and develop wise techniques in growing soybeans.

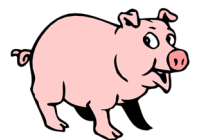
**SPORT FISHING:** Learn all about fishing, from casting to baiting a hook. You will also have the opportunity learn about water safety and how to properly care for our natural resources.



**SPORTS:** If you like sports, this project might be a good fit for you. Investigate the latest in uniforms and equipment, team strategy and individual technique. Research famous athletes or the history of a sport.

**STRAWBERRY:** Everyone loves strawberries! In this project, youth learn how to prepare land, plant, fertilize, and maintain strawberry plants for small-scale or large-scale production.

**SWINE:** In this project, you will learn various aspects of swine care including breeds, costs, diseases, sanitation, etc.



**TRACTOR:** This project assists youth in gaining a greater knowledge about tractors. The Tractor Club meets monthly and discusses safety procedures, parts of a tractor, and how to properly care for all parts of a tractor. Youth are encouraged to participate in the Tractor Operator's Contest.

**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 disease.

**WEATHER:** 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.





**WILDLIFE:** Youth in this project can learn about our wildlife resources - birds, fish, herptiles, and mammals. Learn how to identify wildlife, basic wildlife needs, and how wildlife interact with other wildlife and with people. Observing and studying wildlife can provide a lifetime of enjoyment.

**WOOD SCIENCE:** 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 (safe practices, using hand tools, using power tools, making specialized wood cuts, etc.) and life skills (decision making, using science and technology, communication, etc.)

## 4-H Activities

**Achievement Banquet:** The 4-H Achievement Banquet is held in November each year and is an excellent opportunity to learn more about 4-H and meet new 4-H members. All 4-H member awards and trips are presented at this time.

**4-H Camp:** 4-H Camp consists of three fun-filled days in June. Any member in grades 3-7 may participate. Camp activities may include crafts, sports, swimming, boating, nature, and much more.



**Club Cook-Off:** The Club Cook-Off takes place during the Vanderburgh County Fair. Clubs choose a theme, plan a menu, and prepare their menu items to be judged. A fun activity to participate in during the Fair!

**Demonstration Contest:** This contest encourages youth to show others how to do something while gaining self-confidence, leadership, and public presentation skills. 4-H members are encouraged to give demonstrations at local club meetings to teacher others. Winners advance to the State Contest.

**Fashion Revue:** Do you like to strut your stuff? The Fashion Revue is an educational activity that places emphasis on constructing, accessorizing, and modeling a garment that compliments the participant. 4-H members enrolled in Sewing or Consumer Clothing may participate. Sewing Grade 8-12 winners advance to the State Contest.



**Judging Events:** Participate in area and state agriculture, horticulture, livestock, entomology, soil or forestry judging events.



**Mini 4-H:** This exciting program is for youth in grades K-2. This non-formal program encourages the development of feelings of self-worth and specific life skills through positive relationships between adults and youth.

**Public Speaking Contest:** This activity gives 4-H members of all ages an opportunity to improve public speaking skills. 4-H members are encouraged to speak at local clubs, as well as county, area, and state activities. The speech contest centers around a theme. Winners advance to the State contest.

**Robotics Contest:** This contest is an opportunity for 4-H members to develop and refine their engineering and computer programming skills.

**Performing Arts:** Do you like to sing or dance? This contest provides an opportunity for youth to perform for an audience where the performer and the audience both have fun. It also helps youth identify talents that they may choose to develop, share 4-H with others in the community, and learn to work as team members for a coordinated activity. Winners advance to the Area Contest.



**Shooting Sports Contest:** This contest is an opportunity for 4-H members to develop their skills in archery, firearms, and safety.



**Tractor Operator's Contest:** This contest is an opportunity for 4-H members to develop and refine their agricultural tractor and lawn and garden tractor safety and operation skills. Winners advance to the Area Contest.



**Check out the 4-H Handbook for more information on these exciting 4-H trip opportunities!**

4-H Academy @ Purdue—Animal Science (Food Animal 1, Food Animal 2, Horse and Companion Animal, Animal Products, Animal Health, Animal Bio-Science), Citizenship in 4-H: Start Local...Go Global!, Food Science & Nutrition, **P**lants, **I**nsects, **N**atural Resources and the **E**nvironment, Show Me the Money, Spread the News, STEM it UP! (Engineering, Robotics, Computer Science, Electric),

The Science of Flight (formerly Aerospace), State 4-H Jr. Leader Conference, State 4-H Band, State 4-H Chorus, 4-H Round Up, National 4-H Conference, National 4-H Congress, National 4-H Dairy Conference, Citizenship Washington Focus, State Fair Exhibit Hall Workers, State Fair Youth Leadership Conference, Indiana 4-H Youth Congress, State Fair Achievement Trip.

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