

## **4-H PROJECTS**

4-H Projects = Decision Making + Communicating + Self Understanding + Managing + Developing Relationships + Working with Groups + Learning to Learn

“Learning by doing” is the goal of 4-H. 4-H’ers build a project in one of the eight Curriculum areas:

**Citizenship and Civic Education**

**Communication and Expressive Arts**

**Family and Consumer Sciences**

**Environmental and Earth Education**

**Healthy Lifestyles**

**Personal Development and Leadership**

**Plants and Animals**

**Science and Technology**

At the yearly club planning meeting, the 4-H club leader should get each 4-H’er to complete a Project Selection Sheet appropriate to the consensus age group of the club (5 to 8-year-olds, 9 to 12-year-olds and 13 to 19-year-olds). Each 4-Her should pick out three or four projects that interest them. After the youths fill out the sheets, the leader should collect them and select the top three or four projects to slate on the club agenda for the year. Once the projects have been chosen and the yearly calendar has been finalized, the 4-H leader must collect money for the project books selected from each 4-H club member. The 4-H leader is then to give the order and the money collected to the 4-H agent so that he or she may place the order for the club. The cost for shipping needs to be included in the order.

### **Project Selection and Record Keeping-Useful Tips**

1. Project work for the current year should run from January 1<sup>st</sup> to December 31<sup>st</sup>.
2. At the beginning of the year, each 4-H member is given a Summary Record Form. This form is what they should use throughout the year to record information pertaining to their 4-H projects, activities, and awards.
3. 4-H’ers should purchase a notebook for record keeping and attach the Summary Record Form neatly inside.
4. Club leaders and parents should guide 4-H’ers to choose projects that interests them. 4-H’ers should be encouraged to carefully record information about their projects as they go along.
5. Club leaders and parents should take pictures of 4-H’ers working on their projects and participating in other 4-H activities and contests.

## **Project Area Descriptions**

**Citizenship and Civic Education** – Teaches youth the ways that one can make his/her surrounding better by giving a helping hand to better society in which one lives, in other words, becoming a good citizen. One may choose to be a community service coordinator, planner, participant or any number of other functions that would enhance his/her community.

**Communications and Expressive Arts** - Communication skills are important life skills in the development of any young person. The curriculum is divided into three major areas, Creative and Performing Arts, Photography and Public Speaking. In addition, the communication program of Demonstration Presentations is also an important part of this program.

**Consumer and Family Sciences** - The Consumer and Family Sciences 4-H Curriculum includes project material related to clothing and textiles, consumer education and management, family life, and housing. It focuses on teaching youth everyday basic life skills that will help them tremendously when they reach adulthood.

**Environmental and Earth Education** - The South Carolina 4-H Environmental and Earth Education curriculum area includes six major components: Wildlife, Forestry, Fishing, Shooting Education, Outdoor Adventure and Environmental Education.

**Healthy Lifestyles** – The Healthy Lifestyles project material teaches youth about nutrition, exercise, stress management, first aid, and other things that are importance of to their well being. These projects help 4-H'ers recognize the value of good health, the relationship between good health practices and their own health, and that growth is unique to each individual.

**Personal Development and Leadership** – Curriculum in these areas teach youth how leadership and personal development are closely tied together. Leadership, as defined, is the "position, function, or guidance of a leader; ability to lead." Personal Development utilizes those characteristics of self-confidence needed to enable the development of knowledge and skills for leadership. In addition, this project area leads into workforce preparation, youth entrepreneurship and economic education.

### **Plants and Animals**

- **Animal Science** - 4-H Animal Science programs provide a wide variety and depth of educational opportunities for youth from every corner of South Carolina. Most involve working directly with live animals of all types. Some of the most popular animals in this program area include Beef Cattle, Cats, Chickens, Dairy Cows, Goats, Horses, Pigs, Rabbits, and Sheep. The 4-H Animal Science Programs allow the youth to practice and demonstrate what they learn at numerous supporting activities like fairs, judging contests, shows, educational bowls and presentation contests. These programs also help youth become aware of career opportunities in the Animal Agricultural Industries.
- **Plant and Soil Science** - In the area of Plant and Soil Sciences 4-H'ers will explore the world of plants and soil. There are three areas of study that a 4-H member can explore: Gardening, Horticulture and Soils.

**Science and Technology** – This curriculum covers three major areas: Computers, Space and Flight, and Engineering Sciences. Engineering Sciences include things like bicycling, electricity, small engines, tractors, safety and automotive.