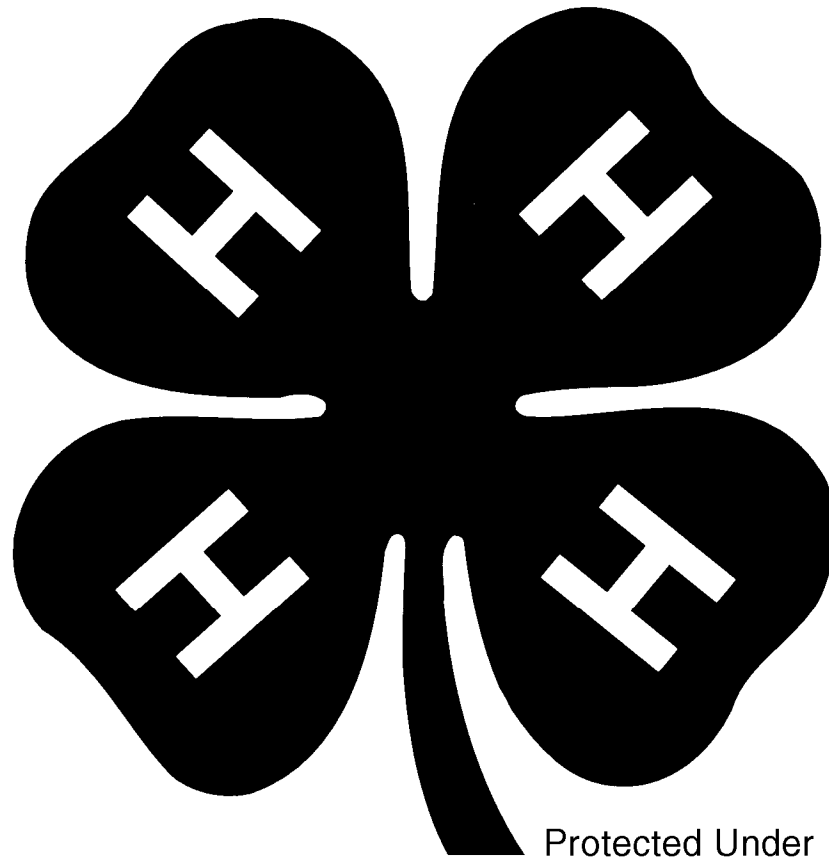


Jackson County 4-H



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Member Enrollment Guide



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JACKSON COUNTY EXTENSION OFFICE INFORMATION

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4-H....

4-H involves young people everywhere - in the city and on the farm. 4-H members belong to one of the largest organizations in the world with more than 5 million people in the U.S. and about 84,000 members in Florida.



4-H is part of the nationwide informal educational system of the Cooperative Extension System, a partnership between Extension, U.S. Department of Agriculture and the State Land Grant Universities. In Florida, the Cooperative Extension Service is a part of the Institute of Food and Agricultural Sciences at the University of Florida, cooperating locally with the Boards of County Commissioners.

MEMBERSHIP GUIDELINES

1. Membership Ages: 5-18 years old or grades K-12
2. Must enroll in at least one project to be a 4-H member.
3. Youth may enroll as a club member or home study member.
4. Grades K-2 may enroll only in Discovering 4-H, or projects designated for their grade level.
5. Membership is open to all youth regardless of race, creed, color, sex, national origin, handicap, or geographic location within Jackson County.
6. There is no fee to be a 4-H member.
7. There are no ownership requirements (such as a horse, steer, sewing machine, etc.) to belong to a club or enroll in a 4-H project.
8. Members are expected to enroll and participate in 4-H in their home county. Members may enroll or participate in projects or events outside their county if it is not already being offered in their home county. A member cannot be enrolled in the same project or event in more than one county.
9. To enroll in a large animal project (beef, dairy, goat, horse) you must be 8 years of age by September 1st of the current school year.

HOW TO JOIN 4-H

1. Complete an annual enrollment form. Your enrollment should be updated each year between August and October. If you are a new member, choose a 4-H club and contact the club leader. The 4-H Office can give you a list of 4-H clubs and 4-H club leaders.
2. Notify the 4-H Office and your club leader of any change of address, telephone number, etc. When you no longer wish to remain a 4-H member, notify your club leader or the 4-H Office.
3. You can enroll or re-enroll by mailing or faxing in the enrollment form at the end of this guide. **New!** Enroll or re-enroll online!
<http://florida4h.org/4honline/homepage.shtml> (click "Login to 4-H Online Enrollment System")

MEMBERSHIP CATEGORIES

Club Members: Youth ages 5-18 enrolled in a community, project or school 4-H club.

Home Study Members: Youth enrolled in at least one 4-H project, but not participating in an organized 4-H club. These youth work on their projects in their home.

4-H AGE DIVISIONS



Cloverbud:	Ages 5-7
Junior:	Ages 8-10
Intermediate:	Ages 11-13
Senior:	Ages 14-18

TYPES OF 4-H CLUBS

4-H Community and School Clubs: Members and leaders meet as a group on a regular schedule under the guidance of adult volunteers or teachers. The members plan their own programs, elect officers, take part in community service activities, and engage in a variety of 4-H project work. The major factor in common among members is usually a geographical or school location.

4-H Project Clubs: Similar in operation to the Community 4-H Clubs, except that members are all enrolled in the same project or a limited range of related projects.

4-H School Enrichment: These are Extension coordinated learning activities planned in cooperation with public and private schools. These programs supplement the on-going school curriculum.

WHAT EVERY 4-H MEMBER SHOULD KNOW:

- 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.”
- 4-H Motto** “To make the best better”
- 4-H Slogan** “Learn by doing”
- 4-H Colors** Green (symbolizes youth and growth)
White (symbolizes purity)
- 4-H Emblem** The national 4-H emblem is a green four-leaf clover with the letter “H” on each lobe of the leaf. It represents the four-square development of the:
HEAD-think, plan, and reason
HEART-kind, true, and sympathetic
HANDS-to be useful, helpful, and skillful
HEALTH-to enjoy life



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WHAT DO 4-H MEMBERS DO?

Take Part in 4-H Events & Activities: The activities available to 4-H members include summer camps, camp counseling, youth fairs, livestock shows, contests, judging team events, public speaking, project workshops and classes, and many more. There are also district, state and national events and activities.

Attend Club Meetings: Attend the regularly scheduled meetings of your 4-H group or club. You will meet and have fun with other 4-Hers as you plan and carry out the activities you want to do.

Learn Leadership Skills: You may be elected to serve as an officer of your club. Other leadership opportunities include serving on committees, serving as committee or activity chairpersons, being a county 4-H officer, camp counseling, attending State Leadership Conference, State 4-H Legislature, or National Citizenship Focus in Wash. D. C., and more.

THE FULL 4-H EXPERIENCE

4-H Projects: A 4-H Project is the subject or topic you want to learn about. The project you select may be worked on for several months, a whole year, and sometimes even longer. The Project Description Section describes the different projects available to you.

4-H Exhibits: In the projects you enroll in you will be eligible to enter exhibits (items you make or prepare) at the County Fair in October and the North Florida Fair in November. Ribbons, premiums, and other awards can be won.



Demonstrations: Demonstrations are show and tell presentations about your project. 4-Hers compete in demonstrations during county and district events, and also 4-H State Congress.

Record Books: For each project you will receive an Annual 4-H Project Record and a project book or manual. Records are used as a way for you to record what you have learned and accomplished.

Keeping a 4-H record book will help you . . .

- Learn how to organize yourself
- Learn how to set reasonable goals for yourself
- Appreciate what you've learned and accomplished this year
- Explain what you learned and did
- Keep track of the costs associated with your project
- Gather information needed to apply for awards and scholarships
- Complete applications and résumés for jobs and college
- Meet requirements to participate in county, state, or national 4-H events
- Have a record to compare your progresses and successes from year to year

4-H PROJECT SELECTION GUIDE

Members must re-enroll each year. Use this guide to select your projects, then complete and return the enrollment and participation forms attached at the end of this guide. Mail it to the County Extension Office, fax it to 850-482-9287, or e-mail it to brk09@ufl.edu.

And now you can even re-enroll on-line. Go to <http://jackson.ifas.ufl.edu> and follow the links to 4-H.

General Requirements:

1. You are required to enroll in at least one 4-H project to be considered a 4-H member.
2. You may enroll in up to three (3) projects, but you **must enroll in at least one.** There is a limit on the number of projects you may enroll in at any one time due to the high cost of project books. However, if you complete a project you may turn in your completed record book and enroll in another project. If, after receiving a project book you change your mind, please return the book.
3. Many of our projects can be accomplished in one year, or be spread out over 3 years. You are not required to finish the project. You will only be judged on what you have been able to complete.
4. An Annual 4-H Project Record will be provided for each project you are enrolled in. All of the project books available for each project are listed in this guide.
5. On the Enrollment Form, list the projects you wish to enroll in and the project books you wish to order. Upon request, for persons with print-related disabilities, this publication is available in alternate formats.
6. Upon receipt of your enrollment we will send you your materials.
7. Unless otherwise indicated, all projects are available to all members in grades 3-12.
8. To enroll in large animal projects, including beef, dairy, goat, horse, and swine, you must be 8 years of age as of **September 1st of the current school year.**

THINGS TO KNOW WHEN CHOOSING A 4-H PROJECT

1. When there are units or levels listed for a project, this usually refers to the sequence in which you should complete them.
2. Check age guidelines for each project and project unit. As a general guideline, unit 1 projects are for grades 3-5, unit 2 are for grades 6-8 and unit 3 are for grades 9-12.
3. Most of the 4-H projects you can do on your own and at your own speed or with your club. County workshops will be offered for some projects, and will be announced in *Clover News*, our monthly 4-H newsletter.
4. When you receive your project books, read through them and write down some project goals (things you want to do or learn). Then make a project plan on how you are going to achieve these goals. (Refer to your Annual Project Record for information on how to do this.)

YOU MAY CHOOSE UP TO THREE (3) PROJECTS FROM THE FOLLOWING

AEROSPACE Grades K-12

PRE-FLIGHT: Youth and their helpers have a great time working together as youth learn how to talk like a real astronaut, find out how an airplane works and have fun at the same time. (K-2)

LIFT-OFF: Blast off with this guide as you fly kites, participate in airplane contests, launch rockets, explore space, make a glider, and construct a straw rocket and experience disorientation.

REACHING NEW HEIGHTS: Soar as you learn to fly an airplane, launch a rocket, conquer space and become an astronaut or pilot. Controlling flight direction and experiencing shuttle technology add to the fun. Make a shuttle on a string, a Japanese kite, a hang glider and a control panel of an aircraft.

PILOT IN COMMAND: Create your own altitude tracker, determine the most fuel efficient routes between airports and make a box kite. Explore pilot certification requirements, evaluate past and present navigation systems, and learn about airport issues in your community.

AGRICULTURAL BIOTECHNOLOGY Grades 8-12

FIELD OF GENES: (Includes CD) Explore the wonders of life through scientific activities.

BICYCLE ADVENTURES Grades 3-12

BICYCLE 1: Discover the joy of riding a bicycle while you learn why helmets are worn; how to check tires, brakes and chains; ways to control a bike when starting and stopping; recognize signs, signal correctly, cross an intersection and ride in traffic.

BICYCLE 2: Gather information to purchase a bike, identify bike parts, recognize different types of tires and valves, adjust seats, handle bars and brakes, put chains on, shift gears, make a quick stop, dodge an obstacle, read maps and plan bike routes.

BICYCLE 3: Advance cyclists enjoy the challenges of choosing a bike, fixing tires, replacing brake cables, removing and cleaning a chain, make safe emergency turns, shifting gears efficiently and riding in variable conditions.

BEEF Grades 3-12

BITE INTO BEEF: Engage in activities to identify breeds, locate parts, judge, halter break a calf, fit a steer, show a calf, recognize a healthy animal, select feed ingredients and shop for beef and beef by-products.

HERE'S THE BEEF: Activities related to leg structure, presenting oral reasons in judging, feed ingredients, behavior, nose printing, parasites, fitting, ethical issues, beef carcass composition, and retail meat cuts.

LEADING THE CHARGE: Selection and judging, feeds, careers, health, reproduction, and meats and marketing encourage you to deepen your learning.

MARKET STEER RECORD BOOK: This record book is required for participation in the Jackson County Fair and the Fed Cattle Show

BREEDING BEEF RECORD BOOK: This record book is required for participation in the Jackson County Fair

CATS Grades 3-12

PURR-FECT PALS: Learn about cats, engage in activities to select a cat, identify breeds, name the parts of a cat, handle and groom a cat, care for its health and budget for its care.

CLIMBING UP: Activities on cat senses, the meaning of cat sounds, tricks you can teach a cat, signs of illness and health emergency situations, feeding, special diets, traveling with a cat and showing it.

LEAPING FORWARD: Explore veterinary procedures, cat body systems, diseases, reproduction, genetics, older cat needs, behavior, showmanship, community laws, animal welfare and personal strengths.

CHILD DEVELOPMENT Grades 3-12

GROWING ON MY OWN: Explore how children grow and develop, how to inspect toddlers' toys and make their home hazard-free. Learn more about their roles in life, how to handle their emotions and accept differences in others.

GROWING WITH OTHERS: Learn about self-care, rules, responsibility and safety and babysitting. Learn to work with others and gain awareness of common dangers in a child's world.

GROWING IN COMMUNITIES: Explore child development careers, gain experience as a teacher or coach, participate in a community service project and learn that children with different abilities have different needs.

CITIZENSHIP – PUBLIC ADVENTURES Grades 4-12

PUBLIC ADVENTURES KIT: Grades 4-12. Decision making, problem solving, and teamwork are among the skills you will learn. Address real community issues and keep a journal of your thoughts, decisions and actions throughout the process. The Adventure Kit contains a passport to record achievements, postcards with project tips and a travel log.

CLOTHING, SEWING AND TEXTILES Grades 3-12. Learn to be a smart clothing consumer, how to create garments and unique costumes and more. Buying strategies, accessorizing, apparel care, apparel design, recycling, how to start a business, and the social and psychological influences of clothing are featured.

Sew for the Fun of It, Unit 1 *Sew On or So Forth, Unit 2* *Sew Much More, Unit 3*

CLOTHING DECISIONS Grades 6-12. Do the clothes you wear reflect who you are? Or who you'd like to be? How do you find the style that's you? How do you look beyond advertising and first impulse buying to purchase clothing that you can afford and feel great wearing?

Discovering Choices, Unit 1

Managing Choices, Unit 2

COMMUNICATIONS Grades 3-12

PICKING UP THE PIECES: Engage in nonverbal, verbal, and written activities that stretch and strengthen personal communication skills. Encrypting codes, writing songs, giving directions, dealing with bullies, and making a statement through art are a few of the exciting activities.

PUTTING IT TOGETHER: Practice and gain confidence in communicating in a variety of

situations. Gain confidence as a strong communicator as you present oral reasons, plan and present speeches, communicate assertively, practice making a good first impression and mentor others.

THE PERFECT FIT: Polish your communication skills and develop a public presence by speaking in public, exploring communication careers, writing resumes, interviewing for a job, developing presentations, dealing with anxiety and much more.

COMPUTER MYSTERIES Grades 3-12

Using a combination of interactive CD and web-based activities, kids and teenagers alike will find Computer Mysteries challenging and fun. You will learn how to interact with computers, use a variety of software, add hardware and take advantage of information in the Internet. Level 1 is designed for beginners with little or no experience. A CD-Rom is included with this Guide. The second and third levels are designed to be done on the Internet. With the manual you will receive a special user identification password that will allow you to access the curriculum's web site.

Unit 1 - Booting Up: Interfacing with Computers + CD-Rom

Unit 2 - Adding On: Hardware & Software Magic

Unit 3 - Reaching Beyond: The Advanced User

CONSUMER SAVVY Grades 3-12

THE CONSUMER IN ME: Experience what it means to be a consumer through saving, spending and sharing.

CONSUMER WISE: Realize the influence of peer pressure and the power of advertising as you learn to make independent decisions when shopping.

CONSUMER ROADMAP: Navigate the potholes in the marketplace en route to becoming a savvy consumer.

DAIRY *Training and Showing*
Moooving Ahead, Dairy Unit 2

Dig Into Dairy, Dairy Unit 1
Leading the Way, Dairy Unit 3

DAIRY GOATS Grades 3-12

GETTING YOUR GOAT: Develop skills in selecting a goat, identifying breeds, naming body parts, management, records, safety, disease prevention, feed ingredients, products, grooming and showmanship.

STEPPING OUT: Continue the fun with activities and information on delivering a kid dairy goat, caring for a newborn, performing dairy goat management practices, exploring health problems and diseases, hay quality and products,. exhibiting, judging dairy goats and giving oral reasons.

SHOWING THE WAY: Show your knowledge and skills while selecting a breeding system, developing a herd calendar, formulating a ration, determining body condition scores, evaluating a dairy goat herd and planning a judging contest.

DISCOVERING 4-H **Grades K-2 only**

The project is divided into several mini projects for 5, 6 and 7 year-olds to do.

EXPLORING 4-H Grades 2-4

EXPLORING THE TREASURERS OF 4-H: This activity guide provides a “treasure hunt” for youth to explore the joys of 4-H by discovering their interests, potential 4-H projects and finding 4-H where they live with the guidance of parents or other adult helpers.

DOG Grades 3-12

WIGGLES AND WAGGLES: Learn basic skills for dog care and training. Activities include knowing breeds, selecting a dog, knowing the parts of a dog, keeping a dog healthy and groomed, training and much more.

CANINE CONNECTION: Explore more about dog health, nutrition, care, genetic problems, population control, showmanship, training, ethics and budgeting.

LEADING THE PACK: Investigate responsible dog breeding, diseases, caring for geriatric dogs, training, service dogs, dog roles and careers related to dogs.

ELECTRIC EXCITEMENT Grades 4-12

MAGIC OF ELECTRICITY: Explore why certain things insulate from electricity better than others, the effect magnetism has on various substances, how to build a flashlight, build and test a compass, build an electromagnet and electric motor.

INVESTIGATING ELECTRICITY: Decoding circuit diagrams, sending messages by Morse code and building three way switches are featured. Build circuits and test voltages, build a rocket launcher and a burglar alarm. This unit is designed for youth who understand magnetism, electron flow and circuit design.

WIRED FOR POWER: Build on skills learned in Units 1 and 2 plus learn some new ones, such as measuring electrical usage, replacing electrical switches and determining electrical loads. Evaluate different light bulbs and test for electrical power.

ENTERING ELECTRONICS: Learn about diodes, transistors, LED's, photocells, SCR's, IC's and amplifiers. This guide is designed for intermediate to advanced learners. An understanding of DC circuits, voltage, amperage, current flow, polarity and some soldering is needed.

EMBRYOLOGY Grades 2-8

Learn how chicks are hatched and cared for at birth. A small incubator is available on loan from the 4-H Office for you to use in actually hatching your own chicks at home.

4-H Embryology

ENTOMOLOGY Grades K-6

CREEPY CRAWLIES: Learn how to make an insect collection, where to look for insects and how to identify and classify insects.

WHAT'S BUGGING YOU? With activities like Bugs on Canvas, Designer Bugs, How Sweet It Is, Bobby Buggy Bumpers and Peek a Boo Bug, every experience is a new adventure. Develop communication skills, identify insects to order, design insects, complete an insect collection table, plan an insect collection trip, rear meal worms, explore insect legs and collect insects with an extractor.

DRAGONS, HOUSES AND OTHER FLIES: Keep an insect journal, determine the effect of food on mealworm larvae production, test ant food preferences, conduct honey bee learning experiments, organize an insect club, use an insect key, plan a butterfly garden, record insect observations, identify insect mouth types, and make a spider web display.

ENTREPRENEURSHIP Grades 7-12

BE THE E: Discover the world of Entrepreneurship with this multilevel guide. Activities assist you in learning what it takes to be an entrepreneur, and whether you have “The Right Stuff” to meet the challenges. Practice the skills needed to function successfully as an entrepreneur and explore types of businesses, products and pricing, marketing, partnership, agreements and contracts. Create a business plan and start your own business.

EXPLORING YOUR ENVIRONMENT Grades 3-12

ECO-WONDERS: Experience the four elements of life, connections among living things and how all plants and animals are affected.

ECO-ADVENTURES: Engage in encouraging and challenging outdoor activities.

ECO-ACTIONS: Develop scientific thinking and processing skills in relationship to basic ecological concepts.

FAMILY – “IT’S ALL IN THE FAMILY” Grades 3-12

It’s All in the Family Source book of communication activities, projects, and other things to do together. In strong families people work to make the home a place of love and support. It means being able to respond to challenges, discuss needs and concerns, and express love and appreciation for one another. None of these things happen automatically. Good communication skills are essential. The activities and suggestions in this booklet will help you get started.

FINANCIAL CHAMPIONS Grades 7-9

MONEY FUNDAMENTALS: Learn money management skills, including deciding whether to make a purchase, determining whether you can afford it, and living within a spending plan.

MONEY MOVES: Learn about wants and needs, values, goal-setting, communications, ways to use and save money, the benefits and drawbacks of credit, advertising influences, consumer decision making and how to select financial services.

FISHING FOR ADVENTURE Grades 3-12

TAKE THE BAIT: Have fun tying knots, casting to a target, rigging various lines, selecting tackle, identifying where the fish are, using different baits and lures, identifying fish, cooking fish and naming internal and external fish parts.

REEL IN THE FUN: Locate fishing information on the web, cast using a spinning and fly rod and bait casting reel, practice responsible citizenship, research fishing regulations, decorate a lure, sew a fly wallet, tie an artificial fly and test a water sample.

FISHING FOR ADVENTURE continued

CAST INTO THE FUTURE: Develop your leadership skills as well as your fishing skills as you take a friend fishing, demonstrate how to disassemble and reassemble a fishing reel, design and conduct a sport fishing skill-a-thon, make artificial flies, design and craft a lure, customize tackle, build and use a kick net, respond to ethical situations and interview a professional fisherman.

FOODS Grades 3-12

SIX EASY BITES: Prepare foods, do fun experiments and go on fact-finding missions.

TASTY TIDBITS: Learn healthy food selection, food safety and smart food purchasing through exciting and challenging activities.

YOU'RE THE CHEF: Explore food careers and learn food preservation and preparation through activities.

FOODWORKS: Learn about foods and more advanced food preparation. Have access to the fun new web site where you can download recipes from across the country and around the world.

FORESTRY in Florida

Adopt a Tree

Trees and Me

Florida's Forests

GARDENING Grades 3-12

SEE THEM SPROUT: Learn to plant a garden as well as plant the seeds, use garden tools safely and harvest crops. Autograph pumpkins, grow plants from roots, make a rain gauge and roast pumpkin seeds.

LET'S GET GROWING: Use transplants in a garden, start seeds indoors, observe how plants respond to light, and grow new plants from plant parts. Make a worm box, freeze vegetables and make a compost pile.

TAKE YOUR PICK: Learn to test and improve soil, extend the growing season, cross pollinate flowers and assist others in garden projects. Explore photosynthesis, plant, harvest and dry herbs, and learn to pickle vegetables.

GROWING PROFITS: Explore double crop planting methods, the effects of pollution on plants, plant genetics, pest management, and starting a plant business. Learn how to construct raised beds for planting, investigate hydroponics and spuds in space.

HEALTH Grades 3-12

FIRST AID IN ACTION: Practice first aid skills to treat cuts, scrapes, nosebleeds and bee stings. Learn how to respond to someone who is choking or has broken a bone, assemble a first aid kit, and interview members of the medical profession.

STAYING HEALTHY: Use a self-assessment tool to identify personal talent areas – “smarts”, explore hygiene, nutrition and physical activities, and share what you discover with a new appreciation of personal interests and talents.

KEEPING FIT: Design your own personal fitness plan and track it using your own fitness file. Through interviews and personal experiences discover the benefits to being fit as you practice making decisions, managing yourself, and speaking with others.

HOBBIES & LEISURE Grades 6-12.

Collectibles Project Book: Learn how to collect and care for collectibles, including coins, figurines, leaves, rocks, sports cards etc.

HORSE Grades 3-12

GIDDY UP & GO: Youth who may or may not have a horse of their own, but want to learn about horses will enjoy this unit. Learn the basics of horse behavior, breeds, and safety around horses through a variety of activities, including teaching others.

HEAD, HEART & HOOVES: Learn more about acquiring and raising a horse including

selecting a horse, horse nutrition and care, equine teeth and bones, judging, including giving oral reasons and much more.

STABLE RELATIONSHIPS: Explore horse reproduction, diseases and health care, pasture management, providing appropriate shelter and building a financial plan.

RIDING THE RANGE: Learn nine basic riding skills and ten horsemanship skills, training techniques, trail riding and selection and use of tack.

JUMPING TO NEW HEIGHTS: Learn more advanced riding skills, the Quarter System, horse showmanship, ethics and leadership.

LEADERSHIP – STEP UP TO LEADERSHIP Grades 3-12

MY LEADERSHIP WORKBOOK: Grades 3-5. Practice leadership through this action-packed workbook. From “putting yourself in someone else’s shoes” to “gathering up loose ends” and “freezing a conflict”, learn about individual leadership skills.

MY LEADERSHIP JOURNAL: Grades 6-8. Continuing on the leadership journey, you learn the importance of understanding yourself as a leader. Teamwork is emphasized as you walk the teamwork tightrope and search for team talent. You are encouraged to keep a “journal” of your leadership journey.

MY LEADERSHIP PORTFOLIO: Grades 9-12. Focus on “real life” leadership activities. You are encouraged to develop a portfolio of your leadership experiences. Through self-directed activities you will assume greater leadership responsibilities.

MARINE SCIENCE For Grades 7-12

Coastal Marine Environmental Issues This is an extended case study for the investigation and evaluation of marine issues of the gulf coast and Florida panhandle. You will receive a copy of Coastal Marine Environmental Issues. You will study coastal marine ecosystems, biodiversity and coastal marine ecosystems, identify and analyze coastal marine issues, investigate coastal issues, and learn about citizenship related to the environment. This is not designed to be completed in a year.

MARKET GOATS Grades 3-12

JUST BROWSING: Learn goat breeds and selection, feeding and management, goat health, goat body parts, record keeping, meat goat and dairy confirmation, show preparations and sportsmanship.

GET GROWING WITH MEAT GOATS: Explore goat diseases, identifying poisonous plants, determining body condition, water quality, goat predators, kidding, goat reproduction, the veterinary profession, selecting stock and showing meat goats.

MEATING THE FUTURE: Discover how to select breeding sires, balance a ration, prevent diseases, control internal and external parasites, practice bio-security, practice sound ethics, conduct a meat goat judging clinic, judge goats, give oral reasons and explore meat goat products.

MICROWAVE MAGIC Grades 3-12

BAGS OF TRICKS: Engage in activities to understand how the microwave works, learn to use the microwave safely and prepare foods such as scrambled eggs, apples, popcorn treats, fudge and desserts.

MICRO-MAGICIANS: Activities on understanding watts and prepare foods such as potatoes, vegetables, pudding bar cookies, beans, upside down cake and brownies.

AMAZING RAYS: Practice more advanced microwave techniques such as shielding, defrosting and browning.

PRESTO MEALS: Learn techniques such as adapting recipes for the microwave, blanching fruits and vegetables and stacking whole meals.

MOWING FOR MONEY Grades 8-12. Learn how to start a small business in lawn care. This project will teach you the basics of safe and efficient lawn equipment operation, maintenance and repair; approaches toward growing the best looking lawn possible; and the steps required to set up your own lawn care business.

Mowing for Money, a Dollar & Sense Guide to Lawn Care

Mowing for Money Business Record

OUTDOOR ADVENTURES Grades 3-12

HIKING TRAILS: Learn shelter selection, Leave No Trace camping skills, outdoor cooking, and environmental awareness and appreciation.

CAMPING ADVENTURES: Experience planning and taking a day hiking trip. Activities include clothing needs, what to pack in a daypack, reading topographic maps and orienteering skills.

BACKPACKING EXPEDITIONS: Focus on being on the trail for an extended period of time. Consider clothing needs, setting up tents, using backcountry stoves, basic nutritional needs, menu planning for multi-day hikes, and personal hygiene and basic first aid.

PETS Grades 3-12

PET PALS: Learn about pets through activities such as selecting a pet, identifying pet parts, pet art, handling pets, providing the right kind of housing and meeting the daily needs of pets.

SCURRYING AHEAD: Develop planning and decision making skills as you practice feeding and caring for your pets, observing pet behavior, exhibiting pets, debating pet sayings and creating a story about a pet.

SCALING THE HEIGHTS: Explore genetics, pet issues, reproduction, caring for newborns, starting a business and entering careers.

PHOTOGRAPHY Grades 3-8

Adventures With Your Camera (beginners) covers how to load, hold and aim a camera; how the camera works; film speeds; picture composition; how to prepare a photo exhibit: learn about camera equipment; basic camera handling techniques; good photo composition; how to take action pictures; how to use flash.

Grades 3-5 Adventures With Your Camera

Grades 6-8 Adventures With Your Camera

POULTRY Grades 3-12

SCRATCHING THE SURFACE: Activities such as identifying poultry species and breeds, selecting poultry, feeding and handling, washing and showing poultry, exploring an egg and cooking eggs.

TESTING YOUR WINGS: Select layers, keep your poultry healthy, identify pecking order in a flock, read a feed tag, explore retail products, identify poultry bones, grade

carcasses, use the Standard of Perfection to evaluate poultry, make a budget and examine an egg using an egg candler.

FLOCKING TOGETHER: Develop leadership skills by managing a flock, processing chickens, exploring careers, planning a judging clinic, conducting poultry games and discussing values and ethics.

CLOVERBUD POULTRY RECORD BOOK: Required for Jackson County Fair

POULTRY RECORD BOOK (Grades 3-12): Required for Jackson County Fair

PUBLIC SPEAKING & DEMONSTRATIONS Grades 3-12

Learn to plan, prepare, and present public speeches. Learn how to give speeches of introduction, presentation and acceptance, how to research a topic. Acquire the ability to speak in public. Activities include county, district and state speaking contests.

4-H Public Speaker's Handbook

Making Posters

Do A Visual Presentation

Your 4-H Image

RABBITS Grades 3-12

WHAT'S HOPPENING? Learn selection, handling, breeds, parts, management, equipment, feeding, health, breeding and kindling.

MAKING TRACKS: Learn to select a rabbit, detect diseases, tattoo your rabbit, keep records, show rabbits, and judge rabbits including giving oral reasons.

ALL EARS: Advanced youth fully explore rabbit management practices through breeding, genetics, culling, designing a rabbitry, marketing rabbits, preventing diseases and registering a rabbit.

RABBIT CLOVERBUD PROJECT RECORD: Required for Jackson County Fair

RABBIT PROJECT RECORD (Grades 3-12): Required for Jackson County Fair

SMALL ENGINES Grades 3-12

CRANK IT UP: Focus on basic small engine knowledge, study external engine parts, discover tools of the trade and learn about the concepts behind what makes small engines work. Explore the uses of small engines and safety issues.

WARM IT UP: Explore the internal parties of engines, learn about engine sizes, compression ratios, seasoning your engines and safety issues. Learn about occupational possibilities and about starting your own business.

TUNE IT UP: Tear down and rebuild an engine, use diagnostic tools, research rules and regulations about using small engine machines and select replacement engines.

SWINE Grades 3-12

THE INCREDIBLE PIG: Naming breeds, learning body parts, judging market hogs, exploring a digestive system, examining a healthy pig, identifying pork cuts, practicing fitting and showing are just a few of the activities.

PUTTING THE OINK IN PIG: Challenges include managing baby pigs, balancing a ration, exploring swine diseases, preparing pork, discovering swine careers and packing a show box.

GOING WHOLE HOG: Advanced youth plan a breeding system, judge breeding gilts, design a swine operation, complete a job application plus many more activities.

SWINE MARKET RECORD BOOK: Required for Jackson County Fair

THEATRE ARTS Grades 3-12

PLAY THE ROLE! – ACTING: Through creative dramatics activities, you bring your imagination to life. Movement, voice and speech, characterization, play building and playing a scene. Activities range from warm-ups to improvisation, from pantomime to monologue making, from clowning to theatre visits.

BECOME A PUBBETEER! – PUPPETRY: Learn types of puppets (hand, rod, marionette, shadow, etc.); how to create a puppet and puppet stage; development of your puppet character; how to create and present a puppet skit; and puppetry therapy.

SET THE STAGE! - STAGECRAFT: Learn stagecraft options, which tap into your unique skills and talents behind the scenes, including costumes, sound, lighting, props, set design, makeup and stage management.

VETERINARY SCIENCE Grades 3-12

FROM AIREDALES TO ZEBRAS: Learn about the normal animal, basic anatomy and systems, elementary principles of disease and careers with animals.

ALL SYSTEMS GO: Examine health and disease topics, normal and abnormal conditions in animals and veterinary careers.

ON THE CUTTING EDGE: Participate in deeper investigations of normal and abnormal systems, preparation for college and exploration of the diversity of the veterinary profession.

WILDLIFE

Exploring the Outdoors

Bird Study (4H 287)

WOODWORKING WONDERS Grades 3-12

MEASURING UP: Develop the basic skills that wood-workers use, such as measuring, squaring and cutting a board, driving nails, and using clamps and screws. The final product may be a picture frame, a letter holder, a box or an airplane.

MAKING THE CUT: Youth who have used basic hand tools will measure, cut, sand, drill, use advanced hand and power tools, apply paint and use bolts and staples.

Woodworking project choices include building a sawhorse, birdhouse, tool box or stool.

NAILING IT TOGETHER: Youth who are competent with hand tools and who have used power tools practice measuring angles, cutting dado and rabbit joints; use a circular saw, a table saw and a radial arm saw; smooth lumber with a hand planer and sand and stain wood.

FINISHING UP: Youth who are craftsman and competent with a table saw, radial arm saw, drill press and jig saw, move up to using a router, portable planer and jointer, making a blind mortise and tenon joint, making dovetail joints and experimenting with adhesives and various chemical wood strippers.

4-H Enrollment Check List:

- Fill out your enrollment form completely. Be sure to list your project(s), and use the sample form as a guide!
- Fill out your participation form completely (front and back).
- Make sure that you and your parent, or guardian, sign both forms.
- Mail, email, fax, or drop off your forms to:

Jackson County 4-H
2741 Pennsylvania Avenue, Suite #3
Marianna, FL 32448
EMAIL: brk09@ufl.edu
FAX: (850) 482-9287

Congratulations!
You are an enrolled 4-H member!



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