



Orange County 4-H Curriculum Guide



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What is a 4-H project?

4-H projects include multiple learning experiences that take place over an extended period of time (minimum six hours). Through hands-on activities youth learn to be active participants in the learning process. This can take the form of games, demonstrations, experiments or other activities. Youth then go on to evaluate their own learning experience through reporting their goals, activities and accomplishments.

Factors to consider in selecting a project:

- Select a project you like
- Select a project that can be completed
- Consider the money or other resources it may take to complete the project. Is there parental support?
- Consider the space and equipment you have at home
- Consider the time it will take
- Consider parental/adult support for the project
- Be aware of opportunities for growth in this project, will it be a one year or three year commitment?
- A 4-H project should be fun, serve a purpose and be worth the effort!

4-H project selection is the first step toward project completion. A completed project will include educational curriculum and written documentation for the youth reflecting on what they learned during their project experiences. Youth are asked to set project goals at the beginning of their project, take notes throughout their project and provide a summary at the end of the project in the form of a Project Record Book. Submission of the Project Record Book(s) will result in individual and peer evaluation. Youth will receive a special *project pin* to award and recognize their completion of the project process.

All youth enrolled in a 4-H club should enroll in at least ONE project for the program year. This takes at the time of 4-H Online enrollment. There is no limit to the number of projects that can be attempted in a program year, but close

adult supervision is recommended with multiple projects to insure quality and reasonable expectations for a youth.

About 4-H Curriculum

Curriculum refers to all the planned educational experiences that a youth would be involved in within an area of study or "project".

Member "Project Books"

These are the youth manuals or workbooks that direct youth through a subject matter topic at their own pace. Recordkeeping of project work may be done in a separate companion booklet to the Project Book or incorporated into the Project Book itself.

Volunteer Project Leader/Helper Guides.

These companion materials to the Member "Project Books" are developed to support the youth, individually or in groups, with their project learning experiences.

Project Record Book refers to any level, (junior, intermediate, senior) or project specific, (e.g., Florida 4-H Horse Record Book) record book that is used to summarize the project experience. These are sometimes referred to as Project Reports. NOTE: Any project specific record book must be accompanied with a level record book to be considered the COMPLETED project.

The completed project record book must be submitted to the Orange County 4-H office by the published deadline for evaluation and recognition of project completion.

This document is intended to be a resource for parents, 4-H leaders, and educators rather than an exhaustive list of all available 4-H projects. The majority of projects listed in this document are intended for use by the individual 4-H member. Please contact an Orange County 4-H Agent at (407) 254-9222 or Orange4H@ifas.ufl.edu for additional information.

CITIZENSHIP PROJECTS

Arts & Crafts

Collectibles: Member Manual
Palette of Fun with Arts & Crafts: Helpers Guide

Career Development

Career Exploration 1: Countdown to Liftoff
Workforce Readiness Youth Guide
Group Helpers Guide

Child Development

Child Development 1: Growing on My Own
Child Development 2: Growing with Others
Child Development 3: Growing in Communities
Group Helpers Guide

Clothing & Textiles

Sewing 1: Under Construction
Sewing 2: Fashion Forward
Sewing 3: Refine Design

Clothing Decisions: Discovering Choice
Clothing Decisions: Managing Choice

Let's Sew A Beginner's Sewing Guide

Citizenship & Service

Unit 1: Me, My Family, & My Friends
Unit 2: My Neighborhood
Unit 3: My Clubs & Groups
Unit 4: My Community
Unit 5: My Heritage
Unit 6: My Government
Unit 7: My World
Exploring Citizenship Leaders Guide

Consumer Education

Consumer Savvy 1: Consumer in Me
Consumer Savvy 2: Consumer Wise
Consumer Savvy 3: Consumer Roadmap
Group Helpers Guide

Entrepreneurship

Be the E

Filmmaking

4-H Filmmaking Workshop DVD

Leadership

Leadership: My Leadership Workbook
Leadership: My Leadership Journal
Leadership: My Leadership Portfolio
Leadership: Mentor Guide 1&2
Unlock Your Leadership Potential
Officers' Training Handbook
Secretary's Record Book
Treasurer's Manual & Record Book

Money Management

Financial Champions 1: Money FUNdamentals
Financial Champions 2: Money Moves

Financial Champions: Group Helpers Guide
Reading Makes Cents

Photography

Adventures w Your Camera A (ages 8-10)
Adventures w Your Camera B (ages 11-12)
Level 1: Focus on Photography
Level 2: Controlling the Image
Level 3: Mastering Photography
4-H Guide to Digital Photography

Public Speaking

Communication 1: Picking up the Pieces
Communication 2: Putting it Together
Communication 3: The Perfect Fit
Communications Group Helpers Guide
Discovering the Treasure of Public Speaking

Service Learning

Service Learning 1: Agents of Change
Service Learning 2: Raise Your Voice
Service Learning: Helpers Guide

Theater Arts

Theater: Play the Role (Acting)
Theater: Become a Puppeteer
Theater: Set the Stage (Stagecraft)
Theater: Group Helpers Guide

Visual Arts

Visual Arts 1: Sketchbook Crossroads
Visual Arts 2: Portfolio Pathways

Woodworking

Woodworking 1: Measuring Up
Woodworking 2: Making the Cut
Woodworking 3: Nailing it Together
Woodworking 4: Finishing Up
Woodworking Helpers Guide

HEALTHY LIVING PROJECTS

Bicycle

Bicycle Adventures 1-3
Bicycle Adventures: Group Helpers Guide

Fishing

Fishy Science
Sport Fishing 1: Take the Bait Sport
Fishing 2: Reel in the Fun
Sport Fishing 3: Cast into the Future *Sport Fishing:*
Group Helpers Guide

Health

Keeping Fit & Healthy 1: First Aid in Action
Keeping Fit & Healthy 2: Staying Healthy
Keeping Fit & Healthy 3: Keeping Fit
Up For the Challenge

Nutrition, Foods & Cooking

Foods A: Six Easy Bites
Foods B: Tasty Tidbits
Foods C: You're the Chef

Foods D: Food Works
Foods Group Helpers Guide

Microwave Magic A: Bag of Tricks
Microwave Magic B: Micro Magicians
Microwave Magic C: Amazing Rays
Microwave Magic D: Presto Meals
Microwave Magic Group Helpers Guide

Food Culture and Reading

Outdoor Adventures

Outdoor Adventures 1: Hiking Trails
Outdoor Adventures 2: Camping Adventures
Outdoor Adventures 3: Backpacking Expedition
Outdoor Adventures: Group Helpers Guide

Shooting Sports

Orange County 4-H Archery Project Guide

SCIENCE

Aerospace

Aerospace 2: Lift Off
Aerospace 3: Reaching New Heights
Aerospace 4: Pilot in Command
Aerospace: Group Helpers Guide
National Association of Rocketry Education CDs

Amphibians

Amphibians & You Student Journal
Amphibians & Youth Teachers Guide

Astronomy

It's Out of this World!

Automotive & Small Engine

Small Engines 1: Crank it Up
Small Engines 2: Warm it Up
Small Engines 3: Tune it Up
Group Helpers Guide

Butterfly

Project Butterfly Wings Youth Guide
Facilitator Guide

Cats

Cat 1: Purr-fect Pals
Cat 2: Climbing Up
Cat 3: Leaping Forward
Cat: Group Helpers Guide

Computers

CPU 1 Inside the Box
CPU 2: Peer to Peer
CPU 3: Teens Teaching Tech Newbie Know
Newbie Know How—CPU Supplement

Cattle

Beef 1: Bite Into Beef
Beef 2: Here's the Beef
Beef 3: Leading the Charge
Group Helpers Guide
Beef: Pattern for Cloth Model Calf

Dairy 1: Cowabunga!
Dairy 2: Mooving Ahead
Dairy 3: Rising to the Top
Group Helpers Guide

Dogs

Dog 1: Wiggles n' Wags
Dog 2: Canine Connection
Dog 3: Leading the Pack
Dog Group Helpers Guide
4-H Guide to Dogs & Dog Training

Electricity

Electricity 1: Magic of Electricity
Electricity 2: Investigating Electricity
Electricity 3: Wired for Power
Electricity 4: Entering Electronics
Electricity Group Helpers Guide

Entomology

Teaming with Insects Level 1
Teaming with Insects Level 2
Teaming with Insects Level 3
Teaming with Insects Facilitators Guide

Creepy Crawlies

Entomology 2: What's Bugging You? Entomology 3:
Dragons, Houses & Other Flies
Entomology: Group Helpers Guide
Getting Started in Entomology – Beginning
Collecting & Identifying Insects-Intermediate*
Working with Insects – Advanced

Forensics

Forensic Entomology: The Black Bear Murder

Environmental Science

Exploring Your Environment: Earth's Capacity
Exploring Your Environment: Ecosystems
Services
Exploring Your Environment: Facilitator Guide

Forestry

Forestry 1: Follow the Path
Forestry 2: Reach for the Canopy
Forestry 3: Explore the Deep Woods
Forestry Group Helpers Guide

Trees and Me

Florida's Fabulous Forests
Forest Resources Leaders Guide

Fungus

Fungus Among Us: Mold Curriculum

Geospatial/GIS

Exploring Spaces, Going Places CD

Goats

Dairy Goat 1: Getting Your Goat
Dairy Goat 2: Stepping Out
Dairy Goat 3: Showing the Way
Dairy Goat : Group Helpers Guide

Meat Goat 1: Just Browsing
Meat Goat 2: Get Growing with Meat Goats
Meat Goat 3: Meating the Future
Group Helpers Guide

Horse

Florida 4-H Horse Project Record Book
Love a Horse Members Guide
Love a Horse Leaders Guide
FL Horse Member Advancement Pgm 1
FL Horse Member Advancement Pgm 2
FL Horse Member Advancement Pgm 3
FL Horse Member Advancement Pgm 4
Leaders Guide
Florida State Horse Show Official Rules
Horse 1: Giddy Up & Go
Horse 2: Head, Heart & Hooves
Horse 3: Stable Relationships
Horse 4: Riding the Range
Horse 5: Jumping to New Heights
Horse: Group Helpers Guide

4-H Guide to Training Horses
Horse Science
Horses & Horsemanship

Marine Science

Life in the Sea (Project Book & Record Book)
Leaders Guide

Aquaculture & the Aquarium
Fins & Scales
Starting & Maintaining a Marine Aquarium
Starting & Main. a Marine Aquarium Record

Pets

Pets 1: Pet Pals
Pets 2: Scurrying Ahead
Pets 3: Scaling the Heights
Group Helpers Guide

Plants & Gardening

Gardening A: See Them Sprout
Gardening B: Let's Get Growing
Gardening C: Take Your Pick
Gardening D: Growing Profits
Group Helper's Guide
Plant Connections

Poultry

Poultry 1: Scratching the Surface
Poultry 2: Testing Your Wings
Poultry 3: Flocking Together
Group Helpers Guide

Rabbits

Rabbit 1: What's Happening?
Rabbit 2: Making Tracks

Rabbit 3: All Ears
Rabbits, Rabbits, Rabbits Manual & Record Book
Group Helpers Guide

Renewable Energy

SAVE: Steps in Achieving Viable Energy*
The Power of Wind
The Power of Wind Group Helpers Guide
There's No New Water

Sheep

Florida 4-H Market Lamb Record
Sheep 1: Lambs, Rams & You
Sheep 2: Shear Delight
Sheep 3: Leading the Flock
Sheep: Group Helpers Guide
Sheep: Pattern for Sewing a Kid or Lamb

Swine

Swine 1: The Incredible Pig
Swine 2: Putting the Oink in Pig
Swine 3: Going Whole Hog
Swine Group Helpers Guide
Swine: Sewing Pattern for Baby Pig

Recycling

Recycling Adventures

Robotics

Junk Drawer 1 Give Robots a Hand
Junk Drawer 2: Robots on the Move
Junk Drawer 3: Mechatronics
Robotics Platforms Track DVD
Virtual Robotics Track DVD
Youth Notebook

Science Discovery Series

Book 1
Book 2

Veterinarian Science

Vet 1: From Airedales to Zebras
Vet 2: All Systems Go
Vet 3: On the Cutting Edge
Vet Science: Group Helpers Guide

Water

There's No New Water

Wetlands

Wetlands Project Manual
Wetlands Project Record

Wildlife

The World Around Us 4-H Wildlife Unit 1
The World Around Us 4-H Wildlife Unit 2
Bluebirds & Other Cavity Nesting Birds