

# Projects & Objectives

## **Agricultural Awareness**

4-H'ers may explore aspects of agriculture gaining a basic understanding of the importance of agriculture in providing life-sustaining food and fiber for the world's people and the many careers available in the field of agriculture.

## **Archaeology**

4-H'ers may explore aspects of archaeology learning more about human activity in the past including artifacts, architecture, tools, clothing, and culture.

## **Arts**

4-H'ers may explore aspects of art and develop skills in the arts including various visual art forms such as painting, sculpting, printmaking, and drawing. Art may include information about various artists, genres of art, or art from different times in history.

- Calligraphy
- Drawing
- Painting (Oil, Tole, Watercolor, etc.)
- Cartooning
- Fine Arts Appreciation
- Pen & Ink
- Computer Graphics and Drawing
- Illustrating
- Pottery
- Costuming
- Make-up (clowning, stage, costume, drama)
- Printing

## **Beef**

4-H'ers may explore aspects of beef cattle and the related industries, including breeding, feeding, production, by-products, and end products. 4-H'ers are not required to own an animal to participate in the project.

## **Bicycle**

4-H'ers may explore aspects of cycling including the recreation and health applications achieved by cycling, the rules of the road on bicycle driving, and knowledge of bicycle safety, care, and maintenance.

## **Cat Care**

4-H'ers may explore sound cat care and management practices including feeding, care, handling and grooming, basic first aid and simple treatments for cat ailments not requiring veterinary attention. Cat ownership is not required.

## **Clothing and Textiles**

4-H'ers may explore aspects of clothing and textiles including determining clothing needs, developing consumer skills in purchasing clothing and textile items, care of clothing and textiles, history of various textiles and clothing styles as well as personal appearance and grooming skills.

## **Communications**

4-H'ers will explore aspects of communication including but not limited to visual, verbal and written communication. 4-H'ers may consider communication skills, barriers to communication, methods of communication, historically significant events in the field. 4-H'ers may use technology in supporting this presentation area but must provide all of the equipment necessary for a video, computer, or other technological presentation.

## **Companion and Specialty Animals**

4-H'ers may explore sound pet care and management practices including feeding, care, handling and grooming, basic first aid and simple treatments for pet ailments not requiring veterinary attention. Animal ownership is not required for the project. 4-H'ers making presentations concerning Dogs, Cats or Rabbits should not present in Companion Animals.

## **Computer Information Technology**

4-H'ers may explore aspects of technology as it relates to computers, smartphones, web-based technology, robotics, gaming systems or other computer systems.

## **Crafts**

4-H'ers may explore aspects of crafts and develop skills in creating craft projects such as recycled crafts, repurposed items, clay or t-shirts projects.

- Basketry
- Food Crafts (cake decorating)
- Paper-Mache
- Bead Work
- Jewelry Making
- Quilting
- Block Printing
- Knitting
- Recycled Crafts
- Braiding
- Leather Work
- Rock Art
- Candle Making
- Macramé
- Rope Art
- Carving (wood, soap, stone)
- Marionette & Puppet Construction
- Sand Crafts
- Ceramics
- Metal Crafts
- Scrapbooking
- Copper Tooling
- Model Building
- Shrink Art
- Crocheting
- Mosaics
- Textile Art
- Decoupage
- Nature Crafts
- Textile Painting
- Dough Art
- Needlework
- Weaving
- Embroidery
- Paper Crafts
- Wood Carving (constructions, whittling, etc.)
- Embossing

## **Creative Stitchery**

4-H'ers will explore the basics of sewing and construction including pattern selection, tools and equipment, and techniques. 4-H'ers will prepare a garment or item that includes a seam and seam finish in the one item. Items may include, but are not limited to, a pillow, purse, duffel bag, apron, shorts, skirt, or any other item. 4-H'ers will be asked questions relative to selecting and sewing their item or garment.

## **Dairy (previously Dairy and Milk Science)**

4-H'ers may explore aspects of dairying and the related industries, including breeding, feeding, production, by-products, and end products of dairy cattle and milk goats. 4-H'ers are not required to own an animal to participate in the project.

## **Dairy Foods**

4-H'ers may explore the role that milk and other dairy foods play in health, the relationship of milk and other dairy foods to the food groups in the [My Plate](#), the basic nutrients available from dairy foods and the skills needed to prepare dairy food dishes, and how dairy foods fit into a daily food plan including basic nutrition information. The preparation of a dish is not appropriate in this project.

## **Dog Care and Training**

4-H'ers may explore sound dog care, training, and management practices including feeding, care, handling and grooming, training, and basic first aid and simple treatments for pet ailments not requiring veterinary attention. Animal ownership is not required for the project.

## **Engineering and Mechanics**

4-H'ers may explore aspects of engineering and mechanics including principles of chemical, civil, electrical, and mechanical engineering, design and development of structures, machines and engines, safe practices and energy efficiency as it relates to systems.

## **Entomology**

4-H'ers may explore insects, including how to identify insects, life history of various insects, habits of insects and how to control insects with insecticides in a safe manner.

## **Environmental Science**

4-H'ers may explore aspects of the environment and the importance of conserving and reusing the earth's natural non-renewable resources including air, soil, minerals, water, energy sources, and certain plant and animal species.

## **Flowers, Shrubs, and Lawns**

4-H'ers may explore aspects for flowers, shrubs and lawns in the home environment including selecting, planting, caring for, controlling insects and maintaining flowers, flower beds, shrubs, and lawns.

## **Food for Health and Sport**

4-H'ers may explore basic nutritional and health practices related to health, disease prevention, and sports performance including food selection, energy and fluid needs, and the role of nutrition for athletes. The preparation of dishes not appropriate in this project.

## **Food Safety and Preservation**

4-H'ers may explore food safety and preservation practices related to handling and storing food safely to prevent foodborne illness; principles of food safety and sanitation; preservation of foods including drying, canning, and freezing.

## **Foods Lab: Between Meal Snacks-Lab (1 hour)**

4-H'ers may explore food and nutrition practices including understanding the food groups in [MyPlate](#), identifying a snack that contributes essential nutrients – not just empty calories, and demonstrating best practices of food safety by preparing a snack. 4-H'ers will:

- Investigate food and nutrition resources through [ChooseMyPlate.gov](#)
- Plan the recipe
- Prepare the no-cook (no-bake) snack food and display
- Identify the food group(s) listed in the recipe
- Additional information and resource guides can be found in the [Foods Labs Quick-Start Guide for Cloverleaf Project Achievement](#) and at the [Georgia 4-H Project Achievement Foods Labs Page](#).

## **Forest Resources and Wood Science**

4-H'ers may explore aspects of forestry and wood science such as identification, selection, protection, and arrangement of forest woodlands for conservation purposes or income. Displays and information concerning the crafting of wood items such as birdhouses are not part of this project.

## **Fresh Water Fish and Shellfish**

4-H'ers may explore aspects of farming of freshwater fish and freshwater shellfish. Freshwater fish and freshwater shellfish refer to those fish and shellfish that live in freshwaters such as lakes and rivers, as opposed to marine animals.

## **Fruits, Vegetables, and Nuts**

4-H'ers may explore aspects for fruits, vegetables, and nuts including selecting, planting, cultivating, controlling insects & disease, maintaining and preparing for market.

## **General Recreation**

4-H'ers may explore aspects of social recreation including areas such as collecting, hobbies, social dance, and travel.

- Cartoons
- Coins
- Insects
- Leaves
- Rocks
- Stamps
- Aquariums
- Astrology
- Chess
- Flower Arranging
- Reading
- Scrapbooking
- Lighting
- Magic & Other Skilled Acts
- Makeup
- Play Writing
- Card Games
- Dance
- Party Game Leadership
- Party Preparation
- Recreation Leadership

## **General Science**

4-H'ers may explore aspects of life, physical and earth science and the important role science plays in our life.

## **Geology**

4-H'ers may explore aspects of the earth, its structure, its development, and its history, including rocks and land formations.

## **Health**

4-H'ers will explore aspects of desirable personal and community health habits including areas such as disease prevention, scientific understandings of health and disease, or areas of modern medicine.

**Herpetology**

4-H'ers will explore aspects of herpetology, the branch of zoology concerned with the study of amphibians including frogs, toads, salamanders, and newts and reptiles including snakes, lizards, turtles, terrapins, tortoises & crocodiles; identify habitats, life history, dangers too, and other information concerning environments of animals in this category. By definition, herpetology excludes fish and should not be included in this project.

**Historic People**

4-H'ers will explore historical figures and clothing that have a significant impact.

**Historic Places and Events**

4-H'ers will explore events and architecture that have a significant impact.

**Horse**

4-H'ers may explore aspects of equine and the related industries, including breeding, feeding, production, by-products, and end products. 4-H'ers are not required to own an animal to participate in the project.

**Housing**

4-H'ers may explore aspects of housing and the environment including construction and maintenance principles, organization and arrangement, household equipment, and personal space.

**Human Development**

4-H'ers may explore aspects of human social, mental, physical and spiritual development.

**Interior Design**

4-H'ers may explore aspects of interior designing include the selection, arrangement, and care of furnishings, accessories, and interiors.

**International**

4-H'ers may explore aspects of another country's culture, traditions, festivals/celebrations, geography, population, religions, education, foods, and language.

**Marine and Coastal Ecology**

4-H'ers may explore aspects of marine and coastal ecology including different forms and habitats of as well as conservation practices. Marine ecology refers to saltwater life forms and coastal ecology are those life forms whose habitats are the coast.

**Outdoor Recreation**

4-H'ers may explore aspects of leisure activities that take place in the out of doors but do not include competitive sports. Such activities may include hunting, fishing, rock climbing, etc. List of categories available on the Leisure page linked in Resources below.

**Outdoor Survival Skills**

4-H'ers may explore practices and principles of outdoor survival such as the understanding of the basic elements of personal or group survival including mental attitude, shelter, water, food, fire, safety, and techniques like tool construction.

**Paleontology**

4-H'ers may explore aspects of paleontology, the study of prehistoric life through fossil record; identify habitats and an understanding of what paleontologists do and about prehistoric life.

**Performing Arts – General**

4-H'ers may explore aspects of performing arts expressing originality and creativity in skills in various performance areas. 4-H'ers in performing arts general will present a talent that includes multiple performance skills such as singing and playing an instrument, or dancing, or monologues other performance talents. Soloists and instrumentalists compete in another category. A short introduction is required and included in the time limit.

**Performing Arts – Instrumental**

4-H'ers may explore aspects of performing arts expressing originality and creativity in skills in various performance areas. 4-H'ers in performing arts instrumental will be playing an instrument. Accompaniment may be used but must

not be played in the same melody as the soloist and should be complementary to the piece performed. Pianists are required to use the provided piano and may not have accompaniment to their performance. A short introduction is required and included in the time limit. Vocal performance may not accompany an instrumentalist.

### **Performing Arts – Vocal**

4-H'ers may explore aspects of performing arts expressing originality and creativity in skills in various performance areas. 4-H'ers in performing arts vocal will sing. Accompaniment may be live or recorded. A short introduction is required and included in the time limit.

### **Photography and Videography**

4-H'ers may explore aspects of photography such as applications of photography as a hobby and a profession, developing a working knowledge of the mechanics of a camera, basic ideas of picture composition and outdoor lighting, and photo stories. Videos, slides, and computers may be used. 4-H'ers must provide their slide projector, video projector, computer screen, extension cord, etc.

### **Plants, Soils, and Fertilizers**

4-H'ers may explore aspects of agronomy practices and farm management principles including but not limited to crop improvement, soil and fertilizer, crop and weed study, pasture, farm management, etc.

### **Poultry**

4-H'ers may explore aspects of poultry science and the related industries, including breeding, feeding, production, by-products and end products and marketing. 4-H'ers are not required to own an animal to participate in the project.

### **Public Speaking**

4-H'ers may develop skills and know-how in collecting, organizing, and presenting available information on a given topic in the form of a speech or talk. 4-H'ers will present a six-minute speech on any subject that is a positive expression, original speech, and in the vocabulary of the 4-H'er.

### **Rabbits**

4-H'ers may explore sound rabbit care and management practices including feeding, care, handling and grooming, raising, and basic first aid and simple treatments for pet ailments not requiring veterinary attention. Animal ownership is not required for the project.

### **Robotics**

4-H'ers may explore aspects of robotics and robotics careers including engineering and design principles, problem-solving, decision-making and logical reasoning, science process and design skills, and technology related to robotic systems.

### **Safety**

4-H'ers may explore aspects of safety including personal, home, auto and other areas of safety considering recognition of hazards, solutions to correct hazards and reduction of accidents and injuries.

### **Sheep and Meat Goats**

4-H'ers may explore aspects of sheep and meat goats and the related industries, including breeding, feeding, production, by-products, and end products. 4-H'ers are not required to own an animal to participate in the project.

### **Sports – Individual**

4-H'ers may explore aspects of leisure activities that are individual competitive sports including the history of, famous players, rules for and safety in such independent sporting activities. Projects describing techniques, rules, regulations, or the benefits of these activities would be acceptable in Sports. Appropriate presentations could also include selecting proper equipment, caring for equipment, your experiences, etc.

- Wrestling
- Extreme Sports
- Golf
- Fencing
- Handball
- Skiing
- Skating
- Weight Lifting
- Cheerleading
- Ping Pong
- Swimming & Diving
- Tumbling & Gymnastics

## **Sports – Team**

4-H'ers may explore aspects of leisure activities that are competitive team sports including the history of, famous teams or players of team sports, rules for and safety in such team sporting activities. Projects describing techniques, rules, regulations, or the benefits of these activities would be acceptable in Sports. Appropriate presentations could also include selecting proper equipment, caring for equipment, your experiences, etc.

- Volleyball
- Hockey
- Basketball
- Softball
- Soccer
- Football
- Baseball
- Lacrosse

## **Swine**

4-H'ers may explore aspects of swine and the related industries, including breeding, feeding, production, by-products, and end products. 4-H'ers are not required to own an animal to participate in the project.

## **Target Sports**

4-H'ers may explore aspects of the target sports (firearms, precision air, and archery.) including safety, proper shooting techniques, parts, care, accessories, terminology, and history.

## **Time and Money Management**

4-H'ers may explore aspects of time and money management as it relates to values, goals, decision making, and resources. Time and money management may include management of personal finances or time or considerations for businesses or others about time and money management.

## **Veterinary Science**

4-H'ers may explore aspects of veterinary science as it relates to anatomy, diet, habitat, disease, parasites and veterinary care of all animals including pets, large animals and zoo animals

## **Wildlife**

4-H'ers may explore aspects of wildlife including different forms and habitats of as well as conservation practices for and protection of different species.

## **Workforce Preparation & Career Development**

4-H'ers may explore aspects of workforce development and career choices including what people do in their jobs, factors that influence career decisions, career development skills as well as workforce practices.