



Palm Beach County
4-H Youth Development



Project Book Catalog



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ANIMAL SCIENCES

General Animal Sciences

AS – GENERAL ANIMAL SCIENCES (GRADES K-3)

Exploring Farm Animals BU-06350

Adult and teen helpers enjoy involving youth grades K-3 in learn-by-doing activities. Horses, goats, rabbits, pets, beef cattle, pigs, poultry and dairy cattle are explored. Youth learn the care and feeding of farm animals, how to be safe around animals, identify species, products, terms, and animal body parts. Worksheets and games are included.

VS – VETERINARY SCIENCE (AGES 8-18)

This series will lead youth through an exploration of the exciting world of veterinary science.

1 – From Airedales to Zebras BU-08048

Youth learn about the normal animal, basic anatomy and systems, elementary principles of disease and careers with animals.

2 – All Systems Go BU-08049

Youth examine health and disease topics, normal and abnormal conditions in animals, and veterinary careers.

3 – On the Cutting Edge BU-08050

Youth participate in deeper investigations of normal and abnormal systems, preparation for college and exploration of the diversity of the veterinary profession.

Veterinary Science Helper's Guide BU-08051

These supplemental materials provide helpers with activities to facilitate learning for various ages of youth. Numerous group activities help youth develop essential life skills as they pursue their interest in veterinary medicine.

Large Animal Projects (Ages 8-18)

4-H'ers must be 8 years old as of September 1 of the current 4-H program year to enroll in a large animal project.

BF – BEEF

The Beef Skills for Life Series is packed with project information and fun, learn-by-doing activities for youth of various ages.

1 – Bite into Beef BU-08143

Youth 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.

2 – Here's the Beef BU-08144

The activity guide challenges youth with 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.

3 – Leading the Charge BU-08145

Selection and judging, feeds, careers, health, reproduction, and meats and marketing encourage youth to deepen their learning.

Beef Group Helper's Guide BU-08146

Helpers find a variety of group learning activities, including skillathons, quiz bowls, games, presentations, Beef Bingo and several management skill activities.

Breeding Animal Record FL 4H ASM 51

Youth keep track of their goals and accomplishments while working through their projects. This log is required to enter competitions held throughout the year.

Market Animal Record FL 4H ASM 50

A youth record-keeping tool that is required to enter competitive events held throughout the year.

DA – DAIRY CATTLE

Youth explore animal feeding, care, selection and judging, fitting and showing, management, health, reproduction, genetics and many other topics as they develop important life skills. Each activity guide includes separate achievement program activities that promote learning and interaction with other youth, adult helpers, family members and the community.

1 – Dig into Dairy BU-6154

This project guide is for 4-H members' age 9-11years old and is the first in the Dairy "Skills for Life" series. Dig Into Dairy will teach 4-H'ers the different dairy breeds, calf selection, body parts, dairy judging, showing, feeding, marketing milk, record keeping, and calving.

2 – Mooving Ahead BU-6155

This project guide is for 4-H members' ages 12-14 years old and is the second in the Dairy "Skills for Life" series. Mooving Ahead will teach 4-H'ers placement and reasons in judging, animal identification, drug use and ethics, health, parasites, labels, livestock handling, housing, hay quality, digestive system, milking, and dairy careers.

3 – Leading the Way BU-6156

This project guide is for 4-H members ages 15 and up, and is the third in the Dairy "Skills for Life" series. Leading the Way will teach 4-H'ers how to determine body condition scores, Dairy Heard Improvement (DHI) records, animal welfare issues, milk quality, mastitis, feed rations, reproduction and breeding, and promoting the dairy industry.

Dairy Helper's Guide BU-6157

This leader's guide will help you support youth in his or her efforts to set goals and complete activities, as well as providing resources for the member's to use in completing the series.

GO – GOATS

GO 1 – Dairy Goats

Whether it's exploring goat management, selection, health, reproduction, showing, judging products, or careers, youth from novice to expert will expand their dairy goat knowledge and skills. Participants will also practice the life skills of record keeping, decision making, leadership, communication, planning and organizing.

1 – Getting Your Goat BU-08352

Whether youth own a dairy goat or are just curious about goats, these activities provide enjoyable, hands-on experiences to introduce them to goats. Selection, feeding, management, fitting, showing and responsible goat ownership are emphasized.

2 – Stepping Out BU-08353

Youth explore how to keep their goats healthy, feed them for maximum production, prepare for kidding, develop judging skills, milk goat properly and much more. Exciting activities for teams and individuals are included.

3 – Showing the Way BU-08354

Experienced goat project youth will find these advanced activities challenging and fun as they delve into genetics, careers, national industry issues, diseases, biosecurity, body condition scoring, linear appraisal, breeding programs, pedigrees, dystocia, quality assurance and leadership opportunities.

Dairy Goat Helper's Guide BU-08355

Helper's will appreciate this resource as they plan group meetings to get youth involved and excited to learn about goats. Youth will enjoy playing goat-related games, conducting skillathons, giving demonstrations, participating in showmanship contests and experiencing many other fun and educational group activities.

Dairy Project Record FL 4H DAR 01

This Dairy Goat publication is suggested for all 4-H members age 8 and up. This record book is a tool to guide youth in keeping an accurate record of their expenses and other important records pertaining to dairy cattle or dairy goats.

Pattern for Sewing a Realistic Model Kid or Lamb BU-7514

This book is a great training aid for youth working in the goat or sheep project areas. The lamb or kid model made from this pattern provides helpers with an excellent learning aid to involve youth in learn-by-doing experiences. When the lamb or kid is used in a learn-by-discovery manner compared to a lecture or demonstration, the youth are provided an opportunity to develop both project skills and life skills. Youth also enjoy using the realistic lamb or kid to demonstrate their project skills.

GO 2 – Meat Goats

This series engages youth in activities related to breeds, health care, grooming, production, reproduction, management, showmanship, marketing, and careers.

1 – Just Browsing BU-07909

Youth will do more than just browsing. They'll learn goat breeds and selection, feeding and management, goat health, goat body parts, record keeping, meat goat and dairy conformation, show preparations and sportsmanship.

2 – Get Growing With Meat Goats BU-07910

Youth actively 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.

3 – Meating the Future BU-07911

Youth 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 production.

Meat Goat Helper's Guide BU-07912

This guide is packed with activities that involve the entire group. Youth enjoy planning a program, completing project records, developing a management calendar, conducting a meat quality assurance program, participating in quiz bowls, skillathons and tours, giving a presentation and exploring goat related careers.

HS – HORSES

HS – Horses

These horse project guides provide an interactive curriculum for youth that is hands-on and grounded solidly in subject matter. Youth will develop life skills while exploring horse science.

1 – Giddy Up & Go BU-08053

Youth may or may not have a horse or pony of their own but want to learn about horses will enjoy Giddy Up & Go. They will learn the basics of horse behavior, breeds, and safety around horses through a variety of activities, including teaching others.

2 – Head, Heart & Hooves BU-08054

Youth 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.

3 – Stable Relationships BU-08055

Youth explore horse reproduction, diseases and health care, pasture management, providing appropriate shelter and building a financial plan.

4 – Riding the Range BU-08056

Youth learn nine basic riding skills and ten horsemanship skills, training techniques, trail riding and selection and use of tack.

5 – Jumping to New Heights BU-08057

Youth learn more advanced riding skills, the Quarter System, horse showmanship, ethics and leadership.

Horse Helper's Guide BU-08058

Get everyone involved at group meetings using any of the 17 featured group activities.

Florida 4-H Horse Bowl Manual 4-H 504

State 4-H Horse Bowl is a quiz contest made up of questions pertaining to horse topics. Pairs of four-person teams compete against each other responding to questions asked by a contest moderator. Competition progresses from county, area, and state; state winner will represent Florida 4-H at Eastern National 4-H Horse Round-Up in Louisville, Kentucky.

Florida 4-H Area & State Horse Shows – Official Rule Book 4-H HSG

This rule book is developed by the State 4-H Horse Advisory Committee and is revised every year; new editions are released in time for annual Area Horse shows.

HS 1 – Horseless Horse Project

Love a Horse FL 4H HSM 30

This horse project is for 4-H members ages 8 and over. This project book discusses the needs and uses of a horse as well as the parts of a horse and their different breeds. The activities in this book are well related to the horse industry and horse ownership is not required.

Leader's Guide FL 4H HSL 40

This guide is for 4-H leaders in assisting 4-H members who are completing the Love a Horse Series (4H HSM 30). This series is for 4-H members ages 8 and over and discusses the needs and uses of horses as well as the parts of a horse and their different breeds. Horse ownership is not required to complete this project.

HS 2 – Horsemanship (Ages 11-18)

Horses and Horsemanship FL 4H HSM 10

This horse project reference manual is suggested for 4-H members ages 11 and up. It contains subjects from breeds, to color, judging, showing, safety, and others.

Horse Science FL 4H HSM 11

This horse publication is suggested for 4-H members age 11 and up. This project reference manual contains topics ranging from behavior, anatomy and action, reproduction, digestive system, parasites, and more.

Horse Record Book FL 4H HSR 02

This is a horse project record book for all 4-H members ages 8 and older. The record book is for any 4-H member who has a horse or who manages a horse. They will be required to keep accurate records on the horse including feed and furrier records.

Horse Pattern BU-07200

The model horse made from this pattern is an excellent training aid for 4-H project leaders. It does not object to repeat examinations, injections, inspections of teeth or feet, or awkward handling. It doesn't even require stabling and trailering services! The model horse can help 4-H'ers develop life skills as well as project skills. Use of the model frees the leaders and members from maintaining safety precautions necessary when working with live animals.

LL – LLAMAS

4-H Llama Care and Feed Record Book

This record book covers topics such as inventory, feeding, and expenditure records to show at county fairs.

SH – SHEEP

Both youth and volunteers will enjoy these experientially-based project materials as they explore the world of sheep. The sheep series consists of three youth activity guides, the helper's guide and a lamb pattern.

1 – Lambs, Rams and You BU-06367

Youth are introduced to a wide variety of fun and challenging activities including identifying parts of a lamb, selecting a project lamb, identifying lamb cuts, selecting feed and showing sheep.

2 – Shear Delight BU-06368

Youth present oral reasons, determine yield grades, compare digestive systems, explore a feed tag, deliver a lamb, treat parasites and discuss ethical decision making.

3 – Leading the Flock BU-06369

Youth engage in activities related to judging, budgeting, web surfing, reproduction and genetics, surveying consumers, career exploration, marketing products and teaching others.

Sheep Helper's Guide BU-06370

Helpers will enjoy involving youth in sheep skillathons, sheep bingo, sheep pyramid, developing a management calendar and many more activities.

Pattern for Sewing a Realistic Model Kid or Lamb BU-7514

This book is a great training aid for youth working in the goat or sheep project areas. The lamb or kid model made from this pattern provides helpers with an excellent learning aid to involve youth in learn-by-doing experiences. When the lamb or kid is used in a learn-by-discovery manner compared to a lecture or demonstration, the youth are provided an opportunity to develop both project skills and life skills. Youth also enjoy using the realistic lamb or kid to demonstrate their project skills.

SW – SWINE

Youth will go hog wild over these swine activity guides. The "Swine Facts" section in each activity is filled with subject matter for those who want to know more.

SW1 – Swine Level I: For Beginners

1 – The Incredible Pig BU-08065

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 for youth.

Swine Project Manual Book 1 4H SWM 10

This swine project is for 4-H members ages ten and under. This project manual guides young members through the beginning stages of owning a pig. This book is illustrated with comics and is easy to understand. The accompanying Swine Project Record Book I (4H SWR 10) is to be used with this manual.

Swine Record Book 1 4H SWR 10

This swine record book is suggested for 4-H members ages 8-13. This record book enables those with hog projects to accurately keep expense records, inventory, and feed records on their pigs. The companion to this record book is Swine Project Manual Book I (4H SWM 10).

SW2 – Swine Level II: For Those with an Intermediate Skill Level

2 – Putting the Oink in Pig BU-08066

Exciting challenges for youth include managing baby pigs, balancing a ration, exploring swine diseases, preparing pork, discovering swine careers and packing a show box.

Swine Project Manual Book 2 4H SWM 11

This swine project is for 4-H members 11 and up. This project manual is a guide to teach members an understanding of swine breeding, production and management practices, feeding, and meat production. The accompanying Swine Project Record Book II (4H SWR 11) is to be used with this manual.

Swine Record Book 2 4H SWR 11

This is an animal sciences publication suggested for 4-H members ages 13 and up. This book can be used after the Swine Record Book I (4H SWR 10). This record book includes a form to take into account the amount of money borrowed to raise your pig. The companion to this record book is Swine Project Manual II (4H SWM 11).

SW3 – Swine Level III: For Advanced Skill Levels

3 – Going Whole Hog BU-08067

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

Swine Project Manual Book 2 (4H SWM 11) and Swine Record Book 2 are also to be used by youth enrolled in the SW3 project area.

Swine Helper's Guide BU-08068

Group activities such as quiz bowls, skillathons, glossary games, swine pyramid, exploring a meat counter and understanding quality assurance keep youth involved.

Pattern for Realistic Baby Pig BU-07201

The realistic model pig is one training aid that which isn't bothered with repeated dockings, several injections and many needle teeth being clipped! This training aid is must-have for youth involved with the Swine project area.

Small Animal Projects (Ages 8-18)

DG – Dog

Every youth who has a dog will enjoy this series. Not only are the activities fun and educational, but they also help the dog become a perfect member of the family.

1 – Wiggles and Wags BU-08166

Youth 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.

2 – Canine Connection BU-08167

Youth explore more about dog health, nutrition, care, genetic problems, population control, showmanship, training, ethics and budgeting.

3 – Leading the Pack BU-08168

Experienced youth investigate responsible breeding, diseases, caring for geriatric dogs, training, service dogs, dog roles and careers related to dogs. This guide provides youth with numerous leadership opportunities.

Dog Helper's Guide BU-08169

Group games and activities provide helpers with ideas for facilitating learning. Service opportunities are encouraged. Training activities and resources are highlighted.

4-H Puppy Raisers Record Book

This 15 page record book is a record keeping tool for youth participating in the dog project area. The book includes: height and weight chart, training and behavior record, exposure to new environment record, health record, feed and expenses, vet visit record, and community service record.

PO – POULTRY

Youth with an interest in poultry will find lots to learn and lots to do through the poultry activity guides.

1 – Scratching the Surface BU-06363

Youth participate in activities such as identifying poultry species and breeds, selecting poultry, feeding and handling, washing and showing poultry, exploring an egg and cooking eggs.

2 – Testing Your Wings BU-06364

Youth select layers, keep their 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.

3 – Flocking Together BU-06365

Youth develop leadership skills by managing a flock, processing chickens, exploring careers, planning a judging clinic, conducting poultry games and discussing values and ethics.

Poultry Helper's Guide BU-06366

Helper's learn to guide youth as they participate in 15 learn-by-doing group activities.

Poultry Project Record Book 4H POR 02

This is an animal sciences publication suggested for members age 8 and up. This record book is a tool in assisting youth to keep accurate records of their expenses, inventory and other important records for their poultry project.

Poultry Judging 4-H 92

Created by Nebraska Cooperative Extension Service, this is a great reference guide for youth preparing for poultry judging competitions.

Poultry BBQ Contest Guidelines

A brief handout on the Poultry BBQ Contest rules and guidelines.

Florida 4-H Poultry BBQ Project Record Book 4-H 94

This is a record keeping tool for youth entering the Poultry BBQ contest. Youth must submit this record to enter county level competition. At least two BBQ trials are required.

PT – PETS AND PET CARE

From gerbils to snakes, frogs to ferrets, youth will find these action packed activity guides make learning about pets fun and exciting.

1 – Pet Pals BU-06359

Youth 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.

2 – Scurrying Ahead BU-06360

Youth develop planning and decision making skills as they practice feeding and caring for their pets, observing pet behavior, exhibiting pets, debating pet sayings and creating a story about a pet.

3 – Scaling the Heights BU-06361

Through these activities youth explore genetics, pet issues, reproduction, caring for newborns, starting a business and entering exciting careers.

Pet Helper's Guide BU-06362

Project helpers will find many fun and engaging group games and activities to further expand the pet project experience for youth.

PTC – CATS

Youth will enjoy and understand their cats more as they learn through the activities in this series.

1 – Purr-fect Pals BU-08148

As youth begin their learning about cats, they engage in activities to select a cat, identify breeds, name the parts of a cat, care for its health, and budget for its care.

2 – Climbing Up! BU-08149

Youth step up their learning through activities on cat senses, the meaning of cat sounds, tricks they can teach a cat, signs of illness and health, emergency situations, feeding, special diets, traveling with a cat, and showing it.

3 – Leaping Forward BU-08150

Youth explore veterinary procedures, cat body systems, diseases, reproduction, genetics, older cat needs, behavior, showmanship, community laws, animal welfare, and personal strengths.

Cat Group Helper's Guide BU-08151

Helper's will find the group activities in this guide an excellent way to involve everyone in learn-by-doing cat project sessions.

RA – RABBITS

Any youth who likes rabbits will find fun and enjoyment as they use these activity guides to learn more and develop skills.

1 – What's Hoppening? BU-08080

Youth learn selection, handling, breeds, parts, management, equipment, feeding, health, breeding and kindling.

2 – Making Tracks BU-08081

Through activities, youth learn to select a rabbit, detect diseases, tattoo their rabbit, keep records, show rabbits, and judge rabbits, including giving oral reasons.

3 – All Ears BU-08082

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

Rabbit Helper's Guide BU-08083

Fifteen exciting rabbit group activities make group learning fun and educational.

Pattern for Realistic Cloth Model Rabbit BU-7199

The model rabbit made from this pattern provides an excellent training aid for use by project helpers. Youth also enjoy using the model when giving demonstrations at club meetings and fairs. The use of velcroed tails and legs, plus realistic teeth, ear canker, interchangeable sex organs and application as a puppet contribute to its versatility. When a person who is new to the rabbit industry is first learning management skills, the model rabbit offers a practical way to more fully control the learning environment while still providing enough realism to contribute to the learning outcome desired.

COMMUNICATION ARTS AND SCIENCES

CA – COMMUNICATION ARTS (AGES 8-18)

CA – Communication Arts

Through this dynamic interactive communications curriculum youth interpret verbal and nonverbal information, develop effective public speaking skills, enhance written and spoken communication, defend a point, design a presentation and much more!

1 – Picking Up The Pieces BU-08156

Youth 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.

2 – Putting It Together BU-08157

Youth practice and gain confidence in communicating in a variety of situations. They gain confidence as strong communicators as they present oral reasons, plan and present speeches, communicate assertively, practice making a good first impression, and mentor others.

3 – The Perfect Fit BU-08158

Youth polish their 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.

Communications Helper's Guide BU-08159

Helpers support youth as they interact, and strengthen personal communication skills through skillathons, communication games, demonstrations, and creating advertisements.

PU – Public Speaking

Discovering the Treasure of Public Speaking 4H PUM 10

This member guide is for 4-H members ages 10 and over. The guide teaches members how to pick the purpose of their speech how to collect the information and even tips on how to give a speech.

MA – MEDIA ARTS (AGES 8-18)

PH – Photography

Adventures with Your Camera A NCO Photo 1

This great activity book presents the basics of photography in an informative, colorful, and fun format. Includes information on getting to know your camera, saving and sharing photos, seeing the shot, and

choosing good subjects. Also includes the latest in digital photography and digital file information. This beginner's guide is recommended for youth in grades 3-5.

Adventures with Your Camera B NCO Photo 2

This slightly more advanced photography book presents a more detailed overview of basic photography concepts. Topics covered include photography basics, picture composition, flashes and film, concepts of lighting, and focusing in on careers. Also includes the latest in digital photography and digital files. This guide is recommended for youth in grades 6-9.

Focus on Photography – Level 1 (PC1)

Youth will focus on equipment basics, taking sharper pictures, the concept of lighting and flash, photo composition approaches, sequencing and evaluating photographs.

Controlling the Image – Level 2 (PC2)

Youth will explore the depth of field, aperture and shutter speeds, hard and soft lighting, silhouettes and flash techniques. Youth will also learn to evaluate composition using the Rule of Thirds, the Golden Triangle, and the Golden Rectangle, use different viewpoints, and understand positive and negative space. Additional topics include taking candid photos, adjusting shutter speeds, panning techniques and taking close ups and panoramas.

Mastering Photography – Level 3 (PC 3)

In this third level book, youth will understand the use of wide-angle and telephoto lenses, filters and special film, light meters, shooting photos with different light sources and the use of natural and artificial lighting for effect. Youth will also learn to shoot reflections, using framing and viewpoints, still-life, formal and informal portraits, symmetry, patterns and texture, color composition, pictures with a purpose and much more.

VA – Visual Arts

These two guides provide numerous activities for youth to develop their artistic skills and talents while learning the elements and principles of design. Youth explore art techniques, art history and culture, the science behind the art and artistic challenges. Each guide's introduction provides clear directions for the helper to facilitate art activities. Both guides are designed so that youth may also discover art techniques individually. Both guides are recommended for grades 7-12.

1 – Sketchbook Crossroads BU-08140

Youth practice drawing, fiber arts, and sculpting to develop their artistic skills and talents.

2 – Portfolio Pathways BU-08141

Youth learn painting, printing, and graphic design techniques.

PA – PERFORMING ARTS

A – Theatre Arts Series

Youth put their imagination in action when using this dynamic theatre arts series. Revised and new, these materials offer extended activities in acting, puppetry, and stagecraft.

1 – Play the Role! – Acting BU-08070

Through creative dramatics activities, youth bring imagination to life. The guide emphasizes 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.

2 – Become A Puppeteer! – Puppetry BU-08071

Youth learn types of puppets (e.g. hand, rod, marionette, shadow, etc.), how to create a puppet and puppet stage, development of their puppet character, how to create and present a puppet skit, and puppetry therapy.

3 – Set the Stage! – Stagecraft BU-08072

Youth learn stagecraft options which tap into their unique skills and talents behind the scenes, including costumes, sound, lighting, props, set design, makeup and stage management.

Theatre Arts Helper’s Guide – Sidecoaching BU-08073

This expanded guide provides additional activities and valuable resources for the helper to engage youth in the creative process of “Imagination in Action.” The guide assists helpers in facilitating the activities in the three guides in the series.

B – Theatre Arts Adventures Series

This curriculum presents young people with opportunities to exercise their imaginations through theatre. Youth will be able to imagine, refine and present creative ideas in the areas of acting, mime, movement, puppetry, and technical theatre (from make-up to costumes to lighting).

1 – Journey into the Imagination BU-6870

This project guide is for 4-H members ages 5-8, and is the first in the Theatre Arts Series. Journey into the Imagination will teach the concepts of; acting, puppetry, stagecraft: costume design, scene design, and props.

2 – Soaring Into Action BU-6871

This project guide is for 4-H members ages 9-11, and is the second in the Theatre Arts Series. Soaring into Action teaches the following concepts; acting, puppetry, stage craft: sound effects, color, and make-up.

3 – Quest for Expression BU-6872

This project guide is for 4-H members ages 12-14, and is the third in the Theatre Arts Series. Quest for Expression teaches the following concepts; acting, puppetry, stage craft: make-up, props, and costumes.

4 – Voyaging Beyond BU-6873

This project guide is for 4-H members ages 15 and up, and is the fourth in the Theatre Arts Series. Voyaging Beyond teaches the following concepts; acting, puppetry, stage craft: set design, scenic design, promptbook, lighting, and striking the set.

Theatre Arts Series Helper’s Guide BU-6874

This leader's guide will help you support youth in his or her efforts to set goals and complete activities, as well as providing resources for the member's to use in completing the Theatre Arts " Skills for Life" series.

LA – LEISURE ARTS

LA2 - Collectibles

Collectibles and Hobbies OHIO 4H 496

Investigate the world of collectibles. Explore sports cards, coins, figurines, leaves, autographs, rocks and minerals, and hundreds of other items. Learn collecting skills, and discover why collecting helps young people grow.

WW – Woodworking (Ages 8-18)

Youth create and construct using wood and woodworking tools. From the basics of a tape measure and hammer to advanced equipment like routers and table saws, there’s something for everyone. Youth develop life skills like decision making, planning, organization and problem solving while making fun and useful items.

1 – Measuring Up BU-06875

Youth will develop the basic skills that woodworkers use such as measuring, squaring and cutting a board, driving nails, and using clamps and screws. The final project may be a picture frame, a letter holder, a box or an airplane.

2 – Making the Cut BU-06876

More experienced 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.

3 – Nailing it Together BU-06877

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

4 – Finishing Up BU-06878

Youth who are wood craftsmen 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.

Woodworking Helper's Guide BU-06879

This guide provides the helper with a variety of group activities that help youth broaden their understanding of the basic woodworking concepts. Each chapter contains ideas to reinforce a life skill. For example, Chapter Three has a variety of games that youth can play which promote communication.

ENVIRONMENTAL EDUCATION

EE – ENVIRONMENTAL EDUCATION (AGES 8-18)

Youth experience the challenge and excitement of exploring the ecology, science, and technology of the environment.

1 – Eco-Wonders BU-07704

Youth experience the four elements of life, connections among living things, and how all plants and animals are affected.

2 – Eco-Adventures BU-07705

Youth engage in encouraging and challenging outdoor activities.

3 – Eco-Actions BU-07706

Youth develop scientific thinking and processing skills in relationship to basic ecological concepts.

Exploring Your Environment Helper's Guide BU-07707

Useful information and activities for helpers to plan, manage, and teach environmental education programs are the mainstays of this guide.

EN – ENTOMOLOGY (GRADES K-6)

Youth explore the amazing world of insects and their arthropod relatives. They use hands-on activities to learn valuable life skills through insects found in the soil, on plants, on pets, and in other secret places.

1 – Creepy Crawlies BU-06853

Youth learn to make an insect collection, where to look for insects, and how to identify and classify insects.

2 – What's Bugging You? BU-06854

With activities like *Bugs on Canvas*, *Designer Bugs*, *How Sweet it Is*, *Bobby Buggy Bumpers*, and *Peek-A-Bug* every experience is a new adventure! Youth 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.

3 – Dragons, Houses, and Other Flies BU-06855

Youth 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, rear mosquitoes, and make a spider web display.

Entomology Helper's Guide BU-06856

This guide provides practical tips, 14 group activities and supplementary information. Youth compare the leaping abilities of humans and insects, rear and release monarch butterflies, explore how insects transmit disease, study insect behavior, learn insect words, participate in a night safari, develop an insect promotion campaign and conference judge.

FO – FORESTRY

The Forests of Fun curriculum opens the world of forests to youth. At every age level, youth engage in activities to learn about trees, forests, forest ecology, and human reliance on forests. Youth discover forest resources near home and around the world.

FO1 – Forestry 1

1 – Follow the Path BU-08038

Youth explore types of trees and tree parts, characteristics of various forests, what forests need to grow and thrive and the products people get from trees and forests.

Adopt a Tree 4H FOM 11

The Forestry Adopt-A-Tree 4-H Project Book is a forestry project for children ages 5-8. Kids locate and "adopt" a nearby tree, track changes to it over time, do bark and leaf rubbings, and search for visiting wildlife. Youngsters are also introduced to three common and special Florida trees: Cabbage Palm, Live Oak, and Longleaf Pine.

FO2 – Forestry 2

2 – Reach for the Canopy BU-08039

Youth take a closer look at the inner-workings of trees, explore forest change, learn about forest health concerns, and discover the health benefits that trees have on people.

The Forestry Trees and Me 4H FOM 12

This is an environmental education publication and is the second in the series for children ages 9-11. Each of the thirteen activities engages members in exploring the interesting world of trees with exercises and thought questions. In Chapter 1, they will discover how trees grow. Chapter 2 includes strategies for identifying trees and 18 tree cards for the dominant species in 8 forest ecosystems across Florida. In Chapter 3, youth focus on the many benefits and values of trees, from wooden houses, rubber tires, and paper products, to restful and pleasing outdoor spaces.

FO3 – Forestry 3

3 – Explore the Deep Woods BU-08040

Youth examine and distinguish types of trees, look at forests on a global scale, learn to care for trees and think about how to conserve forests.

The Florida's Fabulous Trees Project Book 4H FOM 13

This is an environmental education publication and is the third 4-H project book in the Forest Resources series for members ages 12-18. It includes 17 activities including reflective questions and 47 ideas for additional projects and challenges. Youth explore 10 different kinds of forests in Florida: 8 natural ecosystems, the urban forest, and pine plantations. The activities also lead youth through an understanding of forest management, forest systems (wildlife, water, and soil), and forest management issues: wildfire and prescribed fire, forest

insect and diseases, and invasive exotic plants. Youth who enjoy identifying forest plants may wish to compete in the annual 4-H Forest Ecology Contest. See www.sfrc.ufl.edu/4h for additional information.

Forestry 4H Project Record Book 4H FOR 02

This is an environmental education publication for members ages 10 and up. This publication includes information and activities about forest appreciation, tree identification, wood identification, tree planting, and the many uses of forest land.

Forestry Helper's Guide BU-08041

This guide provides useful forest information, group youth activities and practical tips for helpers. Using this curriculum, youth develop a life-long appreciation for forests and have loads of fun in the process.

Forest Resources Leader Guide 4H FOL 10

64-page Leader Guide to the three Florida 4-H Forest Resources Project Books: Adopt a Tree (4H FOM11), Trees and Me (4H FOM12), and Florida's Fabulous Forests (4H FOM13). This Leader Guide provides background information, suggested responses for the discussion questions, and tips on how to assist youth with each activity. Relevant activities in Project Learning Tree are also listed, enabling teachers and leaders to use both the Florida-specific 4-H projects with the nationally-acclaimed Project Learning Tree resource.

Forest Trees of Florida 18th Edition

This handy book is produced by the Florida Department of Agriculture and Consumer Services and has been a standard handbook for tree identification since its first printing in 1925. This is a great tool to bring along during hikes!

ME – MARINE/AQUATIC

Marine Ecology Event Guide

Florida 4-H Marine Ecology Event provides youth with an opportunity to learn about the marine and aquatic world, while at the same time learning important life skills. This is a competitive event in which youth can demonstrate their knowledge and skills in marine animals, plant, habitat identification, and marine issues and concepts. The event is held in October every year. For information and study materials, please visit: http://4h.ifas.ufl.edu/Environ_outdoor_ed/MarineEcoEvent/05marine_ecologyevent.htm. All of the materials for this event are found online at the above website.

Coastal Marine Environment Issues (Recommended for Senior Level youth)

This book contains various case studies, explores marine ecosystems and their resources, as well as the impacts of humans. Chapters contain: coastal marine ecosystems, biodiversity, identifying and analyzing marine issues, and investigating current issues. There is a Student Edition and a Leader's Edition available.

Florida 4-H Marine Science Program – Member's Guide 4-H 314

The thirteen projects within this manual are designed mainly for 4-H leaders and members. Each project is a unique study because a simple procedure is all that is needed to fulfill the objective. Included within this manual are both biotic (living things) and abiotic (non-living) projects. This guide is a little old, but a favorite amongst some of our leaders that have used it in the past with multiple groups of youth.

Life in the Sea – A Project Guide for 4-H Members 4H MEM 30

This curriculum was developed by Florida 4-H in conjunction with Sea World. This project book contains seven activities which can be started by visiting an oceanarium and finished through club work or individual research at home or in a library. Many of the activities in this project can be done by visiting any of the aquaria located throughout Florida.

Life in the Sea – Members Project Record 4H MER 02

The questions and exercises in this book can be completed by reading **Life in the Sea Member Guide** and by observing the marine animals at an oceanarium. You could complete some exercises without visiting an

oceanarium at all. For instance if you live near a river where manatees can be found you could possibly complete the Manatee exercise.

SF – SPORT FISHING (AGES 8-18)

The National 4-H Curriculum sport fishing materials take youth on a journey that includes the old time favorites of fishing.

1 – Take the Bait BU-07598

Youth 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.

2 – Reel in the Fun BU-07599

Youth locate fishing information in the Web, cast using a spinning rod 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.

3 – Cast into the Future BU-07600

Youth develop their leadership skills as well as their fishing skills as they take a friend fishing, demonstrate how to disassemble and reassemble a fishing reel, design and conduct a sport fishing skillathon, 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.

Fishing for Adventure Helper’s Guide BU-07601

For the helper looking for activities that will involve the entire group and even parents, this guide is an excellent resource. Youth work together to identify fish characteristics, plan the club year, design a fish print t-shirt, powder paint a jig head, make a plastic worm, tie knots, complete a boat safety checklist, plan and conduct a fishing trip, play PERCH Bingo, organize a sport fishing quiz bowl, and conduct a fishing skillathon.

OE – OUTDOOR EDUCATION (AGES 8-18)

OE – Outdoor Education

Youth experience the fun and excitement of the outdoors as they explore the activities in the Outdoor Adventure Series. They progress from day hikes to overnight camping trips and finally extend backpacking expeditions as they hike through the three activity guides and the helper’s guide. Featured are experiences related to food, shelter, Leave No Trace ethics, safety, navigation, and equipment and camp management.

1 – Hiking Trails BU-08043

Youth learn shelter selection, Leave No Trace camping skills, outdoor cooking, and environmental awareness and appreciation.

2 – Camping Adventures BU-08044

Youth experience planning and taking a day hiking trip. Activities include clothing needs, what to pack in a daypack, reading topographic maps, and orienteering skills.

3 – Backpacking Expeditions BU-08045

Through these activities youth focus on being on the trail for an extended period of time. They consider clothing needs, setting up tents, using backcountry stoves, basic nutritional needs, menu planning for multi-day hikes, personal hygiene, and basic first aid.

Outdoor Adventures Helper’s Guide BU-08046

This guide enables helpers to facilitate the teaching of the three levels of the Outdoor Adventures curriculum. Activities include risk management, the role of a leader, trip planning, health care planning, menu planning, Leave No Trace camping ethics, adapting programs to special needs populations and evaluation of programs.

OE1 – Shooting Sports

B-A-S-I-C Archery 4-H 631

Produced by Ohio State University Extension. This introductory book contains 6 chapters – language, equipment, selection, range, nine steps of shooting, and care for equipment.

4-H Rifle Member’s Record Book 4-H Bulletin 750

4-H Archery Member’s Record Book 4-H Bulletin 751

4-H Shotgun Member’s Record Book 4-H Bulletin 752

WL – WILDLIFE

1 – The World Around Us I 4H WLM 10

This is an environmental education publication for members age 9-11. This project book contains educational content along with activities focusing on different animals and the different plants that live in Florida. The book tells of poisonous snakes and plants and how to use all senses when outdoors.

2 – The World Around Us II 4H WLM 11

This is an environmental education publication for members age 12 -18. This book should be completed after *The World Around Us: Wildlife Unit I (4H WLM 10)*. This project book focuses on birds and consists of activities such as building a bird bath, feeder, and house. You will learn and watch carefully for some of the 350 birds in Florida.

WL1 – Wildlife Manuals

Level A – Grades 3 & 4 4-H 903

This book introduces youth to 12 animal species and encourages them to explore basic animal concepts by studying information about the featured species.

Level B – Grades 5 & 6 4-H 904

Basic wildlife concepts are introduced. Youth are challenged to observe differences between species.

Level C – Grades 7-9 4-H 905

Advanced wildlife concepts and topics are introduced and discussed. Youth are encouraged to understand these components by completing inquiry-based activities.

Level D – Grades 10-12 4-H 906

Youth are encouraged to locate their own resources (using books, the internet, other people, etc.) to learn all they can about wildlife as they move into the adult world. Some guidance is given to help them explore wildlife management, careers, and current wildlife topics.

4-H Wildlife Project Leader’s Guide 4-H 907

INDIVIDUAL AND FAMILY RESOURCES

CD – CHILD DEVELOPMENT

CD1 – Child Development

Youth learn about how children grow and develop and learn how they can care for themselves, their family, and their community. This guide is excellent for 4-H, afterschool programs, and home school. The curriculum is designed to wrap around the new Red Cross “Babysitter’s Handbook.”

1 – Growing on My Own BU-08075

Youth explore how they grow and develop, how to inspect toddler’s toys and make their home hazard-free. They also learn more about their roles in life, how to handle their emotions, and accept differences in others.

2 – Growing With Others BU-08076

Youth learn about self care, rules, responsibility and safety, and are introduced to babysitting. They learn to work with others and gain awareness of common dangers in their world.

3 – Growing in Communities BU-08077

Youth 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.

Child Development Helper’s Guide BU-08078

This guide features nine engaging group activities. Youth are encouraged to work with younger kids in after-school programs, day care centers, day camps, as well as with kids in the own 4-H club.

EX – Exploring 4-H (Grades 2-4)

Exploring the Treasures of 4-H BU-08171

This youth 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.

Treasure of 4-H Helper’s Guide BU-08172

This activity-packed guide is designed for teachers, volunteer leaders and other educators. The activities help groups of youth explore the many treasures of 4-H. Activities are organized into eight categories linked to national education standards with suggestions provided for continued study in related 4-H projects.

EX1 – Cloverbud Activities

Ohio State University Cloverbud Instructional Curriculum Materials 4-H 710 GPM

This curriculum focuses on cooperative learning in a non-competitive environment for 5-8 year olds. Each project area has three lesson sheets to offer many opportunities for learning activities and encouraging positive attitudes towards learning. Each exercise is given an estimated time to assist in planning group activities. The integration of outside resources brings an added benefit to these materials.

Cloverbud Activity Sheets Activity Packet 738

This collection of one-page project lesson plans is centered on six life skills. Each plan includes materials and equipment needed, procedures for conducting the lesson, discussion questions to guide conversations with the children, and a list of home activities. From the Oklahoma State Cooperative Extension Service.

Family Celebrations From Around the World

Produced by the Michigan State 4-H Youth Program for youth ages 5-8. Curriculum has plans for meetings on ten different family celebrations, with activities designed to help 5-to 8-year olds learn more about geography, foods, games, and stories from around the world.

Gifts of Gold Series

“Gifts of Gold” is a national 4-H curriculum project designed for youth ages five through eight. Corn is the gift of gold. Through learning about one common, international food, youth will explore agriculture, literacy, nutrition, diversity, science, art, communications, and horticulture. Through hands-on exploration that includes songs, stories, video, computer games and optional family involvement, youth will expand their knowledge of an important food community.

1 – Seeds, Stalks, & Science: Agricultural Awareness BU-6863

2 – Food, Family, & Fun: Consumer Science BU-6864

3 – Harvest, Husks, & Harmony: Communication & Expressive Arts BU-6865

CT – CLOTHING AND TEXTILES

The following are Florida 4-H Clothing, Construction, and Fashion Revue Contest Study Guides. Member and Leader Manuals are used to supplement project books.

1 – Beginner’s Guide 4H CTM 10

This guide is for Junior Level 4-H members ages 8-10.

2 – Intermediate Guide 4H CTM 11

This guide is for Intermediate Level 4-H members ages 11-13.

3 – Advanced Guide 4H CTM 12

This guide is for Senior Level 4-H members ages 14 and up.

Helper’s Guide 4H CTL 20

CTC – Clothing and Textiles – CONSTRUCTION

A – Sewing Expressions

Youth learn to be smart clothing consumers, and they have numerous avenues to create garments and unique costumes.

1 – Under Construction BU-08060

Youth have opportunities to create garments and unique costumes.

2 – Fashion Forward BU-08061

Youth develop buying strategies, accessorizing, apparel design, and recycling skills.

3 – Refine Design BU-08062

Advanced youth learn recycling, starting a business, and the social and psychological influences of clothing.

Sewing Expression’s Helper’s Guide BU-08063

A wide range of experientially based activities provide methods for helpers to motivate youth to learn sewing while developing critical life skills.

Let’s Sew Book MI-07198

The popular book on sewing skills, Let’s Sew by Nancy Zieman is recommended as a resource.

B – Exploring Textiles and Sewing

Youth learn how to be smart clothing consumers and much more with this program. This curriculum provides numerous opportunities for youth to create garments and unique costumes. Buying strategies, apparel care and design, and the social and psychological influences of clothing are featured. Three skill-based manuals and a helper's guide provide a wide range of activities to youth while developing critical life skills. ***This series is no longer in print; therefore we have a limited number of books available.***

1 – Sew Much More

This is the second level of the series and is designed for youth with an intermediate skill level.

2 – Sew On & Sew Forth BU – 7181

This is the third level of the series and is designed for youth with an advanced skill level.

CTS – Clothing and Textiles – SELECTION

This curriculum teaches decision making skills through a six-step process based on fun, hands-on clothing activities that youth can do alone or with friends. It builds self-confidence, teaches consumer skills, and encourages community service.

1 – Discovering Choice BU-07360

This activity guide is designed for youth in grades 6-8.

2 – Managing Choices BU-07361

This activity guide is designed for youth in grades 9-12.

Helper’s Guide BU-07362

CE – CONSUMER EDUCATION

CE – Consumer Education

Youth consume more than \$175 billion of goods and services each year. Through “Consumer Savvy,” youth will become informed and responsible consumers in today’s dynamic marketplace.

1 – The Consumer in Me BU-08030

Youth experience what it means to be a consumer through saving, spending, and sharing.

2 – Consumer Wise BU-08031

Youth realize the influence of peer pressure and the power of advertising as they learn to make independent decisions when shopping.

3 – Consumer Roadmap BU-08032

Teens navigate the potholes in the marketplace en route to becoming savvy consumers.

Consumer Savvy Helper’s Guide BU-08033

This guide includes resources for helpers who facilitate learning for all ages of youth. Numerous group activities help youth develop essential life skills as they pursue their interest in consumer education.

MM2 – Financial Champions (Ages 12-14)

Youth learn about needs and wants, money personalities and values.

1 – Money FUNdamentals BU-07710

Youth learn money management skills, including deciding whether to make a purchase, determining whether they can afford it, and living within a spending plan.

2 – Money Moves BU-07711

Youth learn about wants and needs, values, goal-setting, communications, ways to use and save money, the benefits and drawbacks of credit, advertising influences, consumer decisions making, and how to select financial services.

Financial Champion’s Helper’s Guide BU-07712

Youth participate in group experiences and financial activities. An interactive web-based game reinforces the concepts learned in this curriculum.

FP – FOOD PREPARATION

FP – Basic Food Preparation

Foods feature lots of exciting hands-on activities. This curriculum is designed around six major themes: healthy food selection, smart food purchasing, food safety and science, food preparation, food preservation, careers and foods around the world.

A – Six Easy Bites BU-07144

Youth prepare foods, do fun experiments, and go on fact-finding missions.

B – Tasty Tidbits BU-07146

Youth learn healthy food selection, food safety, and smart food purchasing through exciting and challenging activities.

C – You’re the Chef BU-07148

Youth explore food careers and learn food preservation and preparation through activities.

D – Foodworks BU-07150

Youth learn about foods and more advanced food preparation. They have access to the fun new Web site where they can download recipes from across the country and around the world.

Foods Helper’s Guide BU-07730

Helpers will find group activities and answers to the questions posed in the youth guides here and on the website. Developed by Purdue University.

FP3 – Microwave Magic

The Microwave Magic Series contains exciting youth activities that focus on using the microwave to prepare everything from simple snacks to complete meals. Developed by Purdue University.

A – Bags of Tricks BU-08087

Youth 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.

B – Micro Magicians BU-08088

Youth participate in activities on understanding watts and prepare foods such as potatoes, vegetables, pudding bar cookies, beans, upside down cake, and brownies.

C – Amazing Rays BU-08089

Through activities youth practice more advanced microwave techniques such as shielding, defrosting, and browning.

D – Presto Meals BU-08090

Youth learn techniques such as adapting recipes for the microwave, blanching fruits and vegetables, and stacking whole meals.

Microwave Helper’s Guide BU-08091

This guide for helpers includes group activities and answers to the questions posed in the youth guides.

HL – HEALTH

HL - Health

This curriculum will allow youth to have fun while learning about six factors that join together to make a healthy person: Body Motion (physical), Circle of Friends (social), Brain Power (intellectual), Express Yourself (emotional), Dream On (spiritual) and Who Am I? (occupational). As youth experience these they will develop important life skills in a fun and challenging way. **This series is no longer in print; therefore we have a limited number of books available.**

Exploring My Body BU-6857

This activity guide is for grades K-2.

Health A – Discovering Myself BU-6858

This activity guide is for grades 3-4.

Health B – Fun with Friends BU-6859

This activity guide is for grades 3-5. 4-H'ers will learn about and how to handle topics like: smoking, your target heart rate, puberty, alcohol, friendship, sexual feelings, memory, how to express emotions, constructive criticism, stress, values, and injuries.

Health C – Teen Talk BU-6860

This activity guide is for grades 7-9. 4-H'ers will learn about and how to deal with: media images, sexuality, healthy eating, physical activity, communication, dating, STD's, pregnancy, depression, stress, study skills, time management, and speaking out. **This guide comes in two versions; C-A offers a balanced risk and consequences approach to sexual issues while C-B focuses on an abstinence approach to such issues.

Health Helper's Guide BU-6862

The "Health...It's Your Choice" curriculum is designed to help youth develop both project and life skills. This guide will help the project helper learn age appropriate techniques for working with youth and how to plan for projects.

HL2 – Physical Fitness, Safety, and Health

1 – First Aid in Action BU-08174

Youth practice first aid skills to treat cuts, scrapes, nosebleeds, and bee stings. They learn how to respond to someone who is choking or has a broken bone, assemble a first aid kit, and interview members of the medical profession.

2 – Staying Healthy BU-08175

Youth use a self-assessment tool to identify personal talent areas; explore hygiene, nutrition and physical activities; and share what they discover with a new appreciation of personal interests and talents.

3 – Keeping Fit BU-08176

Youth design their own personal fitness plan and track it using their own fitness file. Through interviews and personal experiences, youth discover the benefits to being fit as they practice making decisions, managing themselves and speaking with others.

CITIZENSHIP AND LEADERSHIP

CS – COMMUNITY DEVELOPMENT AND SERVICE

CS2 – Service Learning

Service learning engages young people in actively giving back to the community and reflecting thoughtfully on the implications of service. Young people organize personalized journeys into service learning into service learning and discover their own abilities to make the world a better place.

1 – Agents of Change BU-08182

Appropriate for middle school-aged audience. Youth become "special opportunities agents" as they follow a series of exciting activities that engage them in their community and allow them to reflect on their experiences. Youth identify community needs, plan a service project and execute their idea using the manual.

2 – Raise Your Voice BU-08183

Designed for high school-aged audience, this no-nonsense guide engages older youth as young leaders. Voices of real young people engaged in service inspire youth and connect them with others who made an impact. Youth plan and implement their own service project.

Service Learning Helper's Guide BU-08184

This exciting guide for leaders offers group service learning activities like community mapping, identifying group roles and journaling. It offers advice for mentors seeking to guide youth through enriching learning experiences. Reflective journaling helps leaders explore their personal leadership style and the value of service.

CS3 – Citizenship: Public Adventures

Teens channel their energy toward solving real problems in their community. Youth change a piece of the public world, discover the possibilities of democratic citizenship and build a commitment to taking action in new and exciting ways. They plan and conduct a project that will create change or improve something that is valuable to many people.

Citizenship Adventure Kit BU-08153

Decision making, problem solving and teamwork are among the skills that youth stamp on their passports. They address real community issues, and keep a journal of their thoughts, decisions and actions throughout the process. The kit includes a passport to record achievements, postcards with project tips, and a travel log.

Citizenship Guide's Handbook BU-08154

Through tips, suggestions, added references and activities, youth take a journey that is fun and educational. Youth discover the importance of needs and assessment, knowing who are advocates and detractors, formulating a plan and knowing what success looks like.

4-H Passport to the World – A Country Study Guide

This project is designed to help individual members, groups of 4-H'ers, their families and 4-H leaders learn about a foreign country as part of the people-to-people 4-H intercultural emphasis. It can be done as a project for an individual, an entire club, or as a 4-H special interest school program. This project book contains an outline of the interesting things to learn and fun activities to do to help you become acquainted with a country of your choice.

4-H Intercultural Leader's Guide

This guide is designed to help the 4-H leader conduct intercultural learning experiences in their 4-H club. It includes ideas for activities which help 4-H'ers and their families learn about themselves and people throughout the world. The guide also helps develop appreciation of peoples' differing but equally rich living patterns, ideas and values.

Florida 4-H Community Pride 4HCPL20

The 4-H Community Pride program is designed as an action-oriented program to give 4-H'ers a better understanding of their community by participating in its overall improvement. Members identify some of the needs and problems of their community and take action in helping to solve one or more problems.

LD – LEADERSHIP DEVELOPMENT

Youth of all ages will share in the fun as they learn the dynamic process of leadership. Mentor guides include background information and interactive activities in relationship building, communication, group process, planning and organizing. All activities offer a cross-cultural perspective.

1 – My Leadership Workbook BU-07905

Youth practice leadership through this action-packed workbook. From “putting themselves in someone else’s shoes” to “gathering loose ends” and “freezing a conflict,” youth actively learn about individual leadership skills. Grades 3-5.

2 – My Leadership Journal BU-07906

Continuing on the leadership journey, youth learn the importance of understanding themselves as a leader. Teamwork is emphasized as the youth walk the teamwork tightrope and search for team talent. Youth are encouraged to keep a “journal” of their leadership journey. Grades 6-8.

3 – My Leadership Portfolio BU-07907

Older youth focus on “real life” leadership activities. Youth are encouraged to develop a portfolio of their leadership experiences. Through youth directed activities, individuals assume greater leadership responsibilities. Grades 9-12.

Leadership Mentor Guide 1 – BU-07903

This guide provides the mentor with ideas and suggestions for working with youth as they follow the activities in the Grades 3-5 workbook or the K-2 activities. The K-2 activities are adult-driven activities, and therefore, only available in this mentor guide. The purpose of k-2 activities is to help younger children think about leadership and how they can develop leadership skills in their daily lives. “My Leadership Workbook” activities are printed in the guide with additional mentor tips and suggestions.

Leadership Mentor Guide 2 – BU-07904

“My Leadership Journal” and “My Leadership Portfolio” activities are printed in this guide with additional mentor tips and suggestions. This guide provides helpful background information on working with youth in leadership development. The mentor can learn more about their own leadership skills by using the leadership assessment tool. Grades 6-12.

PLANT SCIENCES

AG – AGRICULTURE (GRADES 3-5)

Looking for ways to introduce young people to the world of agriculture and life sciences while expanding your collection of fun-filled after-school science activities keyed to national standards? Then this curriculum is for you! Each uniquely themed guide contains 40 hands-on lessons developed in cooperation with curriculum specialists from the National Consortium of State Agriculture in the Classroom programs, Extension 4-H professionals and experts from the field of child-education. It was designed to increase agricultural literacy among 3rd through 5th grade audiences while developing their understanding, appreciation and application of science through a variety of agriculturally-based activities.

Acres of Adventures 1 BU-08330

Adults and older youth will enjoy using these lesson plans to quickly engage youth in learn-by-doing agriculture activities within the following thematic units: Plant Detectives, Mystery Agriculture, All about Agriculture, Fast Food Agriculture.

Acres of Adventures 2 BU-08331

This group activity guide for the after school teacher provides ready to use lesson plans that will quickly involve youth in experiential activities related to the following thematic units: Insect Invasion, Farm Physics, Agriculture Gone Wild, Frontier Living.

GR – GARDENING

Youth who like to work outdoors and get their hands dirty, plant seeds and watch them grow, will enjoy this series. Developed by Purdue University.

A – See Them Sprout BU-07162

Youth learn to plan a garden as well as plant the seeds, use garden tools safely and harvest crops. Youth autograph pumpkins, grow plants from roots, make a rain gauge and roast pumpkin seeds.

B – Let’s Get Growing BU-07163

Youth use transplants in a garden, start seeds indoors, observe how plants respond to light and grow new plants from plant parts. They make a worm box, freeze vegetables and make a compost pile.

C – Take Your Pick BU-07164

Youth learn to test and improve soil, extend the growing season, cross-pollinate flowers and assist others in garden projects. Youth also explore photosynthesis, plant, harvest, and dry herbs, and learn to pickle vegetables.

D – Growing Profits BU-07165

Youth explore double crop planting methods, the effects of pollution on plants, plant genetics, pest management and starting a plant business. Youth learn how to construct raised beds for planting, investigate hydroponics and spuds in space.

Gardening Helper's Guide BU-07166

This guide provides the helper with activities, ideas and content to help support youth growth and learning in a caring and supportive environment. Included are easy-to-use reference tables and group activities.

Gardening Exhibit Guide BU-07167

This guide is an excellent resource for youth preparing vegetable exhibits for the fair. In addition to a complete listing of standards for all vegetable exhibits are examples for special exhibits and how to prepare exhibits.

Down-to-Earth – Gardening in the Classroom BU-07714

Down-to-Earth assists the helper using gardening as a means to explore plant growth and development. Through this hands-on, minds-on program, youth learn the basics of botany, the gist of gardening, the essentials of ecology and much more. Through gardening, youth stimulate their senses and cultivate science process and life skills. By gathering data via the scientific method, youth feel a sense of pride and responsibility. This award-winning 88-page activity guide is an excellent resource for school enrichment programs, organized 4-H clubs, school-age child care educators, after-school programs, nature centers, summer youth camps, scouts and traditional school settings. Developed by North Carolina A & T University for grades 4-6.

PS – PLANT SCIENCE - HORTICULTURE

This curriculum provides activities in basic plant science, composting, flower arranging and indoor and outdoor gardening. While developing skills in horticulture, youth will be practicing valuable life skills such as communication, decision making and problem solving. There are even opportunities for leadership and community service through horticulture. ***This series is no longer in print; therefore we have a limited number of books available.***

2 – Branching Out 4H CCS 7154

This activity guide is for 4-H members ages 12-14, and is the second in the Horticulture series. Branching Out will teach 4-H'ers about; horticulture terms, plant needs, propagation, hydroponics, selecting plants for a terrarium, how composting works, growing transplants, soil testing, mulches, flower gardening, how to identify pest damage, how to keep records, flower arranging, and how to select horticulture products.

3 – Digging Deeper 4H CCS 7155

This activity guide is for 4-H members ages 15 and up, and is the third in the Horticulture series. Digging Deeper will teach 4-H'ers about; how to grow plants in a cold frame, how to landscape, how to organize a gardening clinic, how to design a plant experiment, how to grow herbs, how to make a line-mass flower arrangement, forcing bulbs, organic and chemical fertilizing and insect control, how to present horticulture information, division propagation, and exploring horticulture careers.

Horticulture Helper's Guide 4H CCS 7156

This leader's guide will help you support youth in his or her efforts to set goals and complete activities, as well as providing resources for the member's to use in completing the series.

SCIENCE AND TECHNOLOGY

ST – SCIENCE AND TECHNOLOGY

Whether you are a school teacher, camp counselor, 4-H club leader or home school, you will find the lessons in the Science Discovery Series are as much fun and interesting to teach as they are for youth to experience. Each lesson plan outlines subject matter and life skill objectives, materials needed, background information, a lesson outline containing detailed instructions, optional activity references and resources, glossary and an evaluation instrument. Developed by Rutgers, the State University of New Jersey.

Science Discovery 1 – BU-07914

Youth develop science skills as they explore whales, rocks and minerals, water quality, trees and recycling. Grades 3-5.

Science Discovery 2 – BU-07915

Youth explore weather, spiders, oceanography, trees and astronomy. Grades 4-6.

AR – AEROSPACE

The awesome experiences of flying an airplane, launching a rocket, conquering space and becoming an astronaut or pilot come alive as youth explore Aerospace Adventures. Through fun and challenging activities youth learn about flying, kits, hot air balloons, remote control airplanes, gliders, and rockets as they develop important life skills.

1 – Pre-Flight BU-06842

Wow! Talk about fun! 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.

2 – Lift-Off BU-06843

Youth blast off with this guide as they fly kites, participate in airplane contests, launch rockets, explore space, make a glider, construct a straw rocket and experience disorientation.

3 – Reaching New Heights BU-06844

Youth soar as they 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 in this experiential curriculum. Youth make a shuttle on a string, a Japanese kite, a hang glider, and a control panel of an aircraft.

4 – Pilot in Command BU-06845

Youth create their own altitude tracker, determine the most fuel efficient routes between airports and make a box kite. Youth also explore pilot certification requirements, evaluate past and present navigation systems, and learn about airport issues in their community or state.

Aerospace Helper's Guide BU-06846

This helper's guide provides group oriented experiences that will keep youth coming back for more. Many activities are included in this guide for hands-on experiential group fun such as aerospace quiz bowls, skillathons, and an airport field day.

Launching Youth Aerospace Programs BU-6847

As an Aerospace Community Organizer you have the opportunity to bring the community and especially youth together around the many opportunities aerospace offers. If you decide to involve 100 youth and 20 volunteers in your community in aerospace programs what would you need to succeed? The information in

this guide has been developed to assist older youth, volunteer coordinators, youth professionals, and aerospace project coordinators to be successful organizing and supporting youth aerospace groups.

Aerospace CD-ROM CD-07605

This set contains a CD-ROM which includes a complete set of Aerospace materials for individual users.

AS – ASTRONOMY

It's Out of This World 132LMI

This activity guide is for 4-H members age 9-15, and is published by Cornell University. This curriculum provides 4-H'ers with the opportunity to explore and learn about the basics of astronomy. Written at an introductory level, ample information is provided so the leader does not need to be an expert in the field of astronomy. This guide encourages leaders and members to learn about astronomy together.

BI – BICYCLE (AGES 5-13)

Youth will see the world's colors whiz by and feel the wind in their face. With Bicycle Adventures they can map their own route to the world of bicycling and have the confidence to navigate whatever comes their way. Bicycling is a path to independence from the first ride, to the first tire patch, to the first time they organize their own ride or event. New Horizons will be theirs with Bicycle Adventures.

1 – Bicycle 1 BU-7503

Level 1 is for ages 5-8 and will teach the basics of bicycling and how to choose your first bike, as well as the rules of the road and how to choose a safe place to ride.

2 – Bicycle 2 BU-7504

Level 2 is for ages 9-12 and will teach how to identify the parts of a bike and to maintain and repair your bike by checking tires and chains, this book also teaches you how to ride on the road and the skills you will need.

3 – Bicycle 3 BU-7505

Level 3 is for ages 13-15 and will teach you more about maintaining your bike and talks about riding your bike safely at night or in bad weather, and community service and issues about bicycling.

Bicycle Helper's Guide BU-7506

The helper's guide will the leader or volunteer teach at a developmentally appropriate level and give different activities to use when teaching the skills in the bicycle adventures series.

CP – COMPUTER TECHNOLOGY

This series is for 4-H members of all series, and is published by the Cooperative Curriculum System. Exciting multi-media curriculum helps youth develop the skills to confidently use their computers to design professional-looking printed materials, animated presentations, and interactive web sites.

1 – Booting Up 4H CCS 7509

Level 1 is designed for beginners with little or no experience, just access to a computer with a CD drive. Activities are included both in the manual and on the accompanying CD.

2 – Adding Hardware and Software Magic 4H CCS 7510

Level 2 is designed for users who have some basic computer skills. This level has activities both in the manual and on the website. Web-based activities are on the internet; this book provides a www password.

3 – Reaching Beyond for the Advanced Users 4H CCS 7511

Level 3 is designed for the more skilled user. This level has both activities in the manual and on the Web site. Web-based activities are located on the internet, and a www password is provided.

Computer Mysteries Helper's Guide 4H CCS 7512

This helper's guide offers additional background information, internet safety guidelines, and helpful hints for working with young people, both individually and in groups. The curriculum web site also has a special section for parents and adult helpers.

EL – ELECTRONICS

Energize and electrify youth with Electric Excitement, the National 4-H Curriculum Electric Energy Series. Youth demystify the “magic” of electric circuits, magnetism, motors, and electronics. From making educated guesses (forming hypotheses) and testing them, to building burglar alarms, to learning how to select really good stereo and other consumer items, these activity guides contain dozens of hands-on, useful, and FUN projects. These materials promote technical and scientific literacy while teaching communication and decision making life skills.

1 – Magic of Electricity BU-06848

Electricity is everywhere. Youth explore why certain things insulate from electricity better than others, the effect that magnetism has on various substances, how to build a flashlight, build and test a compass, build an electromagnet and electric motor.

2 – Investigating Electricity BU-06849

Decoding circuit diagrams, sending messages by Morse code, and building three-way switches are featured. Youth build circuits and test voltages, build a rocket launcher and a burglar alarm as they practice decision making and communication. This unit is designed for youth who understand magnetism, electron flow, and circuit design.

3 – Wired for Power BU-06850

Youth build on skills learned in Levels 1 and 2 plus learn some new ones, such as measuring electrical usage, replacing electrical switches and determining electrical loads. Youth also evaluate different light bulbs and test for electrical power.

4 – Entering Electronics BU-06851

Youth learn about diodes, transistors, LEDs, photocells, SCRs, ICs, 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.

Electric Excitement's Helper's Guide BU-06852

This helper guide has a number of exciting group activities that keep members coming back for more. It includes a variety of group activities that can be organized quickly and conducted with a group of three to fifteen youth. Youth learn how to conduct an electric skillathon, quiz bowls, electric bingo, and how to calculate amperage.

SE – SMALL ENGINES

Lawn mowers, snow blowers, personal watercraft, go carts, model airplanes and ATVs are just a few of the literally hundreds of machines powered by small engines. With more than 60 fun activities, the “Start Your Engines” curriculum helps youth understand how small engines work and how to keep them working.

1 – Crank It Up BU-08186

Youth focus on basic small engine knowledge, study external engine parts, discover tools of the trade and learn about the concepts behind what makes a small engines work. They explore the uses of small engines and safety issues.

2 – Warm It Up BU-08187

Youth explore the internal parts of engines, learn about engine sizes, compression ratios, seasoning their engines and safety issues. Youth also learn about occupational possibilities and starting their own businesses.

3 – Tune It Up BU-08188

Youth tear down and rebuild an engine, use diagnostic tools, research rules and regulations about using small engine machines and select replacement engines.

Small Engines Helper's Guide BU-08189

The helper's guide includes group activities, helpful hints for each activity in the three youth guides and additional small engine project meeting ideas.

GPS – GEOSPATIAL

Exploring Spaces, Going Places explores the world of geospatial science and goes where no 4-H project has ever gone before! **Accessed entirely on one CD**, the three youth levels and helper's guide are valuable resources to anyone interested in geospatial technology, geographic education, Geographic Information Systems (GIS), and Global Positioning Systems (GPS). Activities correlate with National Education Standards.

Exploring Spaces, Going Places CD CD-08358

1 – Getting Out

Where in the world are you? Youth are introduced to new ways of thinking about geographic positions, navigational tools (like GPS, compasses, maps and globes), identifying locations, measuring distances and more. Project activities like "Mega Bite's Mystery," "Map Teller," "Data Everywhere!" and "The Navigator" make learning fun!

2 – On the Trail

Maps, maps, everywhere! Future map-makers will learn how to collect data, combine the data with geographical positions and then make their own maps. Maps of school grounds, neighborhoods, farms or towns, states and beyond can be made. The choice is theirs!

3 – Reaching Your Destination

Can maps solve problems? Can they lower traffic congestion, pinpoint pollution sources, boost tourism, reduce disease and control crime? Advanced learners find solutions to problems like these as they develop and use multi-layered maps to solve complex problems within their own communities.

G2 Helper's Guide

The helper's guide, also included on the CD, supports group activities and group fun. This CD provides the helper with the background and information needed to introduce learners to the world of geospatial concepts, GPS, magnetic compass, maps and GIS. Activities include GPS Treasure Hunt, As the Ring Turns, Navigational Skillathon, I-M-A-G-E Bingo, Letterboxing, GPS Search & Rescue – Find Bubba! and much more!

RO – ROBOTICS

This robotics curriculum using the LEGO Mindstorms product is an ideal way to introduce science, math, engineering and technology skills while teaching life skills to youth ages 9-13. By using the activity guides and the Robotics and You CD youth learn to build and program a robot to perform increasingly difficult tasks. When completed, youth will be ready to join the FIRST LEGO League annual national competition.

1 – Robotics EXPLORER BU-08364

Programming concepts are introduced using the RoboLab language. Youth learn what a robot is, how to build one and how to program the robot to use sensors to interact with its environment. Working collaboratively as members of a team, they make decisions and organize information to complete the 14 activities. Note: The Robotics and You CD contains support materials needed for the activities in this book.

2 – Robotics PROBE BU-08365

More advanced topics in both programming and mechanics take shape in this second level book. Youth advance their programming techniques, use subroutines and variables to achieve more precise movements of their robots and build their own custom functions. Youth practice and develop creative thinking, decision making and leadership skills. Not the Robotics and You CD contains support materials needed for the activities in this book.

Helper's Guide – Robotics COACH BU-08366

Robotics Coach is designed to provide helpers with additional group activities related to the life skills and robotics skills introduced in the youth guides. This guide provides the helper with activities to build teamwork and effective communication skills while expanding the youth's knowledge of robotics.

Robotics and You CD CD-08368

The Robotics and You CD-Rom developed by Carnegie Mellon University's Robotics Academy, contains more than a dozen step-by-step videos designed to teach ROBOLAB programming software. The CD includes information on real-world technologies such as robo-mowers, autonomous pesticide sprayers and automated harvesters. This resource will provide youth and the helpers with additional resources to complete the interactive activities in the Robotics activity guides. Contents include RCX Preflight, real world robotics, point turns, modifiers and many more.

WORKFORCE PREPARATION AND CAREER DEVELOPMENT

WP – WORKFORCE PREP

Wow! Wild Over Work! (Grades K-6)

A Helper's Guide of Workforce Preparation Activities designed to help volunteers introduce youth to skills and behaviors that will be needed in the workforce of the future, this curriculum consists of hands-on experiential activities in career exploration and skill development. Organized around four related themes, this Helper's Guide contains background information as well as developmentally appropriate activities for youth. Florida pilot-tested this curriculum during its development!

Countdown to Careers: Lift Off (Ages 8-11) 4H WPM 10

This activity guide focuses on three missions: exploring work around me, exploring work in my community, and exploring work in my future.

Get in the Act! Take 1 Youth Guide + CD-ROM BU-08191

This innovative program is designed to help middle school youth explore what it takes to get their first paying job. This interactive experience, combining CD and activity guide formats with activities presented in the context of a movie set, helps youth recognize their learning styles and personal qualities. Youth make real life choices using video scenarios in the on-the-job choices game. Youth discover how to assess job possibilities in the community and create job scenarios.

Get in the Act! Take 1 Helper's Guide BU-08192

Helpers both in and out of the classroom will enjoy using this guide with the CD to incorporate workforce skills in their work with youth. It's an interactive experience, making it exciting for youth. Activities reinforce and extend learning with emphasis on personal qualities, working with others, and thinking skills. Youth create their own work plan by applying what they learned to get that first job and attaining future career goals. All activities and skill areas support the national SCANS workforce skills and educational standards.

WPE – ENTREPRENEURSHIP (AGES 12-18)

Youth develop knowledge, skills, and mindsets to meet the challenges of work and community in the 21st century.

Be the E BU-08035

Youth discover the world of Entrepreneurship with this multi-level guide. Activities assist youth in learning what it takes to be an entrepreneur and whether they may have the right stuff to meet the challenges. Youth practice the skills needed to function successfully as an entrepreneur and explore types of businesses, products and pricing, marketing, partnership, agreements and contracts. Youth create a business plan and start their own business.

Entrepreneurship Helper's Guide BU-08036

This guide is full of hands-on activities for helpers to use with group meetings of youth pursuing entrepreneurship. All activities are correlated to the national educational standards and benchmarks for middle and high school students.

CLUB RESOURCES AND ACTIVITY GUIDES

PALM BEACH COUNTY 4-H CLUB RESOURCES

Clue Yourself into Modeling 4-H 422

This brief booklet is a great reference guide for youth participating in the Fashion Skill-A-Thon.

Cutting Corners

This is a quick A-Z reference guide created to aid the at-home sewer.

Personalized Patterns – Fitting and Altering

This publication is designed to take you step-by-step through the fitting process and to help you understand the concepts of fitting clothing and altering patterns.

Making Posters 4H GCM 60

This reference guide will help 4-H'ers of all ages make posters using color schemes, and includes planning tips to prepare for demonstrations and illustrated talks.

Do A Visual Presentation 4H GCO 59

This publication will help 4-H'ers create an effective visual presentation. This publication covers the method of delivery, the plan, the visuals, how to look sharp and how to have a sharp presentation.

Marketing You: Guidelines for Completing a Florida 4-H Recognition Portfolio 4H GCR 30

This publication is needed to assist the 4-H member with completing a Florida 4-H Recognition Portfolio. The three steps that are covered are: Florida 4-H Awards Application, Personal Resume, and Narrative Summary Statement. Additional publications that will be needed are the Florida 4-H Awards Program Application (4H GCR 31), What are My Skills? Worksheet (4H GCR 32), and the Florida 4-H Award Program Opportunities.

What are My Skills? Worksheet 4H GCR 32

This is a worksheet to be utilized to assist the 4-H member ages 13 and up to develop their resume as part of their award portfolio as described in Marketing You: Guidelines for Completing a Florida 4-H Recognition Portfolio (4H GCR 30). Preparing for your future is very important, and this Career Skills worksheet will help you evaluate your skill level and identify areas for improvement.

4-H Certificate of Appreciation 4H GCC 08

This 4-H recognition certificate can be used for local club, county council, and volunteer recognition.

4-H Certificate of Leadership 4H GCC 06

This 4-H leadership recognition certificate can be used for local club, county council, and volunteer recognition.

Florida 4-H Certificate of Recognition 4H GCC 03

This 4-H club recognition certificate can be use for local club, county council, and volunteer recognition.

CD-ROM Palm Beach County 4-H Promotion Presentation

Picture loop presentation of year round 4-H activities at the county level (2004). PC formatted and requires MS PowerPoint Software.

CD-ROM 4-H Presentation “A Workshop on Demonstrations and Illustrative Talks”

This presentation of tips on how to make project demonstrations and illustrative talks was produced by a senior 4-H member in 2005. PC formatted and requires MS PowerPoint Software.

PALM BEACH COUNTY 4-H RECORD KEEPING RESOURCES

Secretary’s Record Book 4H GCR 01

This is a 4-H club material for ages 8 and up. This is the official permanent record of your 4-H club. Minutes should be recorded as the meetings progress and then transferred into this permanent record immediately afterwards. Make this a record you and your club members can be proud of. Please submit your club secretary’s book at the end of the year for an award!

Treasurer’s Record Book 4H GCR 02

This is a 4-H club material that will help guide the newly elected treasurer (ages 8 and up) to his or her duties and responsibilities. This record book will be the official financial record for your club. Please submit your club treasure’s book at the end of the year for an award!

The 4-H Scrap Book

This 15 page guide on creating a scrapbook was written by a former Palm Beach County 4-H’er and compiled by PBC 4-H in 2004. This book explains the step-by-step procedure and tips of creating an award winning 4-H club/county scrapbook!

Cloverbud Project Summary 4H GCM 11

Designed for ages 5-7. This report gives these youngest 4-H members the opportunity to plan their 4-H year and summarize all completed projects for club and county recognition.

My Junior 4-H Project Report 4H GCM 12

Designed for youth ages 8-10.

My Intermediate 4-H Project Report 4h GCM 13

Designed for youth ages 11-13.

My Senior 4-H Project Report 4H GCM 14

Designed for youth ages 14-18.