



# Leon County 4-H Project Book Guide

## Ages 8-18



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**Florida 4-H Project Enrollment Guide** (<http://www.florida4h.com/projects/index.shtml>)

Welcome to the exciting world of 4-H projects! To select your projects, think about those things you'd like to do and learn. You don't need to submit this sheet to the 4-H office, just let the 4-H office know what books you'd like or find them on-line. If you finish your projects before the 4-H year (Sept 1<sup>st</sup>-Aug 31<sup>st</sup>) is complete, give a hard copy of your completed projects to your leader or 4-H Agent and you may select more projects to complete. By completing and turning in a completed project book and/or participating in several 4-H programs & activities throughout the year, you will officially complete a 4-H year and may be eligible for recognition at our annual 4-H Awards Night. (Project books are due each summer in the 4-H office.) What are the costs of 4-H books? It depends on the book. We charge you "at cost." And many are available on-line! All project book fees are refunded once you turn in your project book for the 4-H year.

### AGRICULTURAL LITERACY

#### Afterschool Agriculture

Acres of Adventures 1

Acres of Adventure 2

*Goat (Meat): Group Helpers Guide*

#### Dog

Dog 1: Wiggles n' Wags

Dog 2: Canine Connection

Dog 3: Leading the Pack

*Dog: Group Helpers Guide*

### ANIMAL SCIENCES

#### General Animal Science

FL Livestock Breeding Project Record<sup>†</sup>

FL Livestock Market Record Book<sup>†</sup>

#### Horse

FL 4-H Horse Project Record Book<sup>†</sup>

Love a Horse Members Guide<sup>†</sup>

Love a Horse Leaders Guide<sup>†</sup>

FL Horse Member Advancement Pgm 1<sup>†</sup>

FL Horse Member Advancement Pgm 2<sup>†</sup>

FL Horse Member Advancement Pgm 3<sup>†</sup>

FL Horse Member Advancement Pgm 4<sup>†</sup>

Horse Advancement Pgm Leaders Guide<sup>†</sup>

Florida State Horse Show Official Rules<sup>\*†</sup>

Horse 1: Giddy Up & Go

Horse 2: Head, Heart & Hooves

Horse 3: Stable Relationships

Horse 4: Riding the Range

Horse 5: Jumping to New Heights

*Horse: Group Helpers Guide*

Horse Science<sup>†</sup>

Horses & Horsemanship<sup>†</sup>

#### Beef

Beef 1: Bite Into Beef

Beef 2: Here's the Beef

Beef 3: Leading the Charge

*Beef: Group Helpers Guide*

Beef: Pattern for Cloth Model Calf

#### Cats



Cat 1: Purr-fect Pals

Cat 2: Climbing Up

Cat 3: Leaping Forward

*Cat: Group Helpers Guide*

#### Dairy Cattle

Dairy 1: Cowabunga

Dairy 2: Mooving Ahead

Dairy 3: Rising to the Top

*Dairy: Group Helpers Guide*

#### Goats

Dairy Goat 1: Getting Your Goat

Dairy Goat 2: Stepping Out

Dairy Goat 3: Showing the Way

*Dairy Goat : Group Helpers Guide*

Goat (Meat) 1: Just Browsing

Goat (Meat) 2: Get Growing with Meat Goats

Goat (Meat) 3: Meating the Future

#### Pets



Pets 1: Pet Pals

Pets 2: Scurrying Ahead

Pets 3: Scaling the Heights

*Pet: Group Helpers Guide*

#### Poultry

Poultry 1: Scratching the Surface

Poultry 2: Testing Your Wings

Poultry 3: Flocking Together

*Poultry: Group Helpers Guide*



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## Rabbits

[Rabbits, Rabbits, Rabbits Manual](#)<sup>†</sup>  
[Rabbits, Rabbits, Rabbits Record](#)<sup>†</sup>  
Rabbit 1: What's Hopping?  
Rabbit 2: Making Tracks  
Rabbit 3: All Ears  
*Rabbit: Group Helpers Guide*  
Rabbit: Sewing Pattern for a Cloth Rabbit  
Online Rabbits, Rabbits, Rabbits \*coming soon\*

## Sheep

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

## Swine

[Swine Record Book 1](#)<sup>†</sup>  
[Swine Project Manual 1](#)<sup>†</sup>  
[Swine Record Book 2](#)<sup>†</sup>  
[Swine Project Manual 2](#)<sup>†</sup>  
Swine 1: The Incredible Pig  
Swine 2: Putting the Oink in Pig  
Swine 3: Going Whole Hog  
*Swine: Group Helpers Guide*  
Swine: Sewing Pattern for Baby Pig

## Veterinarian Science



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

## ENVIRONMENTAL SCIENCES

### Environment

Issues Investigation 1  
Issues Investigation 2  
*Issues Investigation: Helper's Guide*  
Exploring Your Environment 1: Eco-Wonders  
Exploring Your Environ2: Eco-Adventures  
Exploring Your Environ 3: Eco-Actions  
*Exploring Your Environ: Group Helpers Guide*  
Outdoor Adventures 1: Hiking Trails  
Outdoor Adventures 2: Camping Adventures  
Outdoor Adventures 3: Backpacking Expedition  
*Outdoor Adventures: Group Helpers Guide*

### Entomology

Entomology 1: Creepy Crawlies  
Entomology 2: What's Bugging You?  
Entomology 3: Dragons, Houses & Other Flies  
*Entomology: Group Helpers Guide*  
[Getting Started in Entomology – Beginning](#)<sup>†</sup>  
Collecting & Identifying Insects-Intermediate\*

[Working with Insects – Advanced](#)<sup>†</sup>

### Forestry

[Trees and Me 2](#)<sup>†</sup>  
[Florida's Fabulous Forests 3](#)<sup>†</sup>  
[Forest Resources Leaders Guide](#)<sup>†</sup>  
Forestry 1: Follow the Path  
Forestry 2: Reach for the Canopy  
Forestry 3: Explore the Deep Woods  
*Forestry: Group Helpers Guide*



## PLANT SCIENCES

### Plants & Gardening

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

### Marine Science & Wetlands

Fishy Science  
Sport Fishing 1: Take the Bait  
Sport Fishing 2: Reel in the Fun  
Sport Fishing 3: Cast into the Future  
*Sport Fishing: Group Helpers Guide*  
[Aquaculture & the Aquarium](#)<sup>†</sup>  
Fins & Scales  
Starting & Maintaining a Marine Aquarium\*  
Starting & Main. a Marine Aquarium Record\*  
Life in the Sea (project guide for members)\*  
Life in the Sea (project record)\*  
*Life in the Sea (Leaders Guide)*<sup>†</sup>  
Wetlands Project Manual\*  
Wetlands Project Record\*

### Wildlife

[The World Around Us 4-H Wildlife Unit 1](#)<sup>†</sup>  
[The World Around Us 4-H Wildlife Unit 2](#)<sup>†</sup>  
Bluebirds & Other Cavity-Nesting Birds (youth project guide)  
*Bluebirds & Other Cavity-Nesting Birds (leaders guide)*  
[Bluebirds Project Resources](#)<sup>†</sup>

### Shooting Sports

*Basic Archery (group use only)*\*  
4-H Archery: Member Record Book\*

## SCIENCE & TECHNOLOGY

### Aerospace

Aerospace 2: Lift Off  
Aerospace 3: Reaching New Heights  
Aerospace 4: Pilot in Command  
*Aerospace: Group Helpers Guide*

### Bicycle

Bicycle Adventures 1  
Bicycle Adventures 2

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Bicycle Adventures 3  
*Bicycle Adventures: Group Helpers Guide*

### **Automotive & Small Engine**

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

### **Computers**

Computers 1: Booting Up  
Computers 2: Adding On  
Computers 3: Reaching Beyond  
*Computers: Group Helpers Guide*

### **Electricity**

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

### **Energy**

Power of Wind: Youth Guide  
*Power of Wind: Facilitator's Guide*

### **Exploring 4-H Robotics**

Robotics 1: Explorer  
Robotics 2: Probe  
*Robotics Helper's Guide*

### **Geospatial**

Exploring Spaces, Going Places CD

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

### **Photography**

Adventures with Your Camera A (ages 8-10)  
Adventures with Your Camera B (ages 11-12)  
Focus on Photography Level 1  
Controlling the Image Level 2  
Mastering Photography Level 3

## **FAMILY & CONSUMER SCIENCES**

### **Consumer Education**

Consumer Savvy 1: Consumer in Me  
Consumer Savvy 2: Consumer Wise  
Consumer Savvy 3: Consumer Roadmap  
*Consumer Savvy: Group Helpers Guide*  
Financial Champion 1: Money



FUNDamentals

Financial Champions 2: Money Moves

*Financial Champions: Group Helpers Guide*

### **Child Development**

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

### **Clothing**

[Skill-a-thon Study Guide \(Beginners\)](#)<sup>†</sup>  
[Skill-a-thon Study Guide \(Intermediate\)](#)<sup>†</sup>  
[Skill-a-thon Guide & Contest \(Advanced\)](#)<sup>†</sup>  
[Skill-a-thon Study Guide \(Leaders\)](#)<sup>†</sup>

Sewing 1: Under Construction  
Sewing 2: Fashion Forward  
Sewing 3: Refine Design  
*Sewing: Group Helpers Guide*  
Let's Sew: A Beginner's Sewing Guide  
Clothing Decisions: Discovering Choice  
Clothing Decisions: Managing Choice  
*Clothing Decisions: Helpers Guide*

## **HEALTHY LIFESTYLES**

### **Health**

Keeping Fit & Healthy 1: First Aid in Action  
Keeping Fit & Healthy 2: Staying Healthy  
Keeping Fit & Healthy 3: Keeping Fit

### **Nutrition, Foods & Cooking**

Foods A: Six Easy Bites  
Foods B: Tasty Tidbits  
Foods C: You're the Chef  
Foods D: Food works  
*Foods Group Helpers Guide*

**FLORIDA**  
**4-H**  
**CURRICULUM**

## **COMMUNICATION & EXPRESSIVE ARTS**

### **Theater Arts**



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

### **Public Speaking**

Communications 1: Picking Up the Pieces  
Communications 2: Putting It Together  
Communications 3: The Perfect Fit  
*Communications: Group Helpers Guide*  
[Discovering the Treasure of Public Speaking](#)<sup>†</sup>

### **Arts & Crafts**

Visual Arts 1: Sketchbook Crossroads  
Visual Arts 2: Portfolio Pathways  
*Palette of Fun with Arts & Crafts: Helpers*  
Collectibles – Member Manual

### **Woodworking**

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Microwave Magic A: Bag of Tricks  
 Microwave Magic B: Micro Magicians  
 Microwave Magic C: Amazing Rays  
 Microwave Magic D: Presto Meals  
*Microwave Magic: Group Helpers Guide*  
 Munchy Adventures  
[Munchy Adventures Leader's Guide](#)<sup>†</sup>

## CAREER DEVELOPMENT

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

## LEADERSHIP DEVELOPMENT

### Citizenship & Service

[Exploring Citizenship Leaders Guide](#)<sup>†</sup>  
 Me, My Family, & My Friends: Unit 1<sup>†</sup>  
 My Neighborhood: Unit 2<sup>†</sup>  
 My Clubs & Groups: Unit 3<sup>†</sup>  
 My Community: Unit 4<sup>†</sup>  
 My Heritage: Unit 5<sup>†</sup>  
 My Government: Unit 6<sup>†</sup>  
 My World: Unit 7<sup>†</sup>



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

### Leadership

4-H Council Handbook\*  
[Florida 4-H Officers' Handbook](#)<sup>†</sup>  
[Secretary's Record Book](#)<sup>†</sup>  
[Treasurer's Manual & Record Book](#)<sup>†</sup>  
 Leadership: My Leadership Workbk (gr 3-5)  
 Leadership: My Leadership Journal (gr 6-8)  
 Leadership: My Leadership Portfolio (gr 9-12)  
*Leadership: Mentor Guide 1 (grades K-5)*  
*Leadership: Mentor Guide 2 (grades 6-12)*

## DISCOVERING 4-H

[Discovering 4-H](#)<sup>†</sup>  
 Exploring 4-H: Exploring the Treasures of 4-H  
*Exploring 4-H: Treasures of 4-H Group Helpers Guide*  
[Florida 4-H Events & Activities Handbook](#)<sup>†</sup>

## CLUB & ORGANIZATIONAL DEVELOPMENT MATERIALS

4-H Club Meetings\*  
[4-H Club Program Planning Guide](#)<sup>†</sup> (guide for staff & volunteers)  
[4-H Club Planning Workbook](#)<sup>†</sup> (workbook for members)  
[Florida 4-H Officers' Handbook](#)<sup>†</sup>  
[Florida 4-H Secretary's Record Book](#)<sup>†</sup>  
[Florida 4-H Treasurer's Manual](#)<sup>†</sup>  
[Starting and Maintaining 4-H Clubs](#)<sup>†</sup>

## Project Selection Considerations:

- Select a project you like
- Select a project that can be completed.
- Consider the money it will take. Can parents help?
- Consider the space and equipment you have at home.
- Consider the time it will take.
- Consider parental support for the project.
- Be aware of the opportunities for growth in this project.
- A 4-H project should be fun, serve a purpose and be worth the effort.

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