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## 2024-25 Publications Order Form for Illinois 4-H Projects

Project learning is an important part of the 4-H club experience. The following resources are available to support you in your journey. The project list is by category under the heading project book titles found in the Illinois 4-H Project Guide. **ORDER FORMS ARE DUE TO THE EXTENSION OFFICE BY DECEMBER 1, 2024 OR MARCH 1, 2025.** 

	HORSE
ANIMAL SCIENCE PROJECTS BEEF LEVEL 1: Bite into Beef LEVEL 2: Here's the Beef LEVEL 3: Leading the Charge	LEVEL 1: Giddy Up & Go LEVEL 2: Head, Heart & Hooves LEVEL 3: Stable Relationships LEVEL 4: Riding the Range LEVEL 5: Jumping to New Heights
	Horses & Horsemanship Horse Science
CATS	
LEVEL 1: Purr-fect Pals!	14547 0047
LEVEL 2: Climbing Up	MEAT GOAT
LEVEL 3: Leaping Forward	LEVEL 1: Just Browsing
	LEVEL 2: Growing with Meat Goats
	LEVEL 3: Meating the Future
DAIRY CATTLE	
LEVEL 1: Cowabunga!	
LEVEL 2: Mooving Ahead	POULTRY
LEVEL 3: Rising to the Top	LEVEL 1: Scratching the Surface
	LEVEL 2: Testing Your Wings
	LEVEL 3: Flocking Together
DAIRY GOATS	
LEVEL 1: Getting Your Goat	RABBIT
LEVEL 2: Stepping Out	RABBIT LEVEL 1: What's Hoppening?
LEVEL 3: Showing the Way	LEVEL 1: What 3 hoppening:
200	LEVEL 3: All Ears!
DOGS	EE V EE 3.7 M Ed 3.
LEVEL 1: Wiggles & Wags LEVEL 2: Canine Connection	
	SHEEP
LEVEL 3: Leading the Pack	LEVEL 1: Rams, Lambs, & You
	LEVEL 2: Shear Delight
Small Pets	LEVEL 3: Leading the Flock
LEVEL 1: Pet Pals	<u>——</u>
Level 2: Scurrying Ahead	
Level 3: Scaling the Heights	
Cavy Handbook: Guide to Guinea Pigs	SWINE
	LEVEL 1: The Incredible Pig
	LEVEL 2: Putting the Oink in Pig
Veterinary Science	LEVEL 3: Going Whole Hog
Level 1: From Airedales to Zebras	
Level 2: All Systems Go	
Level 3: On the Cutting Edge	

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CARE	ER & LEADERSHIP DEVELOPMENT PROJECTS
(	COMMUNICATIONS
	Communications Module 1
	Communications Module 2
	Communications Module 3
	PUBLIC SPEAKING: Finding Your Voice
	Journalism, News & Social Media (Will provide pdf to enrolled youth and update link to purchase book when available on Shop 4-H).
	CAREER DEVELOPMENT
	Build Your Future Notebook
	Be the "E" Entrepreneurship Guide Digital Download
	CONSUMER EDUCATION
	My Financial Future Beginner Youth Notebook
	My Financial Future Advanced Youth Notebook
1	.EADERSHIP
	Level 1: Skills You Never Outgrow 1
	Level 2: Skills You Never Outgrow 2
	Level 3: Skills You Never Outgrow 3
	Babysitting
	Illinois 4-H Babysitting Project Resources
CIVIC	ENGAGEMENT PROJECTS
	CIVIC ENGAGEMENT
	Citizenship: Level 1 - All About Me
	Citizenship: Level 2 - My Neighborhood
	Citizenship: Level 3 - My Community and Me
	COMMUNITY SERVICE
	Service Learning Level 1: Agents of Change
	Service Learning Level 2: Raise Your Voice
	FAMILY HERITAGE
	Family History Treasure Hunt
	INTERCULTURAL
	4-H Passport to the World
	DIVERSITY & CULTURAL AWARENESS
	Diversity: The Source of Our Strength
	(use above if working individually) Seeing i2i: Adventures (use if working as a club)
	Seeing izn maventales juse ij working us a clabj

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EXPLO	DRATORY PROJECTS 🚨
	NFORMATION: PROJECTS IN THIS CATEGORY ARE A GREAT OPPORTUNITY FOR AN INTRODUCTORY EXPERIENCE, BUT ARE NOT ELIGIBLE FOR COMPETITIVE EXHIBIT
Ex Bie	elcome to 4-H: An Introduction to 4-H ploring the Treasures of 4-H envenidos a 4-H y Favorite Things (Collectibles)
	FIVE AND CULTURAL ARTS PROJECTS  REATIVE WRITING  CREATIVE WRITING: The Writer in You
	NTERIOR DESIGN  Design Decisions
<del></del>	HOTOGRAPHY  Level 1: Photography Basics  Level 2: Next Level Photography  Level 3: Mastering Photography
	HEATRE ARTS Level 1: Beginner Level 2: Intermediate Level 3: Advanced
V	IDEO 4-H Filmmaking Workshop Series
GLASS &	ISUAL ARTS: (CHALK/CARBON/PIGMENT, CLAY, COMPUTER-GENERATED ART, FIBER, FOOD DECORATING PLASTIC, HERITAGE ARTS, LEATHER, METAL, NATURE, PAPER, SCRAPBOOKING, 3-DIMENSIONAL, WOOD)  IENDED RESOURCE: (This is a great starting place for all projects in this area)  Getting Started in Art (Beginner)
	rbon, Pigment
	Level 1: Sketchbook Crossroads  Level 2: Portfolio Pathways  Elements & Principles of Design Card
Clay	Getting Started in Art (Beginner)
Compute	r Generated Art Getting Started in Art (Beginner)

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Fiber	Exploring Fiber Arts 4-H Crochet Knitting Made Easy Duct Tape Crafts PDF
Food De	corating
FOOG DE	Cake Decorating PDF
Glass & I	
	Creating Stained Glass Projects
Heritage Ar	ts, Nature, Wood & 3-Dimensional Mixed Media Getting Started in Art (Beginner)
Leather	Unit 1 - Introduction to Leathercraft & Creative Stamping Unit 2 – Beginning Leather Carving 4-H Leather Craft Unit 3-7 4-H Leather Craft Unit 8-10
Metal	4-H Metal Enameling Member Guide
Paper Quilting	Paper Crafts
Quilting	You Can Quilt Quilting is Best Better
Scrapboo	oking 4-H Scrapbooking Digital Download
(	CLOTHING & TEXTILES
	Clothing 1: FUNdamentals Clothing 2: Simply Sewing Clothing 2: Simply Sewing Digital Clothing 3: A Stitch Further Clothing 3: A Stitch Further Digital Shopping in Style Digital Steam Clothing: Beyond the Needle Maker's Guide to Sewing Stuff Clothing Embellishment Costume Design

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ENVIRONMENTAL SCIENCES PROJECTS	
ENTOMOLOGY	
Teaming with Insects 1	
Teaming with Insects 2	
Teaming with Insects 3	
BEEKEEPING	
Level 1: Understanding the Honey Bee	
Level 2: Working with Honey Bees	
Level 3: Advanced Beekeeping Methods	
FORESTRY	
Level 1: Follow the Path	
Level 2: Reach for the Canopy	
Level 3: Explore the Deep Woods	
GEOLOGY	
Introduction to the Study of the Earth	
NATURAL RESOURCES & OUTDOOR LIVING	
EXPLORING YOUR ENVIRONMENT	
Exploring your Environment: Ecosystem Servic	es
Exploring your Environment: Earth's Capacity	
OUTDOOR ADVENTURES	
Level 1: Hiking Trails	
Level 2: Camping Adventures	
Level 3: Backpacking Expeditions	
FISHING & WILDLIFE	
SPORTFISHING	
Level 1: Take the Bait	
Level 2: Reel in the Fun	
Level 3: Cast Into the Future WILDLIFE	
WILDLIFE Wildlife Science Level 1 Digital	
Wildlife Science Level 2 Digital	
Wildlife Science Level 3 Digital	
WEATHER	
Level 1: Weather and Climate Science	
Level 2: Weather and Climate Science	

Level 3: Weather and Climate Science

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GARDENING, AGRICULTURE & FOOD ACCE EXHIBIT NOTE: While not a standalone exhibit opportunity, Food A under any of the following categories: Vegetable Gardening Innova- Service Learning.
CROPS
Corn
Small Grains
Soybeans
Crops Record
HORTICULTURE
Gardening Level A: See Them Sprout
Gardening Level B: Let's Get Growing
Gardening Level C: Take Your Pick
Gardening Level D: Growing Profits
Floriculture Level A
Floriculture Level B Floriculture Level C
Floriculture Level D
Illinois Vegetable Guide:
COVER CROPS
Cover Crop Science: An Inquiry-based project book
PLANTS & SOILS
(Free PDF resources from Virginia Cooperative Extension)
It's More Than Just Dirt PDF
Stems and Stamens PDF
Sprouting Out and Growing Up PDF
HEALTHY LIVING PROJECTS
FOOD & NUTRITION
COOKING
4-H Cooking 101
4-H Cooking 201
4-H Cooking 301
4-H Cooking 401
Global Gourmet

**FOOD SCIENCE** 

\_\_\_\_\_ Science Fun with Dairy Foods

Science Fun with Kitchen Chemistry

What's on Your Plate? Unit 1 Youth Science Journal
What's on Your Plate? Unit 2 Youth Science Journal
What's on Your Plate? Unit 3 Youth Science Journal
What's on Your Plate? Unit 4 Youth Science Journal



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FOOD	PRESERVATION
	Home Food Preservation: Boiling Water Canning
	Home Food Preservation: Drying Project
	Home Food Preservation: Freezing Home Food Preservation: Pressure Canning
	HEALTH
	Sports Nutrition: Ready, Set, Grow
	Everyday Food and Fitness
	Your Thoughts Matter: Navigating Mental Health
	Your Feelings Matter
	Health Exploration & Innovation
	LEVEL 2: LEVEL 2: LEVEL 2: LEVEL 3: Reaching New Heights Level 4: Pilot in Command
	COMPUTER SCIENCE
	Computer Science Visual Based Programming:
	Level 1: Discovering CS & Prog through Scratch (Digital)
	Level 1: Discovering CS & Prog through Scratch Notebook (Digital
	Level 2: Discovering CS & Prog through Scratch (Digital)
	Level 2: Discovering CS & Prog through Scratch Notebook (Digital)
	Level 3: Discovering CS & Prog through Scratch (Digital)
	Level 3: Discovering CS & Prog through Scratch Notebook (Digital
	Computer Science <u>Text-Based Programming</u> Online Resources:
	Level 1: Text Based Programing: Into to Python Activity Guide (Online Download)
	Level 2: Text Based Programing: Into to Python Activity Guide (Online Download)
	_ ELECTRICITY
	Level 1: Magic of Electricity
	Level 2: Investigating Electricity
	Level 3: Wired for Power
	Level 4: Entering Electronics

## **ROBOTICS**

EXHIBIT NOTE: Youth Enrolled in Robotics 1, 2, and 3 should use the Robotics 1 with EV3 and EV3NMore ONLY if they have access to an EV3 Robotics kit. For youth looking to use the new Lego Mindstorms Inventor Kits or the SPIKE kits, please refer to the online resources listed below for guidance. For youth competing in their respective county fair, and potentially the State Fair, youth will be required to document their experience in a Robotics Notebook and select/demonstrate one of the selected tasks used in the State Robotics Challenge. The challenge details will be released in late October with the Robotics Notebook template.

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ROBOTI	cs
	Robotics 1 with EV3 (Only for those using EV3 Robots)
	_ Robotics 1 (Spike Prime)
	Robotics 2:EV3 N More (Only for those using EV3 Robots)
	_ Robotics 2 (Spike Prime)
	Robotics 3: Online Resources 3
JUNK DRA	WER ROBOTICS
	_ Junk Drawer Level 1: Give Robotics a Hand
	Junk Drawer Level 2: Robots on the Move
	Junk Drawer Level 3: Mechatronics
	_ Junk Drawer: Youth Notebook
SMALL I	ENGINES
<u> </u>	_ Level 1: Crank It Up
	Level 2: Warm It Up
	_ Level 3: Tune It Up
TECHNOLOGIES	
MAKER	
	_ Maker: Online Resources
ESPORTS	5
	Esports
UNMAN	INED AERIAL VEHICLES/SYSTEMS: DRONES
	_ Unmanned Aerial Vehicles/Systems: Drones
TRACTO	R
	_ Level A: Starting Up
	Level B: Tractor Operation
	_ Level C: Moving Out
	_ Level D: Learning More
WELDIN	G
	_ Arcs and Sparks
WOODV	VORKING
	Level 1: Measuring Up
	Level 2: Making the Cut
-	Level 3: Nailing It Together
	Level 4: Finishing Up

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