FIND YOUR SPARK

18 USC 707

Illinois 4-H Project Guide

Illinois Extension
UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN

What is a 4-H PROJECT?

In 4-H, members learn about topics that interest them! These are referred to as members' "projects." 4-H projects often spark young people to follow their passions, interests, and talents on a new path to career development, enjoyment, and belonging.

BUT WHAT EXACTLY MAKES UP A 4-H PROJECT?

LEARNING EXPERIENCES

These help you find your spark and work towards mastery. These could include things like learning from a 4-H publication, workshops, clinics, self-study, educational tours and publications and more!

COMMUNITY SERVICE

This is where you give back what you've learned! This could include starting a community garden with your newfound horticulture skills, volunteering to lead a health and fitness class, hosting a food drive and more!

LEADERSHIP

Teach, mentor, and assist others using your new skills! This could include leading a workshop, planning a tour, holding an activity, making a speech on your topic, and more!

SHOWCASE

Time to showcase your hard work! This could include exhibiting at a show or fair, participating in a contest, giving an educational presentation and more!

START YOUR PROJECT JOURNEY BY CHOOSING ONE OF THE PROJECTS IN THIS GUIDE!


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Find and nurture your spark.
Project Spark Sheets help 4-H members find and nurture their spark! These sheets are designed as a tool for parents, mentors, or club leaders who are helping a 4-H member explore a project of interest. Each sheet contains information to help plan project exploration, spark ideas, and ignite possibilities.
75 Sparks are just waiting for you to light at go.illinois.edu/4Hspark

What's a CLOVERBUD?

CREATIVITY PLAY LEARNING FUN FOR CHILDREN AGE 5 TO 7

Studies have found that 80% of lifespan learning occurs before the age of 8 and Cloverbuds is an exploratory program to meet kids' developmental needs through creativity and play!

ENROLLING IN CLOVERBUDS IS EASY!
SIMPLY SELECT "CLOVERBUD" AS YOUR PROJECT!

Cloverbud clubs may be independent clubs or they may meet at the same time as a 4-H multi-project club with a special time set aside just for Cloverbuds. Most Cloverbud activities are leader guided and do not use member books.

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CLOVERBUD OPPORTUNITIES

4-H Cloverbud Clubs are for younger children age 5 to 7.

During club meetings, youth work as a group on projects perfect for their age. Cloverbud clubs may be independent clubs or they may meet at the same time as a 4-H multi-project club. Most Cloverbud activities are leader guided and do not use member books. Enrollment is easy. Simply select “Cloverbud” as your project. Leader resources on the following topics are available from your county Extension office: Aerospace | Bicycle Embryology | Exploring 4-H | Expressive Arts | Farm Animals | Latino Cultural Arts | Science & Technology | Gardening | Vet Science.

ANIMAL SCIENCE PROJECTS

BEEF | CATS | DAIRY CATTLE | DAIRY GOATS | DOGS | HORSE | MEAT GOATS
POULTRY | RABBIT | SHEEP | SMALL PETS | SWINE | VETERINARY SCIENCE

BEEF

Skills learned in raising beef cattle prepare you for many things you'll need in the future: responsibility, ethics, and hard work. You'll also have fun while you learn to produce a safe food product.

- In level 1, learn to identify breeds of beef cattle, halter break a calf, identify symptoms of sick cattle, and fit a steer.
- In level 2, learn about cattle feeds, judge beef cattle, present oral reasons, and identify livestock safety hazards.
- In level 3, calculate yield grade for cattle, evaluate beef carcasses, read and use sire summaries, and interview people in agriculture careers.

CATS

Learn how to care for your cat's health, nutrition, and housing needs. Caring for a pet helps you develop responsibility, nurturing, and communication skills.

- In level 1, learn to care for your cat, name the parts of a cat, and groom your cat.
- In level 2, identify cat behavior, observe a cat's six senses, learn about declawing cats, understand a cat's nutritional needs, and learn the signs of illness in cats.
- In level 3, learn about genetics, practice cat showmanship, learn about cat reproduction, organize a cat quiz bowl, and learn about animal welfare issues.

Illinois 4-H Livestock Record
Download from
4h.extension.illinois.edu/clubs

DAIRY CATTLE

Explore the dairy industry, from raising and showing a cow to manufacturing and marketing dairy products.

- In level 1, identify the breeds of dairy cattle, identify the body parts of cows, understand the life cycle of cows, explore milk production, and learn to fit and show cattle.
- In level 2, learn to judge dairy cows, discuss animal health issues, identify safe practices for handling milk, select dairy housing and forage, and explore dairy-related careers.
- In level 3, evaluate the body condition of dairy animals, discuss animal welfare issues, identify the estrous cycle of cattle, and learn pregnancy detection & delivery techniques.

DAIRY GOAT

The dairy goat project involves raising and caring for live animals while learning about animal health, nutrition, breeding, selection, and marketing.

- In level 1, identify breeds of goats, learn to be a responsible goat owner, solve goat care problems, and prepare a goat for show.
- In level 2, learn goat management practices, learn about health management practices, track kid growth, exhibit goats, and judge goats.
- In level 3, organize a goat field day, develop a herd health calendar, learn about breeding systems, and evaluate a goat herd.

DOGS

He's your best friend on four legs. Learn to feed, care for, and keep a dog healthy; groom and train your dog; and be a responsible dog owner.

- In level 1, learn dog breeds, create a house-training plan, explore dog behavior, and learn to groom dogs.
- In level 2, learn the history of dog breeds, create a dog care budget, correct undesirable dog behaviors, and learn to show.
- In level 3, learn to assess a dog's vital signs, explore careers working with dogs, learn local dog ordinances, and learn about guide and service dogs.

HORSE

Learn responsibility, proper nutrition, and care for your animal.

- In level 1, learn the basics of horse behavior, practice safety around horses, learn about horses without owning a horse, and assess horse health.
- In level 2, study horse anatomy, understand horse health and nutrition, select bedding material, and practice horse judging
- In level 3, learn about breeding and genetics, learn about disease and health care, design a horse health program, and explore the financial side of showing horses.
- In level 4, practice riding skills, learn horsemanship skills, use training techniques, and explore trail riding.
- In level 5, learn advanced riding skills, learn about ethics and competition, and teach horsemanship and safety to others.

ANIMAL SCIENCE PROJECTS

BEEF | CATS | DAIRY CATTLE | DAIRY GOATS | DOGS | HORSE | MEAT GOATS
POULTRY | RABBIT | SHEEP | SMALL PETS | SWINE | VETERINARY SCIENCE

MEAT GOATS

The meat goat project involves raising and caring for live animals while learning about animal health, nutrition, breeding, selection, and marketing.

- In level 1, identify parts of a meat goat, identify goat breeds, learn about goat nutrition and health, and practice basic management skills.
- In level 2, learn about meat goat diseases, work with a veterinarian, identify goat predators, and fit and show meat goats.
- In level 3, host a judging clinic, investigate biosecurity, select breeding stock, and evaluate feed ingredients.

POULTRY

Get involved in growing and managing a small flock of chickens.

- In level 1, learn about poultry breeds, study the parts of a chicken egg and their function, care for chicks, and practice showmanship techniques.
- In level 2, learn how eggs are formed, learn to keep poultry healthy, select and judge broilers, and make an egg candler to examine an egg.
- In level 3, manage a small laying flock, learn to process a chicken, determine inheritance in chickens, and study poultry biotechnology.

RABBIT

The rabbit project is a great way to get involved no matter where you live. You'll learn the basics of rabbit care and proper nutrition. You can even show your rabbits.

- In level 1, learn to care for a rabbit, groom and show a rabbit, and build a nest box.
- In level 2, select and judge rabbits for exhibit and learn about rabbit housing and care.
- In level 3, study genetics and rabbit breeding, design a rabbitry, and promote rabbit products.

SHEEP

The program will help you learn to select, manage, produce, and market sheep.

- In level 1, learn the parts and uses of sheep, determine the age of sheep by their teeth, care for sheep, and show sheep.
- In level 2, explore sheep diseases, determine lamb yield grades, learn to ear tag and vaccinate, and deliver a lamb.
- In level 3, prepare an operation budget, prepare a marketing plan, and design the ideal sheep herd.

SMALL PETS 1

Identify hazards for pets, design a shelter for a pet, and learn about a pet's nutritional needs.

SMALL PETS 2

Learn about a pet's digestive tract, invent and design a pet toy, and examine a pet's health.

SMALL PETS 3

Learn about pet photography, care for newborn animals, and explore careers in pet care.

GUINEA PIGS

Learn to select, care for, and breed guinea pigs.

SWINE

Learn about the nutrition needs of pigs, ethical care of pigs, preparation for showing, making good financial decisions, and judging.

- In level 1, study swine breeds, feed and care for pigs, complete an income and expense budget, and identify pork by-products.
- In level 2, learn to select quality pork, learn to keep swine healthy, design a swine operation, and explore the swine industry.
- In level 3, study swine genetics, practice baby pig management, design a farrowing facility, and learn to prevent swine diseases.

VET SCIENCE 1

Learn about different animal species, explain roles animals have in society, learn about body systems and organs, and study animal behaviors.

VET SCIENCE 2

Complete an animal health record, learn about animal diseases and how they spread, learn about animal parasites and their controls, and learn about veterinary careers.

VET SCIENCE 3

Study animal reproduction, preventative medicine, genetics, and veterinarians careers.

CAREER & LEADERSHIP DEVELOPMENT

CAREER READINESS | CONSUMER EDUCATION | LEADERSHIP

CAREER READINESS

Illinois 4-H prepares youth to make decisions about their career and college paths. Build skills that help you succeed in LIFE.

BUILD YOUR FUTURE

Explore potential careers while you create your own business plan and career portfolio.

CONSUMER EDUCATION

Money management may be one of the most important skills you can learn. Improve your money management skills and become a more informed consumer. Learn to distinguish between wants and needs; identify, set, and evaluate goals; and track expenses and income.

ENTREPRENEURSHIP BE THE E

In level 1, learn what an entrepreneur is, identify successful traits of entrepreneurs, identify your personal talents, and learn about businesses. In level 2, learn business languages, develop a plan for your product, and learn to marketing your product. In level 3, design a marketing plan and create a business plan.

MY FINANCIAL FUTURE 1

In level 1, study real-life financial scenarios, study future careers, set SMART goals, and create spending plans.

MY FINANCIAL FUTURE 2

In level 2, learn to manage financial records, choose payment methods, and manage credit.

LEADERSHIP

Leaders build relationships, serve as a good role model, and help others. Leaders influence and support others in a positive manner for a shared goal. Leaders aren't just elected. Learning about yourself and how you work with others is a key part of developing leadership skills.

LEADERSHIP 1

In level 1, learn about the seven skill areas: understanding self, communicating, getting along with others, learning, making decisions, managing, and working in groups.

LEADERSHIP 2

In level 2, develop a positive self image, use technology to communicate, explore different ways of learning, practice making good decisions, and manage your resources.

LEADERSHIP 3

In level 3, explore leadership styles, work with local media to showcase your club activities, and investigate community resources.

SIX WAYS YOU CAN LEAD

PLANNING

Plan and carry out shows, camps, contests, service opportunities, and events. You have a voice in what happens in the 4-H program.

PRESENTING

Present a positive image of 4-H while you share your 4-H story with prospective members, donors, legislators, and the

TEACHING

Plan and lead a set of lessons for youth as you grow skill and confidence in listening, decision-making, and communicating.

MENTORING

As you serve as a positive role model, you'll grow in leadership and responsibility while encouraging others to try new things.

ADVOCATING

Use your skills in research, analysis, critical thinking, communicating, and teamwork to improve your community and world.

ADVISING

Serve as the youth voice as you work with other adults and youth to make recommendations on boards and councils.

CIVIC ENGAGEMENT

CIVIC ENGAGEMENT | COMMUNITY SERVICE | COLLECTIBLES
EXPLORATORY | FAMILY HERITAGE | INTERCULTURAL | DIVERSITY

CIVIC ENGAGEMENT

4-H empowers young people to be actively engaged in their communities and world. Youth learn about civic affairs, build decision-making skills, and develop a sense of understanding and confidence in relating and connecting to other people. These life skills help grow 4-H youth into true leaders.

CIVIC ENGAGEMENT 1

In level 1, learn more about yourself, your family, and your friends.

CIVIC ENGAGEMENT 2

In level 2, find out about your community and learn how to be a good neighbor.

CIVIC ENGAGEMENT 3

In level 3, organize a tour of a local village, city hall, or courthouse; learn how government functions; and learn about police, fire protection, health, sanitation, safety, and tourism in your community.

COMMUNITY SERVICE

4-H members are four times more likely than their peers to serve their community.

SERVICE LEARNING 1

In level 1, plan and carry out a service project by researching a need in your community and serving that need.

SERVICE LEARNING 2

In level 2, plan and conduct a service project, conduct a walk-about to observe needs and assets in your community, and survey community members about needs and identify solutions to those needs.

EXPLORATORY

Discover yourself and 4-H in these projects.

COLLECTIBLES

In this project, you collect what you love and then showcase your collection. Learn to develop a budget and inventory your collection.

EXPLORATORY

As a first-year member, learn about the many 4-H project areas, complete a mini-project, learn about your new club, and involve your family and friends in 4-H.

FAMILY HISTORY

Uncover the rich history of your family in this genealogy project.

FAMILY HERITAGE

Discover your family history as you go on a treasure hunt for information. The records you create will last a lifetime.

INTERCULTURAL

We're part of a big world. Explore new cultures from anywhere you choose, even different cultures right here in the United States.

PASSPORT TO THE WORLD

Youth will choose a country, then study its government, geography, economy, environment, and people, while exploring cultures through food, clothing, music and crafts.

DIVERSITY & CULTURAL AWARENESS

Members will gain self awareness, explore beliefs and views of others, develop skills for engaging others who are different from themselves, and become inspired to continue their journey of cultural awareness.

CREATIVE ARTS PROJECTS

COMMUNICATIONS | CREATIVE WRITING | JOURNALISM | PUBLIC SPEAKING
INTERIOR DESIGN | PHOTOGRAPHY | THEATER ARTS | VIDEO | VISUAL ARTS

COMMUNICATIONS

Effective communication drives all aspects of day-to-day life. You'll learn how we communicate, learn different modes of communications, and strengthen your own communication skills. Learn active listening, conflict resolution, social media, and digital storytelling, among other skills.

COMMUNICATIONS 1

In level 1, learn about active learning, communication preferences, aggressive communication, visual aids, making introductions, and letter writing.

COMMUNICATIONS 2

In level 2, learn about conflict resolution, communicating in social media, understanding cultural differences, writing press releases and speeches, and working in communication careers.

COMMUNICATIONS 3

In level 3, learn about electronic communication, evaluate advertisements, write resumes and cover letters, and become a digital storyteller.

CREATIVE WRITING

Find the writer in you! Find inspiration for writing, develop a theme, create a plot using SWBS, and develop main characters.

MEDIA & JOURNALISM

Find out how technology and social media affect the flow of news and information you see every day. Learn about writing and developing visual content for online, print and broadcast media.

PUBLIC SPEAKING

Youth learn to speak with confidence. The introductory manual is intended for youth with little or no public speaking experience. More advanced speakers may wish to download the advanced guides.

INTERIOR DESIGN

Whether you live in the country or city; in a house, apartment, or mobile home; there are things to learn that will help make the space you live beautiful and functional. Learn about design, color, texture, and space. It will help you make your home a fun and comfortable place to be.

INTERIOR DESIGN

Apply design elements and principles as you plan your own room. Identify your decorating style. Use "green" design practices to create a new look for your space.

PHOTOGRAPHY

From learning about camera equipment to capturing great images and sharing what you have learned with others, you are bound to love photography!

PHOTOGRAPHY 1

In level 1, practice techniques for taking quality photographs. Learn about lighting, interesting backgrounds, and photo composition.

PHOTOGRAPHY 2

In level 2, learn about shutter speed and f-stops, use special effects in photos, compose photos using the "rule of thirds," and take photos from different angles.

PHOTOGRAPHY 3

In level 3, experiment with wide angle and telephoto lenses, create different lens filters, use a light meter, and use exposure to create a mood and tell a story.

THEATRE ARTS

Theatre Arts opens the world of theatre to youth with activities in communication, improvisation, pantomime, script writing, cultural and historical influences, stage design, and costume design.

THEATRE ARTS 1

In level 1, express yourself through movement, voice, speech, and characterization. Create and present a play, or do improvisation, pantomime, monologs, or clowning.

THEATRE ARTS 3

In level 3, design costumes and stage sets, create sound effects, apply makeup for a character, and experiment with lighting.

VIDEO

The video project exposes youth to filmmaking, digital storytelling, and videography through workshop modules that assist youth with making their own films.

VIDEO

Explore video techniques and create a video to share with others.

CREATIVE ARTS PROJECTS

COMMUNICATIONS | CREATIVE WRITING | JOURNALISM | PUBLIC SPEAKING
INTERIOR DESIGN | PHOTOGRAPHY | THEATER ARTS | VIDEO | VISUAL ARTS

VISUAL ARTS

Do you want to express yourself, be creative, or make an impression? will get to work with paint, chalk, metal, wood, food, scrapbooking, paper, computers, and much more.

CHALK, CARBON, PIGMENT

Demonstrate and master techniques using acrylics, oil, watercolors, pencil, or chalk. Create dry point etching or make a wood block stamp.

CLAY

Creativity is the key when working with clay. Learn to mold, shape, and see an idea become reality before your eyes.

COMPUTER GENERATED ART

In this project, your computer is the medium you use to create art. Computer generated art refers to any form of digital imagery or graphic art that is produced with the aid of a computer.

FIBER

Explore 11 different fiber arts as you learn to use natural materials and apply principles of design in a variety of finished products. Explore the urban art using duct tape. Duct tape is a fibrous material, so duct tape creations are part of the fiber project. 4-H members, 8-10 years old, have the **option** of exhibiting non-original design in fiber arts; those over 10 must exhibit an original fiber art item.

FOOD DECORATING

Practice simple decorating techniques as you decorate cookies, cupcakes, and cakes. As you advance, expand to working with stacked or tiered cakes.

GLASS & PLASTIC

You may think of glass as being a medium; however, glass comes in many forms, some more robust than others. Members can create stained glass art using the copper foil method or use heat to reshape existing glass.

HERITAGE ARTS

Heritage arts are traditional crafts learned from another person or from a pattern. Some examples include cross-stitch, knitting, crocheting, needlepoint, embroidery, macramé, basket making, candles, pysanki, leather, handmade dolls, costumes, felting, quilting, or making candles.

LEATHER

Artistic work using leather comes in many forms. To some, it is creating delicate leather jewelry pieces, while others may work with heavy leather, carving and tooling a saddle.

METAL

Metal art includes any original item made of metal such as sculpture, tin punch, engraved metal, and jewelry. Items for industrial use, such as tools or shop items, are not considered part of this Visual Arts project. Metal items created through the use of laser cutting programs/ devices are part of the Computer-Generated Art project.

NATURE

Take a walk outside and you will see artistic elements at every turn. Nature provides the medium for art in this project. Learn to make original item made of natural material such as wreaths, cornhusk dolls, etc.

PAPER

Members explore multiple design elements of paper art, including origami and card making. Paper art associated with creation of a scrapbook aligns with the Scrapbooking project. All other paper arts align with the Paper project.

QUILTING

Quilting is an art form that has been a part of American culture for centuries. Those enrolling in this project should already have some sewing experience. You'll learn basic quilting and piecing techniques; selecting appropriate fabrics; quilting equipment; options for finishing quilts, tie quilts, bindings, and machine quilting; and exploring the unique patterns and history associated with the art of quilting.

SCRAPBOOKING

Scrapbooking preserves happy memories of important days. Beginning members will learn to create a layout and use simple embellishments. Advanced users learn to use die cuts, stamps, fiber, wire, and buttons to personalize your pages.

3-DIMENSIONAL MIXED MEDIA

Creating free-standing art allows your products to be seen from all sides. The piece includes at least three different medium, with no one medium making up more than 40 percent of the item.

WOOD

Wood carving, sculptures, collages, and wood burning are a few of items included in this project. The focus of this project is art. If you want to make *utilitarian* wood items from patterns or kits, enroll in Woodworking.

CREATIVE ARTS PROJECTS

COMMUNICATIONS | CLOTHING | JOURNALISM | PUBLIC SPEAKING INTERIOR DESIGN | PHOTOGRAPHY | THEATER ARTS | VIDEO | VISUAL ARTS

CLOTHING AND TEXTILES

There are two areas of clothing projects: construction and shopping. Learn about sewing, style, and how Science, Technology, Engineering, Art, and Math (STEAM) are used in creating textile products.

CLOTHING 1

In level 1, learn about sewing notions, sewing machines, color, body types, fabrics, and basic sewing skills.

CLOTHING 2

In level 2, learn how to fit patterns; sew with different fabrics, test fabrics, sew darts and curves, make buttonholes, and insert zippers, interfacing, and pockets.

CLOTHING 3

In level 3, learn to sew with sergers, use pressing tools, care for fabric, insert a lining, sew with specialty fabrics, and practice advanced techniques.

SHOPPING IN STYLE 1-6

All six levels of Shopping are in one book. Activities include creating your own style, determining lines and colors that flatter your shape and skin tone, taking a clothing inventory, recycling garments into new items, and caring for clothes.

ENVIRONMENTAL SCIENCES PROJECTS

ENTOMOLOGY | FORESTRY | GEOLOGY | ENVIRONMENT | NATURAL RESOURCES
OUTDOOR LIVING | SPORTFSISHING | WEATHER | WILDLIFE | SHOOTING SPORTS

ENTOMOLOGY

Nearly three-fourths of all animals are insects or their relatives. There are nearly one million species of insects, and they impact our lives daily. They compete with us for food, they can carry diseases, and they impact our renewable resources affecting our economy. Insects are major benefactors too, controlling other insect pests, pollinating a wide variety of crops, and recycling organic matter.

ENTOMOLOGY 1

In level 1, you may build a compound eye to see how an insect sees, identify insects, use a pitfall trap to collect insects, and observe insect habits.

ENTOMOLOGY 2

In level 2, you may make an insect collection tool kit, make insect traps and baits, create a spreading board, and investigate invasive species.

ENTOMOLOGY 3

In level 3, use the scientific method to investigate insects, create a dichotomous key, measure insect diversity, and experiment with meal worms.

BEEKEEPING 1

In level 1, learn basic beekeeping facts, such as species of bees and the honey they produce, types of plants that attract bees, and equipment used by beekeepers.

BEEKEEPING 2

In level 2, learn to manage a colony of bees and care for their beehive. Learn basic beekeeping operations which produce extracted, chunk, or cut comb honey.

BEEKEEPING 3

This project is for youth who are experienced and knowledgeable in the basic care of a beehive. In level 3, learn to manage honey bee colonies, increase the number of colonies by splitting colonies, care for queens, troubleshoot risks to colonies, and use bees in pollination.

FORESTRY

Learn about trees, forests, forest ecology, and human reliance on forests. Discover forest resources near home and around the world.

FORESTS OF FUN 1

In Level 1, learn to identify types of forests, trees, and forest products; learn to tell the age of trees; learn about transpiration; and learn to classify types of trees.

FORESTS OF FUN 2

In Level 2, learn how trees absorb water and nutrients, learn the parts of a leaf, decode a tree's rings, and identify tree diseases.

FORESTS OF FUN 3

In Level 3, learn to use a tree key, identify trees by their bark, explore fruits from flowering trees, and identify how different cultures use forests.

GEOLOGY

Study rocks, minerals, and fossils to learn the planet's history.

GEOLOGY

In this project, learn the difference between rocks and minerals, identify fossils, describe and identify rocks, understand stages of the rock cycle, and use the scientific method to solve problems.

NATURAL RESOURCES & OUTDOOR LIVING

Exploring, outdoor adventures and more! If you like being outdoors, these projects are for you. Do you want to make the earth a better place to live? Hiking, camping, backpacking can lead to exciting outdoor adventures.

EXPLORING YOUR ENVIRONMENT 1

In level 1, explore natural and manmade environments, learn how we affect the environment, and solve environmental problems.

EXPLORING YOUR ENVIRONMENT 2

In level 2, learn how to be good stewards at home, school, and community; investigate greenhouse effect on living organisms; reduce and manage waste at home; and calculate your ecological footprint.

NATURAL RESOURCES 1

In level 1, classify animals as domestic or wildlife, build a miniature ecosystem, build an indoor wildlife habitat, and do a splash erosion experiment.

ENVIRONMENTAL SCIENCES

ENTOMOLOGY | FORESTRY | GEOLOGY | ENVIRONMENT | NATURAL RESOURCES
OUTDOOR LIVING | SPORTFSISHING | WEATHER | WILDLIFE | SHOOTING SPORTS

NATURAL RESOURCES 2

In level 2, make a compost column, develop habitat improvement plan, interview a water quality expert, and conduct a soil percolation test.

NATURAL RESOURCES 3

In level 3, conduct a nature hike, design a landscape using trees, make a video on a natural resource topic, and interview someone with a natural resources career.

OUTDOOR ADVENTURES 1

In level 1, pack a backpack and take a day hike, choose clothes for hikes, assemble a first aid kit, learn about "leave no trace" ethics, and identify hazardous weather situations.

OUTDOOR ADVENTURES 2

In level 2, learn to purify water, tie rope knots, plan a menu, select a camp stove, and select a camp site.

OUTDOOR ADVENTURES 3

In level 3, pack a backpack and tent, plan food supplies, use a map and compass, develop an emergency procedure, and adopt "Leave No Trace" principles.

FISHING & WILDLIFE

Whether putting your fishing line in the water or exploring animals in the forest, this project is perfect for the person who loves nature.

SPORTFISHING 1

In level 1, tie fish knots, make a lure, organize a fishing tackle box, identify types of fish in your area, and identify fish parts.

SPORTFISHING 2

In level 2, practice casting, learn state fishing regulations, learn what attracts fish, and make your own fishing tackle.

SPORTFISHING 3

In level 3, clean your fishing reel, make artificial lures, refurbish old equipment, and build a kick net.

WILDLIFE 1

In level 1, identify species of wildlife, match wildlife to their habitats, and observe behavior.

WILDLIFE 2

In level 2, identify wildlife population changes, identify animals by their body parts, and learn about migration.

WILDLIFE 3

In level 3, consider the implications of wildlife on farmers, teachers, and legislators while you consider a wildlife-related career and advance education.

WEATHER

Weather affects our everyday life, from what to wear to be comfortable that day to providing water for plants and animals.

WEATHER 1

In level 1, learn weather terminology, compare climates, learn what weather alerts mean, and use the Beaufort Wind Speed Scale to determine wind speed.

WEATHER 2

In level 2, learn complex weather terms, learn about earth's rotation and its connection to high and low pressure systems, study cloud types, and calculate your family's carbon footprint.

WEATHER 3

In level 3, learn about air masses and fronts, monitor weather, learn about weather station models, and learn about wind chill and heat index.

ENVIRONMENTAL SCIENCES

4-H SHOOTING SPORTS

All youth wishing to take a shooting sports project must be enrolled in a 4-H club under the supervision of a certified shooting sports instructor. Youth may not enroll independently without supervision from an Illinois 4-H certified instructor.

Not all counties offer Shooting Sports clubs. To find out about Shooting Sports clubs in your area, contact your local Extension Office.

RIFLE .22 CALIBER & AIR RIFLE

Learn the components of rifles and equipment, learn about rifle safety, or compete in shooting events. Suggested age for air rifle is 8 to 18. Required age for .22 caliber rifle is 10 to 18.

ARCHERY

Experience the difference in bows, learn the parts of bows and archery equipment, learn archery safety, and compete in shooting events.

SHOTGUN

Learn the parts of a shotgun and shotgun safety measures. Required age for shotgun is 10 to 18.

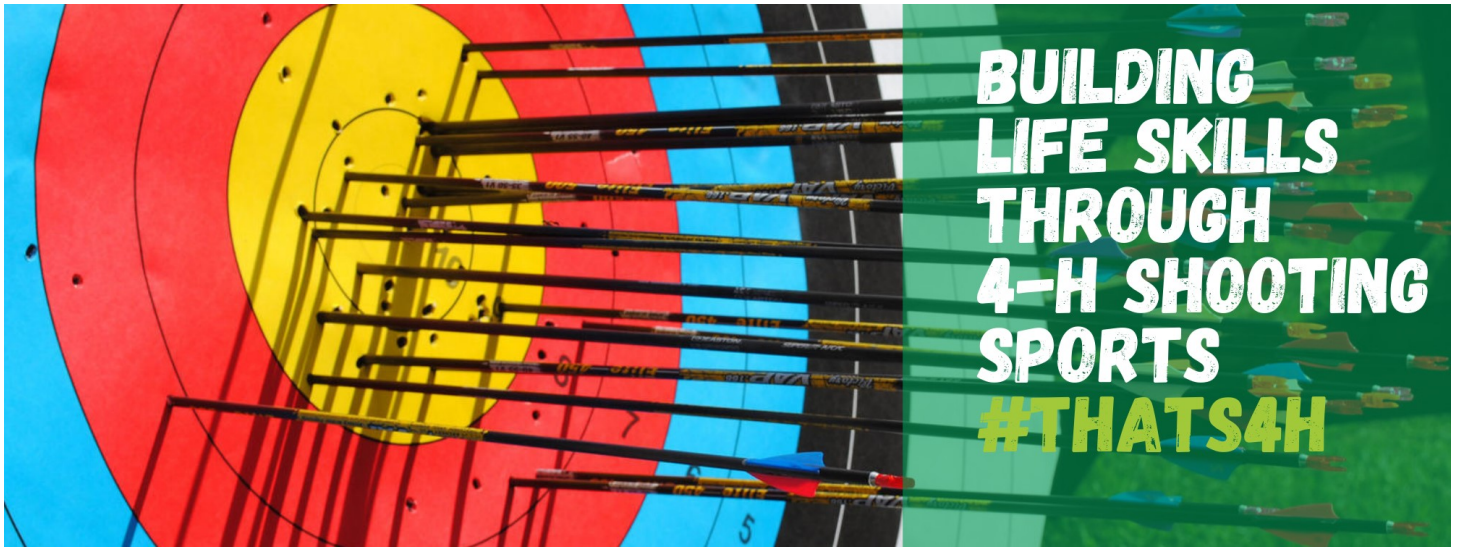
AIR & .22 CALIBER PISTOL

Learn the components of pistols and cartridges, learn pistol vocabulary, practice range safety, and compete in shooting events. Suggested age for air pistol is 8 to 18. Required age for .22 caliber is 10 to 18.

HUNTING & OUTDOOR SKILLS

Learn hunter safety, the history of wildlife management, hunting ethics, and hunting techniques.

4-H Shooting Sports Clubs build on the solid positive youth development principles found in all 4-H Club work.



FOOD SYSTEMS

CROPS | HORTICULTURE | PLANTS & SOILS

CROPS

Take a trip anywhere across Illinois and you'll see thousands of acres of corn, soybeans, and small grains. This project prepares you for what it takes to feed the world. Test germination rates, study seed selection and seasonal pests, and identify plant diseases and weeds.

CORN

Learn to test corn germination, study growing degree-days, experiment with soil tilth, manage pests, calculate drying time, cross-pollinate plants, and determine harvest losses.

SMALL GRAINS

Learn to select seed varieties, understand stages of plant development, germinate seeds, recognize and manage pests, determine pesticide risks, take soil samples, study costs and prices, and recognize disease.

SOYBEANS

Learn to select and germinate seeds, experiment with planting depth, study disease-resistant factors, explore careers related to crops and soils, and identify pests and diseases.

HORTICULTURE

Horticulture is the science of growing living things, such as fruits, flowers, vegetables, and ornamental plants. There are two divisions: Flowers and Vegetables.

FLORICULTURE A

In level 1, learn to plant a cutting garden; grow flowers from seeds, bulbs, and transplants; identify plant parts; and create floral design.

FLORICULTURE B

In level 2, learn to plant and grow a theme garden, care for houseplants, experiment with growing mediums, and dry flowers.

FLORICULTURE C

In level 3, learn to design a garden planter, grow plants from cuttings, make floral designs, make wearable flowers, and experiment with drying methods.

FLORICULTURE D

In level 4, learn to design all-season gardens, plan a floral business, force bulb flowers, create a bridal bouquet, and explore career and community service opportunities.

VEGETABLE GARDENING A

In level 1, learn to plan and plant a garden, grow plants from roots, make a rain gauge, and harvest vegetables.

VEGETABLE GARDENING B

In level 2, learn to start seeds indoors, understand how plants respond to light, grow new plants from plant parts, and make a worm box.

VEGETABLE GARDENING C

In level 3, learn to test and improve soil, extend growing seasons, cross pollinate flowers, dry herbs, and pickle vegetables.

VEGETABLE GARDENING D

In level 4, learn to double crop, learn about plant genetics, practice integrated pest management, and start a plant business.

PLANT & SOIL SCIENCE

It's more than just dirt. Soil gives us life and food. Find out about soil, insects, and how they affect the crops we grow and the food we eat.

COVER CROPS

Investigate new planting processes, explore genetic modification, and develop new products to learn how cover crops can benefit agriculture and the environment.

PLANTS & SOILS 1

Collect soil and discover what animal life is present, learn how plants prevent soil erosion, conduct soil tests, and compare how soil types affect growth.

PLANTS & SOILS 2

Identify stage of plant life cycles, recognize plant parts, experiment with seed germination methods, and propagate plants.

PLANTS & SOILS 3

Learn how plants compete for air, water, light, and nutrients; demonstrate the importance of soil nutrients; learn how plants adapt to different light levels; and understand seeds and planting depths.

HEALTHY LIVING & NUTRITION

CHILD DEVELOPMENT | FOOD NUTRITION | FOOD SCIENCE | PRESERVATION | HEALTH

CHILD DEVELOPMENT

Discover careers in the child development field while you learn best practices for caring and working with children.

CHILD DEVELOPMENT

Understand how kids grow while you learn safe ways to care for children. Explore topics like safety, health, nutrition, and making age-appropriate choices to engage youth.

FOOD AND NUTRITION

4-H offers learning opportunities and resources that help kids make healthy food choices and develop their food purchasing and preparation skills.

COOKING 101

In level 1, learn the basics of cooking, conduct food science experiments, prepare classic 4-H recipes, and practice food and kitchen safety.

COOKING 201

In level 2, learn to prevent foodborne illness, conduct food science experiments, prepare recipes from each food group, and use equipment to prepare food.

COOKING 301

In level 3, learn to prepare food for a party, make yeast breads and rolls, bake shortened cakes, and prepare food on a grill.

COOKING 401

In level 4, learn to prepare ethnic foods, bake flatbreads and ethnic breads, make candy, bake pastries and pies, bake foam cakes, use dry– and moist-heating cooking methods, cook with herbs and spices, and prepare celebration meals.

FOOD SCIENCE 1

In level 1, explore the secrets of baking, experiment with leavening agents, and experiment with gluten.

FOOD SCIENCE 2

In level 2, explore protein chemistry, learn how eggs are used in food, learn how to make milk into cheese, and experiment with protein foods.

FOOD SCIENCE 3

In level 3, explore the mysteries of fruits and vegetables, prepare attractive food presentations, and experiment with taste and texture.

FOOD SCIENCE 4

In level 4, explore a career as a food scientist, create new foods, and experiment with crystallization.

SPORTS NUTRITION

Eating well and exercising daily are keys to a healthy life. Whether you are competing or not, learn to balance the calories you eat with the calories you burn and understand the importance of hydration.

FOOD PRESERVATION

Preserving your own garden produce can help extend your family's food budget while guaranteeing your food is healthy and safe. You can choose from several preservation methods: canning fruits and vegetables; making jams, jellies, and preserves; freezing fruit and vegetables; drying produce and meats; and making pickles.

HEALTH

Being healthy and keeping fit are what this project area is all about. 4-H offers learning opportunities and resources that help you make healthy choices, create plans for fitness, and increase knowledge of personal safety.

HEALTH 1

In level 1, practice first aid skills, learn to help someone who is choking, make a first aid kit, and interview medical professionals.

HEALTH 2

In level 2, identify personal areas of strength, teach others about personal hygiene, and plan physical activities.

HEALTH 3

In level 3, design a personal fitness plan, create a fitness file, and manage your personal fitness.

STEM: SCIENCE, TECHNOLOGY, ENGINEERING, MATH

AEROSPACE | BICYCLE | CLOTHING | COMPUTER SCIENCE | ELECTRICITY | ROBOTICS
SMALL ENGINES | MAKER | ESPORTS | UAV | TRACTOR | WELDING | WOODWORKING

AEROSPACE

Whether you're flying kites, hot air balloons, airplanes, or rockets, it's all about moving through air and space.

AEROSPACE 2

In level 2, build and launch a rocket, build and fly a model plane, learn about types of aircraft, and make a paper helicopter.

AEROSPACE 3

In level 3, experiment with various gliders, make a fighter kite, learn about remote-control flights, and build and launch a balloon rocket.

AEROSPACE 4

In level 4, construct an altitude tracker, explore pilot certification, plan a flight route, and build a box kite.

BICYCLES

Ride for transportation, exercise, or competition! Learn the essentials for getting started safely.

BICYCLE 1

In level 1, learn to identify bike parts; check tires, brakes, and chains; understand traffic signs; and select safety equipment.

BICYCLE 2

In level 2, learn to fix a flat tire, do maintenance on a bike chain, shift gears efficiently, and perform safety maneuvers.

COMPUTER SCIENCE

Learn the fundamental principles of computer programming while you explore and create.

COMPUTER SCIENCE VISUAL–BASED PROGRAMMING

Discover the basic elements of programming within the Google CS First and other VPL environments. Learn fundamental concepts about sequence, iteration, conditionals, variables, modularization, and interfacing with external hardware.

COMPUTER SCIENCE TEXT-BASED PROGRAMMING

Discover the basic elements of programming within text based programming languages such as Java, Python, and C. In this project, build on fundamental concepts such as, sequence, iteration, conditionals, variables, modularization, machine coding, SQL, HTML, and other text-based programming languages.

ELECTRICITY

Look around you and no matter which direction you turn, you will see electricity at work! It might be a clock on the wall, your computer showing a video, or the microwave preparing your dinner.

ELECTRICITY 1

In level 1, learn to make a flashlight, switch and simple circuit; find out about magnetism and make a compass; and build an electromagnet, galvanometer, or motor.

ELECTRICITY 2

In level 2, learn about Ohm's law; use a volt-ohm meter; and build a parallel or series circuit, a 3-way switch, or a burglar alarm.

ELECTRICITY 3

In level 3, assemble an electric tool kit, measure electric usage of appliances, replace electrical switches, and determine electrical loads.

ELECTRICITY 4

In level 4, learn about electronics, diodes, transistors, LEDs, photocells, resistors, and capacitors. You can also build an amplifier.

STEM: SCIENCE, TECHNOLOGY, ENGINEERING, MATH

AEROSPACE | BICYCLE | CLOTHING | COMPUTER SCIENCE | ELECTRICITY | ROBOTICS
SMALL ENGINES | MAKER | ESPORTS | UAV | TRACTOR | WELDING | WOODWORKING

ROBOTICS

Robots do surgery, build cars, and assist us with our complex modern lives. This project is all about these amazing machines and learning to build and program your own robots to solve issues you face.

ROBOTICS 1

In level 1, use LEGO® EV3 technology to learn what a robot is, how to build one, and how to program it.

ROBOTICS 2

In level 2, use LEGO® EV3 technology to learn new robot configurations and programming challenges.

ROBOTICS 3

In level 3, learn to program robots using free range open source hardware and software. Learn how to build and program a robot, understand difference of closed and open source design, and configure robots.

JUNK DRAWER ROBOTICS LEVEL 1

In level 1, build robots from everyday items without using computers. Explore robot arms, pneumatics, arm designs, and three-dimensional space. Order the Presenter's Guide and the Youth Notebook.

JUNK DRAWER ROBOTICS LEVEL 2

In level 2, build robots from everyday items without using computers. Explore robots that move with legs and wheels and move underwater. Order the Presenter's Guide and the Youth Notebook.

JUNK DRAWER ROBOTICS LEVEL 3

In level 3, build robots from everyday items without using computers. Explore sensors, analog, and digital systems. Order both the Presenter's Guide and the Youth Notebook

SMALL ENGINES

Youth who love figuring out how things work will enjoy the 4-H Small Engines projects. Get hands-on experiences that will help you understand how machines, such as lawn mowers and model airplanes, operate and how to keep them running.

SMALL ENGINES 1

In level 1, identify parts of an engine, identify different oil grades, experiment on engine systems, and learn to safely start a small engine.

SMALL ENGINES 2

In level 2, distinguish between engine types, use engine specialty tools, make carburetor adjustments, and prepare a lawn mower for storage.

SMALL ENGINES 3

In level 3, learn to identify engine problems by sound; take engines apart and reassemble; remove, sharpen, and replace a mower blade; and research a career related to small engines.

TECHNOLOGIES

4-H is taking emerging technologies by storm. We've added projects which will spark the imagination of builders, makers, and tinkerers of all ages.

MAKER

Learn about the Maker Movement and develop skills in 3D design, electronics, and other rapid prototyping techniques that will aid you in making gadgets and devices from scratch.

ESPORTS

Learn about the exciting field of competitive electronic sports, also known as esports, in this cutting edge project area. Learn about the PC and console gaming industries, the software and hardware involved, as well as the fields of competitive and professional gaming. Be a part of the pilot group that helps take esports to the next level, and usher in a new era of 4-H projects.

UNMANNED AERIAL VEHICLES/ SYSTEMS: DRONES

Learn how UAV/UAS/Drones work, fundamental aerospace principles, commercial uses of drones, FAA regulations, and basic UAV operation.

STEM: SCIENCE, TECHNOLOGY, ENGINEERING, MATH

AEROSPACE | BICYCLE | CLOTHING | COMPUTER SCIENCE | ELECTRICITY | ROBOTICS
SMALL ENGINES | MAKER | ESPORTS | UAV | TRACTOR | WELDING | WOODWORKING

TRACTOR

Tractors are an essential part of agriculture. Learn about safety, maintenance, parts of the tractor, fuels, engines, hydraulics, and electrical systems.

TRACTOR A

In level 1, learn the parts of a tractor, tractor maintenance, and how to avoid machine hazards.

TRACTOR B

In level 2, learn farm and tractor safety, different fuels, and engine cooling systems.

TRACTOR C

In level 3, learn how to safely connect PTO and hydraulics, increase your knowledge of farm safety, and learn about different oil systems.

TRACTOR D

In level 4, learn the mechanics and maintenance of an engine, learn safety with chemicals, and advance your skill in operational systems and equipment.

WELDING

Welding can bring personal satisfaction as you create items which make your life better. Industrial items created should be entered in the Welding exhibit class. Artistic items created should be entered in the Visual Arts Metal project.

WELDING

The welding project is for youth in grades 7 and higher. Learn about welding equipment, electrodes, and basic arc welding processes.

WOODWORKING

The woodworking project teaches the full scope of constructing a wood piece from design to completion. Start with a piece of wood and end up with a handcrafted item.

WOODWORKING 1

In level 1, learn the basics of woodworking, use a hammer and hand tools, apply glue, and select wood finishes.

WOODWORKING 2

In level 2, learn wood species, select wood types, use a combination square, cut on an angle, and sand.

WOODWORKING 3

In level 3, learn about hinges, clamps, joints, stains, angles, and T-bevels.

WOODWORKING 4

In level 4, use a table saw, router, circular saw, and scroll saw, and experiment with adhesives and chemical wood strippers.

EVENTS & CONFERENCES

4-H CAMPS

Make new friends and have a summer "getaway" at 4-H camp! Experience cabin living in a beautiful outdoor setting for a very special week of learning and fun. Campers participate in lots of hands-on projects, such as rocketry, conservation, cooking, performing arts, sports, and crafts. It also wouldn't be camp without hikes, campfires, rock climbing, boating, fishing, and swimming! Check it out @ go.illinois.edu/4Hcamp.

4-H CITIZENSHIP WASHINGTON FOCUS

Travel to Washington, D.C. for one summer week filled with new experiences, new friends, and views of our nation's capital, all while learning about our country's governmental process. Delegates stay at the National 4-H Center. Citizenship Washington Focus is open to teens who are ages 14 to 18 by May 1 prior to the year of the trip.

4-H DAIRY BOWL

Held annually, members compete in an academic-like quiz bowl while they demonstrate their knowledge of the dairy industry. 4-H members do not need to be a dairy project member to be eligible. The top winners represent Illinois in national competition.

4-H DAIRY JUDGING

Held annually in August at the State Fair, participants demonstrate their knowledge of the dairy industry by ranking classes of dairy cattle. The top winners represent Illinois in national competition.

4-H DOG SHOW

4-H members who receive a qualifying score at their local 4-H dog show may advance to state competition in late August. Members may compete in both obedience and showmanship. Entries are due August 1 to your local Extension office.

4-H FOOD ACTION SUMMIT

Join the Illinois 4-H Food Advocacy Team for our annual 4-H Food Action Summit! The Food Action Summit is where leaders meet to be inspired and take action for food security, food access, and food justice in Illinois. The Summit is open to all Illinois youth in 7th-12th grades who want to strengthen their leadership and put their vision for community food security into action. The Food Action Summit will challenge you to learn while you plan and design your own food access service-learning projects.

4-H HORSE BOWL

Held annually, this contest operates like scholastic quiz bowls as members answer horse-related questions on breed identification, management, health, and nutrition. Members qualify in regional contests. The top winners represent Illinois in national competition.

4-H HORSE HIPPOLOGY

Held annually, participants from regional contests advance to the state contest where they demonstrate their knowledge and understanding of equine science and its practical use in the industry. The top winners represent Illinois in national competition.

4-H HORSE JUDGING

Held annually, participants learn about animal selection which helps them rank horse and pony classes for breed conformity and quality. Older members compete in oral reasons as well. The top youth represents Illinois in national competition.

4-H HORSE SPEAKING

Held annually, the contest helps youth gain self-confidence, courage, and persuasiveness; share ideas with others; and develop the ability to speak in public to inform others about horse-related subjects. The top winners represent Illinois in national competition.

ILLINI SUMMER ACADEMIES

Teens across Illinois gather to explore college curriculum, meet new friends, and get a taste of college life during 4-H Illini Summer Academies. Delegates spend four days with University of Illinois professors and graduate students while they try out college majors and learn about potential careers. Illini Summer Academies is open to youth who have completed 8th through 12th grade. For registration information, visit our page go.illinois.edu/illini4h

INTERNATIONAL OPPORTUNITIES

Illinois 4-H members and their families can participate in international programs. Travel to a country for three to four weeks, or 4-H families can also host a young person from a participating country. During a 3- to 4-week homestay, 4-H families open their homes and hearts to a young person and share our culture while learning about a different culture.

EVENTS & CONFERENCES

JUNIOR LEADERSHIP CONFERENCE

The Junior Leadership Conference is for 4-H members in 7th and 8th grade. This event is organized and conducted by the State 4-H Youth Leadership Team. Workshops help participants develop leadership skills, learn about 4-H opportunities, and explore 4-H project areas. Learn more @ go.illinois.edu/4HJLC.

4-H LEGISLATIVE CONNECTION

4-H Legislative Connection provides 4-H members a unique opportunity to learn about the state legislative process and meet with elected officials. Participants include members of the Illinois 4-H Youth Leadership Team and those members who have completed Speaking for Illinois 4-H training.

4-H LIVESTOCK JUDGING

Held annually in June, participants judge two rings of beef cattle, sheep, and swine. Older members compete in oral reasons. The top team and top individuals represent Illinois in national competition.

NATIONAL 4-H AGRI-SCIENCE SUMMIT

At the National Youth Summit on Agri-Science, members develop the skills and knowledge needed for the challenges facing agriculture, food security, and sustainability. Illinois sends a national delegation.

NATIONAL 4-H CONFERENCE

Six Illinois teens travel to Washington D.C. to participate in this working conference. Delegates from the United States, Canada, and Puerto Rico attend workshops and work on action plans for national, state, and local 4-H programs. Some sight-seeing is included. First opportunity to attend this trip is provided to the teens serving on the State 4-H Youth Leadership Team and Speaking for Illinois 4-H Program.

NATIONAL 4-H CONGRESS

Illinois sends a delegation to the National 4-H Congress in Atlanta, Georgia. This five-day national conference is an opportunity for youth from across the country to develop their leadership skills. Members have the opportunity to go to trainings, listen to nationally recognized speakers, participate in community service projects and network with 4 -H members from across the United States.

NATIONAL HEALTHY LIVING SUMMIT

Illinois sends a delegation to the National 4-H Youth Summit on Healthy Living in Washington D.C. High school students develop the knowledge and skills to address today's issues, including nutrition education, physical fitness, wellness, and emotional well-being. Members are trained to create action plans to implement in their communities and teach other youth about what they have learned.

NATIONAL 4-H MAKER YOUTH SUMMIT

Do you like to invent, build, or experiment? Do you ever catch yourself wondering how something can be improved? Have you ever taken something apart just to see how it works? The Maker National Youth Summit is for creative and curious innovators of the next generation. Participants make what they can with a variety of materials from a range of fields, using their resourcefulness and creativity. Illinois sends a delegation of teens each year.

4-H POULTRY JUDGING

Any 4-H member may participate in poultry judging. Youth learn to evaluate poultry and egg products. The top winners selected at the state contest held during the state fair represent Illinois in national competition.

4-H PUBLIC SPEAKING CONTEST

The Illinois State 4-H Public Presentation Contest allows youth to highlight their exceptional presentation abilities in a supportive environment. Youth learn from professionals as well as 4-H members. Divisions include oral interpretation, original works, formal speeches, and illustrated speeches.

4-H ROBOTICS STATE CHALLENGE

Robotics clubs compete as a team in the annual 4-H State Robotics Challenge. The contest tests a club's ability to work together creatively to solve a set of tasks. Teams are judged in three areas: robot design, teamwork, and table performance of the robot. In robot design judging, the teams describe the features and design of their robots to a panel of judges. In teamwork judging, the team presents an educational presentation related to the theme of the contest. The annual competition is held in the spring.

EVENTS & CONFERENCES

4-H SHOOTING SPORTS STATE CONTESTS

Youth learn marksmanship, the safe and responsible use of firearms, and the principles of hunting and archery. Each fall, competitions are held to celebrate the success of what members have learned. Competition is limited to youth who are 14 to 18 years of age on January 1 of the upcoming year. Participants must be members in good standing in their local 4-H Shooting Sports Club and enrolled in the shooting discipline in which they compete. We offer competition in compound archery, recurve archery, air rifle, smallbore rifle, pistol, and shotgun.

TEEN LEADERSHIP CONFERENCE

Leadership comes in many different forms. Maybe you like to plan events. Maybe you like to speak in front of groups. Maybe you like to teach or mentor others. Maybe you like to solve world issues or be at the table when important issues are discussed. Illinois 4-H is here to help you. The conference is open to any Illinois youth in high school. Learn more @ go.illinois.edu/4Hteens. The conference is held every other year.

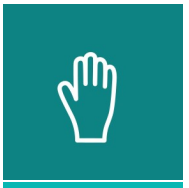
YOUTH LIVESTOCK CONFERENCE

How do you increase livestock productivity? How do you keep your herd healthy? What traits do you want in your breeding stock? How do you successfully run your farm business? This conference is open to members in 7th, 8th & 9th grades and provides hands-on opportunity built around the science and disciplines of livestock production and exhibition. The conference is held every other year.

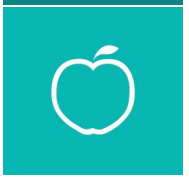
4-H PLEDGE

I pledge my **HEAD** to clearer thinking,

My **HEART** to greater loyalty,



My **HANDS** to larger service,

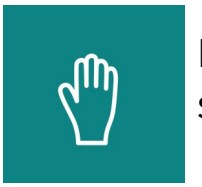


And my **HEALTH** to better living,

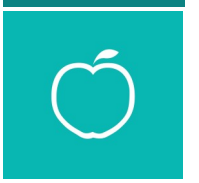
For my club, my community, my country, and my world.

Prometo usar mi **MENTE** para pensar con más claridad,

Mi **CORAZÓN** para ser más leal,



Mis **MANOS** para ser más servicial,



Mi **SALUD** para cuidarme más,

Por mi club, mi comunidad, mi país y mi mundo.

LEADERSHIP OPPORTUNITIES

4-H CAMP COUNSELORS

Camp counselors serve as role models and mentors to younger youth. They create opportunities for campers to develop positive relationships, experience group belonging, develop teamwork skills, and try new things.

4-H CITIZEN SCIENTISTS

4-H Citizen Scientists help researchers around the globe collect and record vital information about the environment. The program is open to junior and senior high youth who are interested in environmental science. You receive training and supplies at no cost. The program operates in cooperation with Illinois River Watch and Cornell University Lab of Ornithology.

4-H FOOD ADVOCACY TEAM

As a 4-H Food Advocacy Team member, you will network alongside professional food advocates to provide leadership to Illinois 4-H youth as they work to engage their community in food access and food justice issues. Members assist state staff in planning the annual Food Action Summit and in administering our Food Advocacy Grant program statewide."

ILLINI SUMMER ACADEMIES PLANNING COMMITTEE

Teens who have attended the Illini Summer Academies program may apply to serve on the planning committee to assist in next year's event on the University of Illinois campus. Teens must be 15 to 18 years of age. Teens attend a weekend planning retreat and tele-conferences.

4-H LIVESTOCK AMBASSADORS

Illinois State 4-H Livestock Ambassadors promote Illinois 4-H and the livestock industry throughout the state at events such as Illinois State Fair, Illinois 4-H Livestock Judging Contest, and the Youth Livestock Conference. Youth must be 16 to 21 years of age.

ROBOTICS GAME DESIGN COMMITTEE

The 4-H Robotics Game Design committee works closely with state 4-H staff and volunteers to plan the annual challenge that is used at the State 4-H Robotics Competition. Committee members also serve as judges at regional robotics events and the state robotics competition while promoting robotics and STEM in their local communities.

4-H SCIENCE AMBASSADORS

4-H Science Ambassadors share their excitement about science with others. Opportunities vary by county, but you might give a talk on your 4-H project, speak at a meeting to spark interest in science, facilitate the National 4-H Youth Science Day experiment, or staff a 4-H information booth at a public event.

4-H SHOOTING SPORTS AMBASSADORS

Ambassadors provide public relations support and serve as spokespersons for the 4-H Shooting Sports Program, helping to make 4-H and the 4-H Shooting Sports Programs more visible. Through the program, ambassadors develop their skills in leadership, public presentation, citizenship, community service, public relations, and team building.

SPEAKING FOR ILLINOIS 4-H

4-H members age 14-18 may participate in Speaking for Illinois 4-H program. Members receive advanced training in public presentations to prepare for meetings with county and state elected officials, potential donors, civic groups, and new volunteers. These youth assist with state legislative events. Trainings are offered four times a year.

STATE 4-H YOUTH LEADERSHIP TEAM

The Youth Leadership Team plans 4-H programs and represents Illinois at state and national events. Team members plan and coordinate the state Junior Leadership Conference and Speaking for Illinois 4-H trainings, provide support at state events, and provide youth a voice in state issues related to Illinois 4-H. Teen ages 16 to 21 are selected by application and interview. Terms are two years.

4-H TEEN TEACHERS

4-H Teen Teachers plan and lead a series of educational activities for youth in a project area. 4-H Teen Teachers receive training and teach as a team with other teens. They serve as role models for youth while they teach using a variety of teaching methods. Teen Teachers select the activities they'll do each day and plan lessons. They meet after the lessons to debrief and find ways to improve.

We want to stay connected to you!

18 USC 707

Illinois 4-H Alumni Association

We want to create a lifelong connection to our 4-H alumni! Were you a member of the 4-H program? If so, you are one of 25 million Americans who share a unique bond. The Illinois 4-H Alumni Association was established in 2016 and is seeking to identify 4-H alumni to build a network of 4-H alumni throughout Illinois and beyond.

The mission of the Illinois 4-H Alumni Association is to *create a lifelong, statewide community of 4-H alumni and provide increased opportunities for meaningful engagement to increase awareness, pride, participation, volunteerism and philanthropic commitment to Illinois 4-H.*

We each have our own 4-H story. 4-H may have helped you launch a career path or gave you the skills to succeed in life. 4-H may have taught skills from science to leadership or prepared you for career and college readiness.

4-H continues to build responsible and caring adults who are more likely to give back to their communities. The Illinois 4-H program has a strong history of making an impact on youth, building leaders and preparing them for success.

We want to learn about your 4-H story!

Register for a free membership to the Illinois 4-H Alumni Association:
https://go.illinois.edu/4halum

- Receive quarterly newsletters
- Invitations to alumni events and networking and opportunities to engage.

Share your 4-H Story:
https://go.illinois.edu/4halumnistory

Share 4-H News:
https://go.illinois.edu/4HAlumniNews

Illinois 4-H Alumni Association
801 N. Country Fair Drive, Suite E | Champaign, IL 61820
https://4h.extension.illinois.edu/about/alumni | Email: il4halumni@illinois.edu

Career Readiness
Civic Engagement
Consumer Education
Livestock Judging
Shooting Sports
E-Sports
Citizen Scientists
Creative Writing
Animal Sciences
Visual Arts
Public Speaking
Food Systems
Healthy Living
Communications
Creative Arts
STEM
Environment
Entomology
Cloverbuds
Robotics
Outdoor Adventures
Aerospace
Community Service
Livestock
Robotics
Leadership
Floriculture
Camping
Interior Design
Crops
Photography

#Thats4H

In 4-H,

your child will **build skills** they'll need to be successful—at home, school, and in their community while they explore amazing careers opportunities. 4-H mentors **empower** young people to set goals and achieve big dreams. Your child will feel **safe and welcomed** while they pursue personal interests and build **confidence in their skills**.

4-H serves all youth from age 5 to 18.

Opportunity For All

Our first priority is to create a safe, inclusive space for learning, sharing and collaboration that is welcoming to people from diverse backgrounds, cultures, and perspectives. Diversity includes, but is not limited to: race, color, religion, political beliefs, national or ethnic origin, immigration or citizenship status, sex, gender identity and expression, transgender status, sexual orientation, age, marital or family status, educational level, learning style, pregnancy, physical appearance, body size, and individuals with disabilities.

Membership Guidelines

Youth who are at least 8 years of age and have not reached their 19th birthday on the start date of the program year may enroll as a member in 4-H clubs or participate as an independent member. Youth who are 5 to 7 years of age on the start date of the program year may enroll as a 4-H Cloverbud. All 4-H club members pay an annual $20 program fee. Financial assistance is available for families who cannot afford this fee.

A youth who enrolls in a 4-H club must attend at least one meeting to be called a 4-H member. 4-H members must be enrolled in at least one project.

A member may add or delete projects at any time during the 4-H year. County 4-H programs may add requirements and deadlines

Let's Get Social!

We'd love for you to follow along on social media! We'll share program highlights, event pictures, registration openings and more!

facebook.com/Illinois4H

@Illinois4H

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Illinois4H

STATE 4-H OFFICE

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¡SE HABLA ESPAÑOL!

Abra la aplicación de la cámara en su teléfono inteligente y escanee este código para ver la versión en español de la guía de selección de proyectos de 4-H.

¿TIENE PREGUNTAS SOBRE ESTA GUÍA O DE LOS PROGRAMAS DE 4-H? ENVÍENOS UN CORREO ELECTRÓNICO A 4HENESPANOL@ILLINOIS.EDU