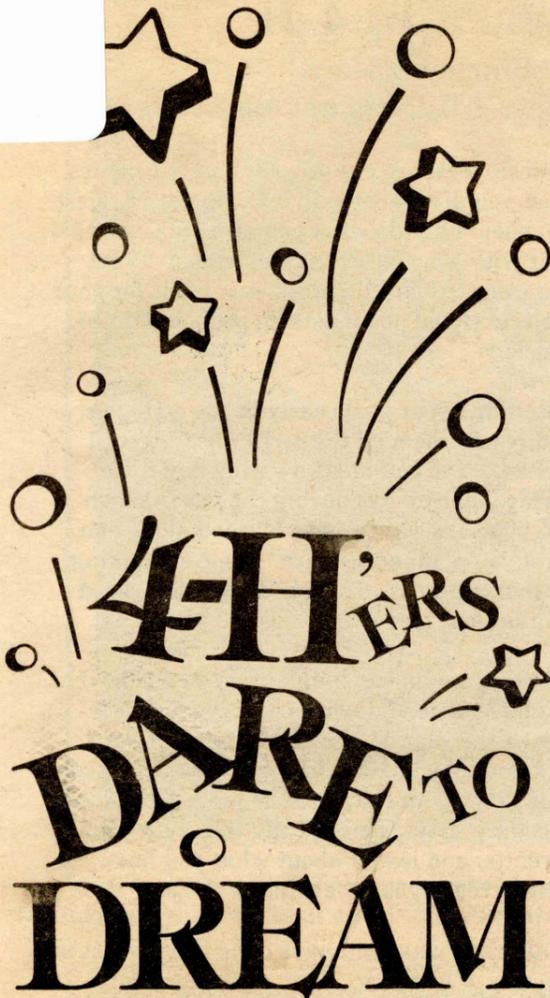


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4-H'ERS DARE TO DREAM



4-H 200-1988

Iowa State University/Ames, Iowa 50011

4-H'ers Dare to Dream

Lynn Jones, State Leader, 4-H and Youth Programs

This year's 4-H theme is Dare to Dream. Many, many people at Iowa State University are very interested in helping you turn your dreams into reality. They have designed a wide variety of exciting project learning experiences that should help you get started with your dream. Visit with your friends, your parents, and your 4-H leaders about your choices, these people can play a big part in helping you to make your dreams come true.

Don't forget the Extension 4-H and Youth Leader in your county. These folks care a lot about you and your dreams, too. They can help you get the books and other materials you'll need to support your dreams.

All of the people that have been mentioned have a dream, too, and so do I. We are daring to dream that each and every 4-H'er will become the citizens and leaders who will help their family, community, country, and their world to become a better place in which to live and work. "That's what 4-H is all about!" Have fun learning in 4-H!

Prepared by Iowa 4-H and Youth Programs staff and Melva L. Berkland, Communication specialist--4-H

Dear 4-H Family,

by Chuck Morris, Associate State Leader, 4-H and Youth Programs; and Roy Hougen, State 4-H Youth Development Specialist

4-H families all over Iowa are receiving this publication to help them learn more about 4-H projects and related activities. It is like a catalog you receive in the mail. But instead of things to buy, there are brief descriptions of many 4-H opportunities in which you may become involved.

4-H projects are your opportunity to learn! They give you a chance to learn new skills, new ideas, and new information.

When selecting a project, think about things as if you were shopping. Be sure to consider your interests, family strengths and needs, resources available, and abilities each 4-H'er has or would like to work on.

Selecting projects should be a group effort. You and every family member, plus 4-H leaders, can answer questions to help you choose the projects to tackle this year. Another article in this newspaper describes how decisions are made; it also can help you select a project.

How many projects should you have each year? If you are new in 4-H, start with one or two projects and try to do a good job with each. If you have been in 4-H a few years, your experience will give you a better feeling for the number of projects in which you enroll. Taking different projects gives you new

experiences. But, a word of advice--be "choosy," and do a good job with fewer projects instead of taking on more than you can handle and becoming frustrated.

Project: A chance to learn about something you're interested in.

Exhibit: A chance to share at the county fair what you have learned.

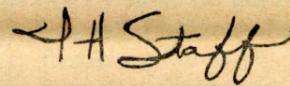
To help you decide what to do within each project, suggestions are included in the 4-H materials you will receive after completing your enrollment card. If you change your mind about the projects you have selected and wish to add or drop some, just tell your leaders.

If you would like to exhibit one or more projects at the county fair, that's great. Sometimes project titles may not always match exactly with county fair class names for exhibits. Ask your leader for help. Your county also may have special guidelines you should know about your project. Check with your leader.

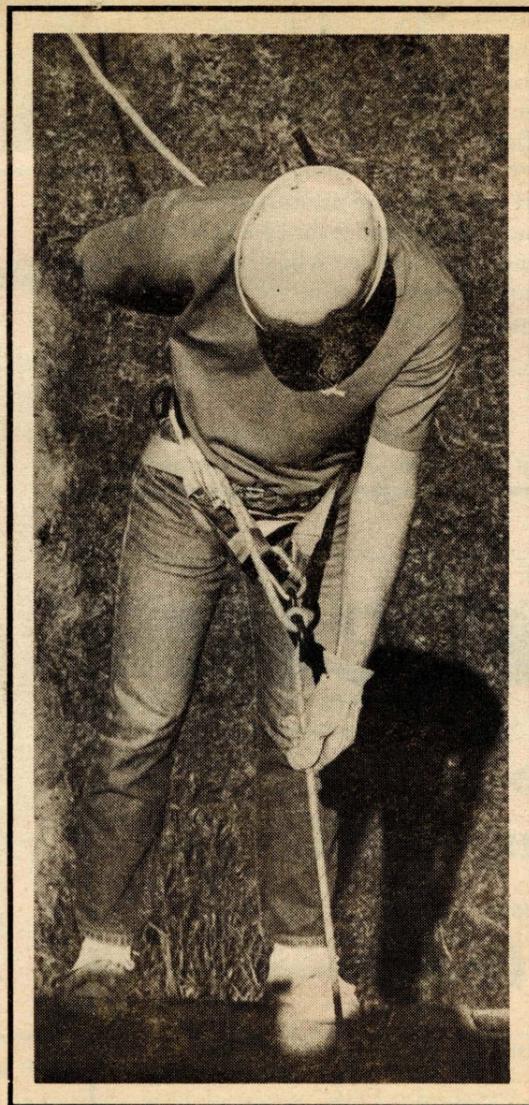
Projects may be taken again and again. You can select a more difficult unit, develop harder-to-reach goals, or expand on a unit already taken. Even though a self determined project (you may decide your own area of exploration) is offered separately, this option also is available within each project.

Good luck in choosing 4-H projects just right for you and your family!

Sincerely,



4-H Staff



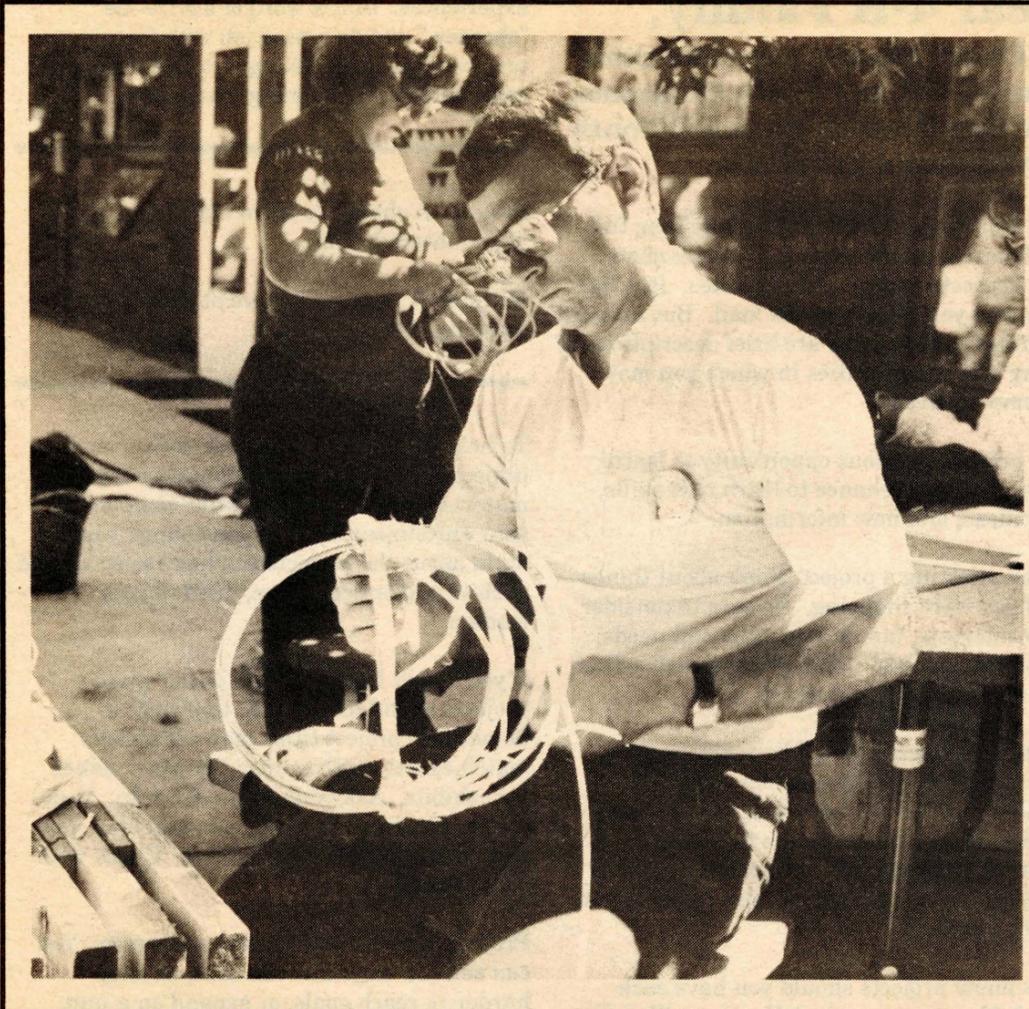
4-H lets you take steps to make your dream come true.

Inside

- 2 Records Show Your Progress
- 2 Parents, Support Your 4-H'er
- 3 How to Decide on a Project
- 3 Goal-setting Tips
- 6-16 Project List
 - 4-H'ers Learn Life Skills in
 - 7 Citizenship
 - 9 Communication
 - 10 Decision-making
 - 12 Self-esteem
 - 13 Leadership
 - 14 Learning How to Learn
 - 15 Coping with Change

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Cooperative Extension Service, Iowa State University of Science and Technology and the United States Department of Agriculture cooperating. Ronald C. Powers, interim director, Ames, Iowa. Distributed in furtherance of the Acts of Congress of May 8 and June 30, 1914.



Leaders learn and then help 4-H'ers learn.

Records Help You Learn in 4-H

by Shirley Stakey,
State 4-H Program Assistant

Your projects are one way for you to practice what you are learning in 4-H. In each project you should decide what you want to learn this year with your parent(s) and leader. What you want to learn becomes your goals for your project. (Read about setting goals in another article.)

Determine your goals early in the 4-H year, and record them on the 4-H Project Record (4H-94). You can measure what you have learned many ways during the year. When you measure what you've learned alongside what you planned to learn, you are checking on your progress. This check point is called "evaluation" in 4-H.

This evaluation can happen as you write what you have done and what you have learned during the year on your 4-H Project Record. In addition, you may choose to take a part of your project, an exhibit to be judged at a local or county show. Periodically talk with your parent(s) and leader about what you have done to reach your goals in the project.

Evaluating what you have done in a project is one way of learning. Your 4-H record can help you compare this year's accomplishments with previous year's results. You need to do this evaluation by yourselves and with others. Do it several times during the year. This is how you learn and grow in 4-H!

You Can Get Financial Assistance

by Shirley Stakey, State 4-H Program Assistant, and
Florine Swanson, Iowa 4-H Foundation Executive Director

Financial assistance is available for some educational opportunities for 4-H'ers. This education can be through 4-H camps and conferences, 4-H trips to other states, or the Citizenship-Washington Focus program in Washington D.C.; or assistance is available through scholarships for college training.

Financial assistance for 4-H events is provided by the Iowa 4-H Foundation and is specifically for 4-H'ers from families who are unable to meet the costs of such events. Grants range from \$15 to \$75 per 4-H'er. These amounts are often up to 50 percent of the total cost of the 4-H event.

Financial assistance for college education is available to Iowa 4-H'ers from state and national donors. Scholarships range from \$150 to \$1,500. Most scholarship funds become available following satisfactory completion of the first quarter/semester of college.

4-H'ers, if you are interested in receiving financial assistance for camps or trips or in applying for college scholarships, contact your county Extension office for information, application forms, and deadlines.

How I Can Support My 4-H'er

by Don Broshar, a parent of a
4-H'er and also
State 4-H Youth Development
Specialist

4-H is a wonderful program for the young people who participate in it, but as a parent of a 4-H'er, I also can have a role. One of the strengths of the 4-H program is its family orientation. As a parent, I, too, can be a part of my child's 4-H experience. I can assist with the challenge of a 4-H project. While I don't do the work for my child, I can be involved by asking helpful and constructive questions. I can provide verbal and emotional support when things don't go well. I can reinforce that sense of accomplishment when things go as planned.

In the 4-H program, I can attend the many activities that my child attends. I can share in the fun of a family fun night, a county fair, and a winter family camp. I can see my child grow and develop right before my eyes.

Most of all, by supporting my 4-H'er, I can assure our future relationship. By being involved, I have enhanced that all important communication between my child and myself. We can really get to know one another, not only as parent and child, but as one friend to another. I can learn to listen and know how my child is handling the world. I know when to be there, but more importantly, when to step back.

Yes, 4-H is for young people, but without the necessary support of the parent, it would only be for young people. I'm pleased that I, too, can be involved in 4-H and involved in my child's life.



Wanted:

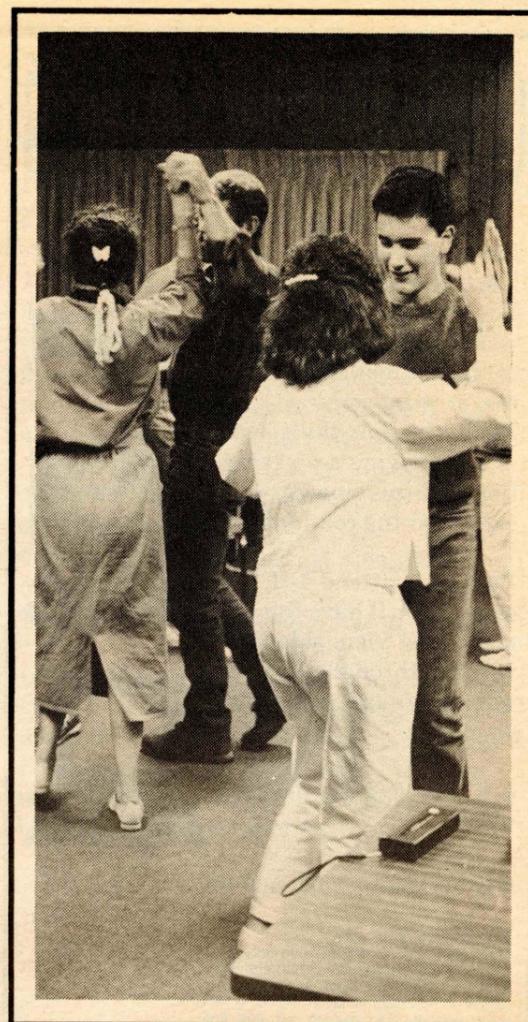
**Adults to share
and learn with young people.
Make a difference.
Be a 4-H volunteer.**

For more information, call your county Extension office.

4-H programs are available to all 9- to 19-year-olds without regard to race, color, national origin, religion, sex, age, and handicap.



Leaders share ideas at 4-H leader forums.



4-H dances are a favorite across the state.



4-H'ers take part in community events.

In 4-H You Learn How to Decide

by Melva L. Berkland
Extension Communication Specialist-4-H

You're using this newspaper to help you decide what you want to learn in 4-H. Did you know you go through seven steps before you decide anything!

As you're choosing your project(s), you're thinking fits into the seven steps. Here's a chart that shows how it does it.

Steps in Making Any Decision

1. Establish values (what you believe in, what your interests are, how your beliefs fit in with interests).
2. Set goals (what you can do).
3. Identify what you can choose from; identify the alternatives.
4. Find out more; gather information.
5. See what will happen if you choose this possibility; see the consequences.
6. Take the best alternative.
7. Review your action.

Steps in Deciding Which Project to Choose

1. Decide to be in 4-H.
2. Decide to learn.
3. Read the titles of the projects.
4. Read the sentences under the headings that interest you most.
5. Imagine what you could learn in 4-H if you chose the ones you read.
6. Choose the project(s), you want to really check into.
7. Check how you're doing. Use your record book to determine if you learned what you wanted from the decisions you made.

You can use the seven steps on the left side of the chart above to help you make any decision. You will build greater confidence in your ability to make good decisions. Making decisions is a skill you use everyday of your life. 4-H gives you practice in making decisions.

Set Your Goals for the Next 4-H Year

by Debbie Houghtaling, former
State 4-H Council member

You are about to embark on a very exciting and fun journey--the journey of a new 4-H year. Where are you going to go? How are you going to get there? What are you going to find along the way? You are the pilot and navigator of this trip, so you can design it however you want!

Before you can begin you need to have a plan just as your family needs a road map before they begin on a vacation to a place they've never been before. 4-H goals serve as a map to help you get where you want to go.

Parents, leaders, and older 4-H'ers are great to ask for guidance in setting goals because they can tell you about opportunities which you may not know of. Even with their help, the goals are yours and should reflect your abilities and interests.

A goal has three main parts to it

1. What are you going to do?
2. How are you going to do it?
3. When will you get it done?

Your goals don't need to be complicated. Sometimes the more clearly stated and the simpler in scope they are, the more easily you can accomplish your goals. When you meet your goals, you'll feel good because you succeeded at doing what you planned.

Your goals need to be set as early in the year as possible so they can guide your progress during the entire journey. In any journey you will find roads which you would like to take while bypassing others. Your goals are not an inflexible route, so feel free to add new goals during the course of your trip.

Make sure you write down your goals and look at them often, so they'll keep you on track to get where you want to go. On your journey you can learn new skills, go to a variety of fun places, and meet some fascinating people.

Now, get out your map of goals, fasten your seat belt, and take off for a fantastic year!



Junior 4-H'ers



Use your 4-H projects to learn more about yourself. You may discover that you're a natural at photography, gardening, computers, or woodworking. Whatever your skills, learn more by giving a presentation or displaying an exhibit at the county fair.



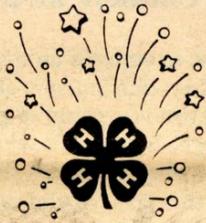
Be sure to attend 4-H camp. You'll have fun and make new friendships that will last throughout your 4-H career and even your whole life.



4-H--fun, friends, new ideas.

4-H for you to learn and do.

and justice for all
The Iowa Cooperative Extension Service's programs and policies are consistent with pertinent federal and state laws and regulations on non-discrimination regarding race, color, national origin, religion, sex, age, and handicap.



Become an International 4-H'er!

by Katie M. Baumgarn, State 4-H Program Assistant, International

How can you become an international 4-H'er? You already are! By being a 4-H'er you belong to an international organization. 4-H'ers can be found in 88 countries around the world. Here are some ideas that may help you identify other ways you may grow as an international 4-H'er.

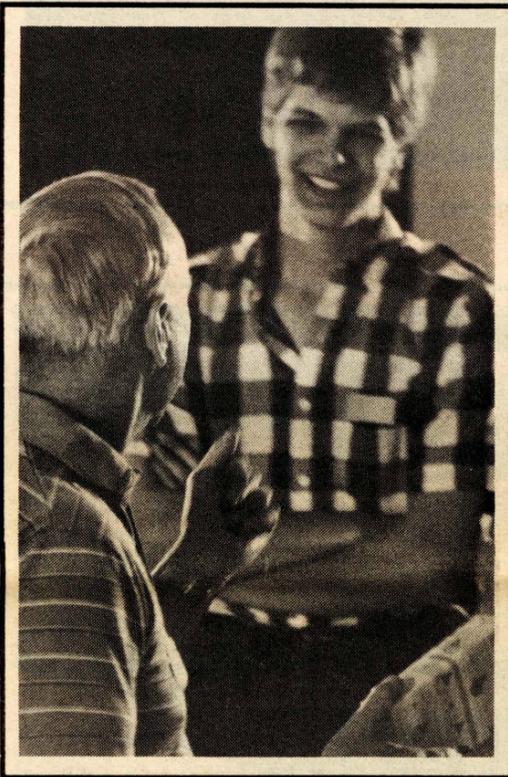
International activities may range from studying another country and taking part in community 4-H international projects (an international food fair) to international exchanges and training opportunities for you as a 4-H'er, alumni, volunteer leaders, families, and professional Extension staff. By adding an international touch to some of your projects and activities you will be adding a spark of excitement to your 4-H career!

Try some of these ideas for starters: include foods from another country at your next

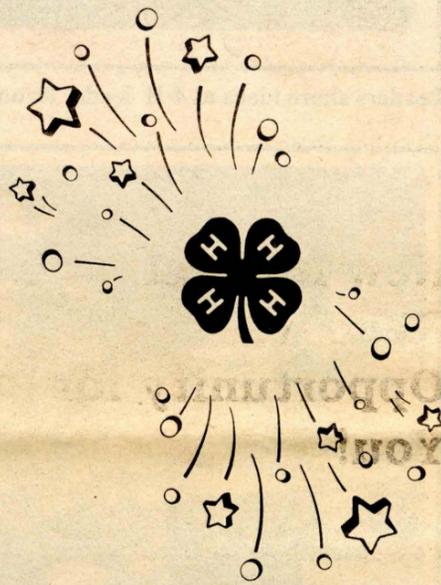
party, teach others about a culture you have studied, become a host family, or plan and carry out an international project with others.

Hosting an international visitor through the IFYE (International Four-H Youth Exchange) program can be lots of fun for you and your family. The IFYE would stay with your family for 3 or 4 weeks. Just think, you can learn about another country without ever leaving Iowa! You also may become an IFYE Representative to another country yourself (for 4-H'ers 19-25 years old). Also the NORSKE and IFYE Ambassador Exchange Programs are for 4-H'ers, 15-19 years old. These programs are approximately 4 to 6 weeks in length during the summer.

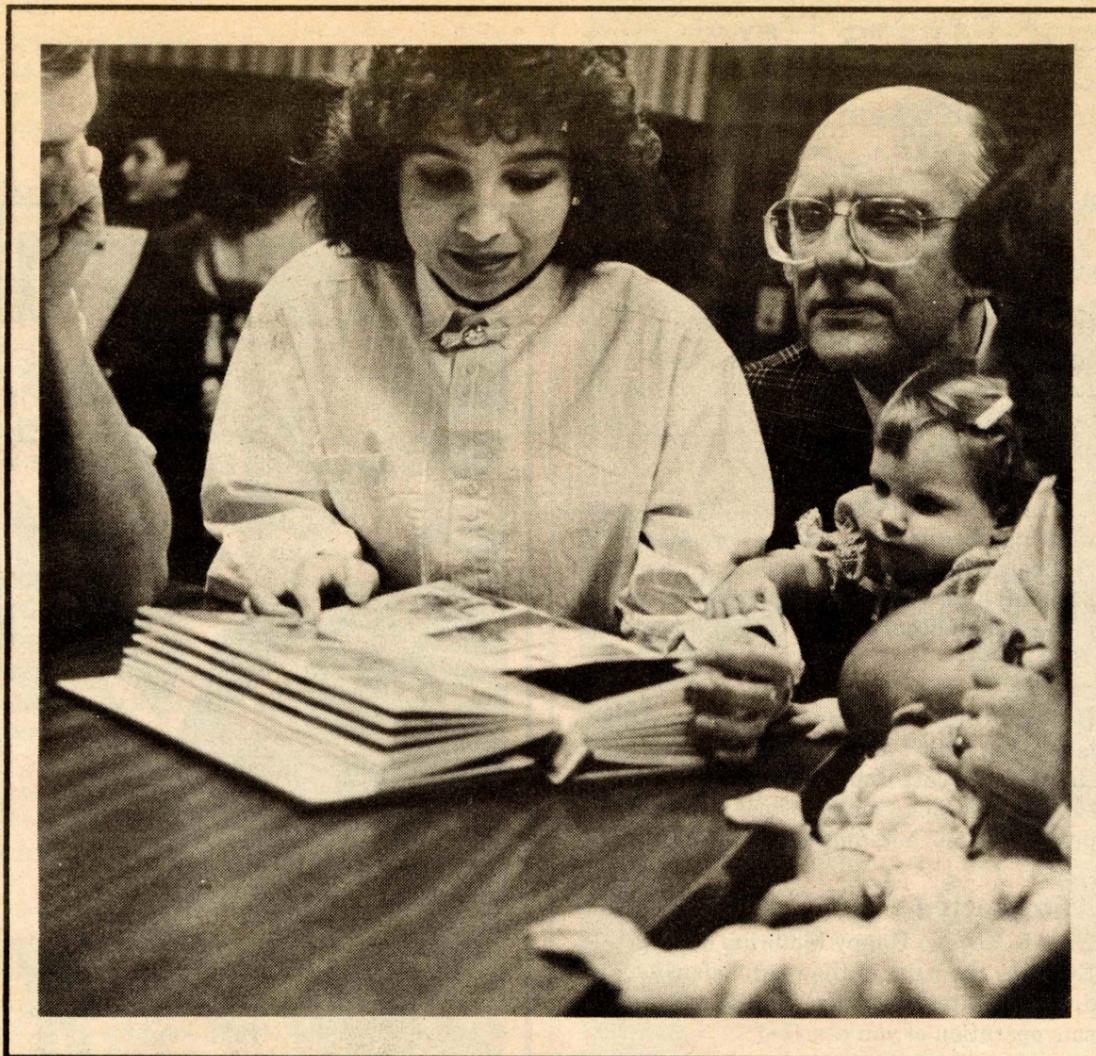
For more information and ideas about 4-H international programs and activities, contact your county Extension office. Become an international 4-H'er, and discover the world!



Leaders listen and respond to 4-H'ers.



Learn more about bicycling in 4-H.



Families and 4-H go together.

New Natural Resources Opportunity for You!

By Jim Pease, State 4-H Youth Development Specialist

Are you interested in wildlife, hunting, or target shooting? Then Iowa 4-H has a new program for you! The Safety and Education in Shooting Sports program (called "SESS" for short) is now in about a third of Iowa's counties. It helps 4-H'ers of all ages learn how to safely handle and shoot air rifles, .22 rifles, shotguns, and bows. Like most 4-H projects, in SESS you can learn skills that you can use your whole life. In addition to learning about shooting and shooting safety, you also will have a chance to learn a lot about wildlife. Whether you're a hunter or not, you can learn to enjoy both shooting and wildlife.

Do you know: how rifles and shotguns differ? how to breathe properly when shooting? how our hunting laws help recurve a compound bow? how to match the right firearm to your size and needs? which is your dominant eye and how that affects your shooting? These and hundreds of other exciting learning experiences await you when you get involved in the new Iowa 4-H SESS program.

This new program is not in all Iowa counties. A team of 4-H adult volunteers must attend a training program in order to become involved in this program. So, be sure to check with the county Extension office to make sure there's an active SESS team in your area before you sign up. If there is, sign up for the SESS project, (9120). Learn to safely enjoy and use Iowa's natural resources.

Facts, Friends, and Fun! That's 4-H

by Don Goering, State 4-H Youth Development Specialist

At the local 4-H group, lots of fun and learning takes place. Whether you belong to a community club, a project club, a special interest group, a camping group, or a school enrichment group, you're part of 4-H. All local 4-H groups provide a place for young people to

- feel good about themselves,
- learn by doing,
- have fun and learn to get along with others, and
- set goals and make decisions in a group.

Local 4-H groups are led by volunteers who know how to help young people have fun while they learn. Add the staff in your county Extension office, and you have a winning team. 4-H is the place for fun, new friends, learning, and new experiences!



Intermediate 4-H'ers

Are you taking advantage of everything 4-H has to offer? Develop specialized skills, and meet new friends by attending 4-H camps. Get involved in your club by running for office and helping younger 4-H'ers develop their own skills. Take part in area 4-H events. Apply for awards. If you need financial assistance to go to 4-H programs, fill out a request to the Iowa 4-H Foundation.

4-H has more for you

Come on intermediates, make more of H's four. Dare to Dream.



Get details at your county Extension office.



and justice for all

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1988-89 4-H Project List Starts Here

Below are brief descriptions of 4-H projects in which you may enroll.

The numbers in parentheses () are the project numbers and match the numbers of the 4-H enrollment form (4H-106, revised 1988). Example: Bicycle Unit I (4311). These names and numbers need to be transferred to the enrollment form your 4-H leader will give you soon.

If a project has units, assume each is more difficult than the previous one. If it's a new project to you, start with the first unit. For some projects you may need to sign up for more than one unit if you're doing two or more parts of the same project. Your 4-H leader can give you advice.

If you do not find a topic that interests you, you may select of your own through the self determined project (8910).

Ages are recommended for some projects. Abbreviations used are "J+" for juniors, 9 to 11 and above; "I+" for intermediates, ages 12 to 14 and above; and "S" for seniors, ages 15 and older.

Remember: 4-H'ers dare to dream through 4-H projects!

Aerospace

Model Airplane (4011) Learn the principles of flight by building and flying model airplanes. A project that offers fun, creativity, and adventure for 4-H'ers of all ages. (J+)

Model Rocketry (4012) Select, assemble, and launch model rockets. Learn about the principles of thrust, solid state fuel, etc. (J+)

Flying an Airplane (4013) A project to learn about flight instruments, airplane design, flight principles, map reading, navigation, weather, communication, and pre-flight procedures. (S)

Arc Welding

4-H'ers must have access to a welder before enrolling in this project.

Unit I (4111) Learn about arc welding equipment. Skills to be learned include striking the arc, cutting with the arc, making butt and fillet welds, and soldering with the arc welder. (S)

Unit II (4112) Review flat position welds and weaving. Learn how to make horizontal and vertical welds, fillet welds in an overhead position, butt welding black iron pipe, and make a shelf bracket or an adjustable stand. (S)

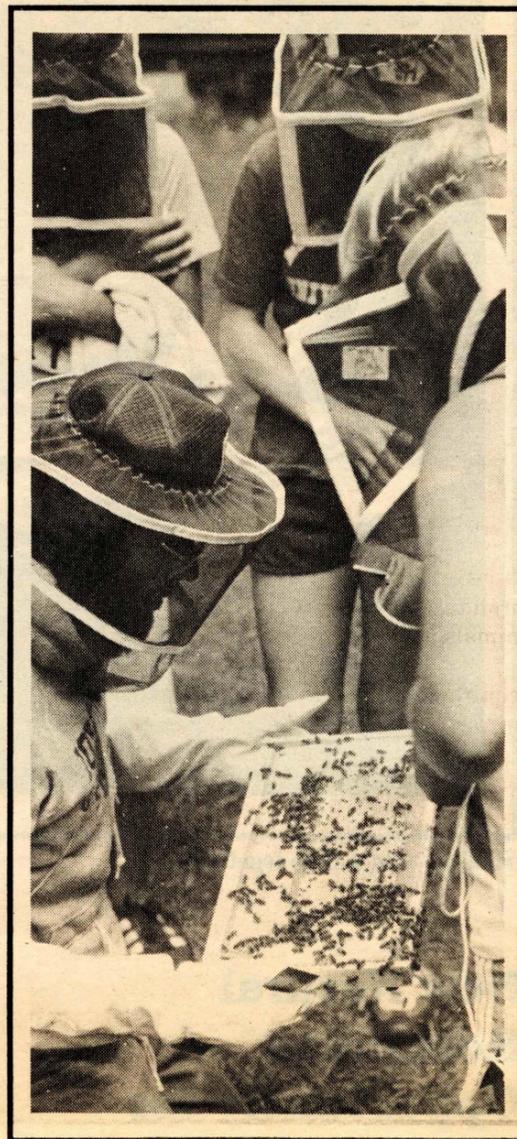
Unit III (4113) Continue to practice skills learned in Unit I and II. Learn how to weld sheet metal, cast iron, high carbon steel. Plans available to make a steel post driver, pipe sawhorse, and angle iron sawhorse. (S)

Automotive

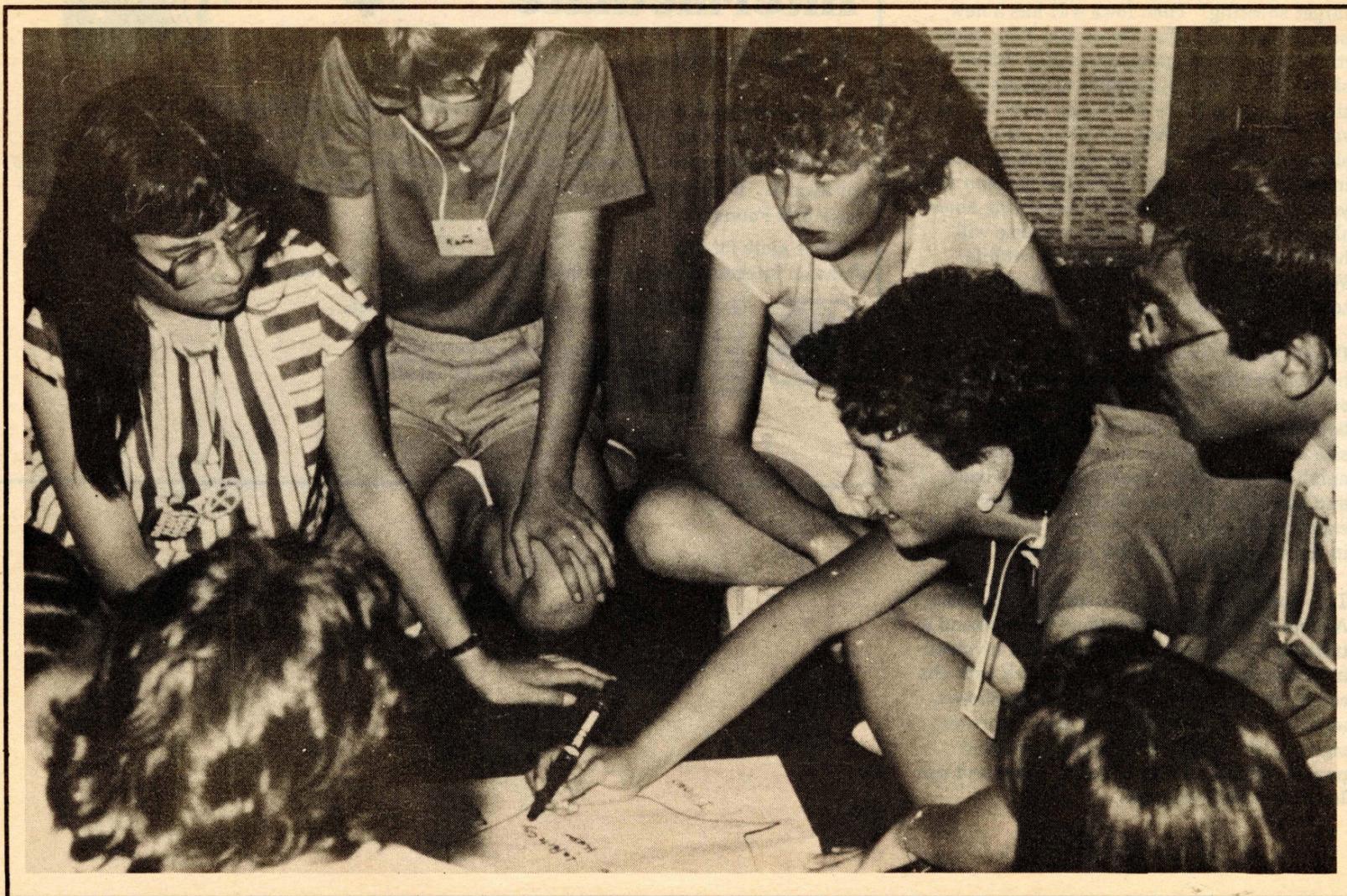
Unit I--Keys to Happy Motoring (4211) Examine the rules of the road, defensive driving strategies, trip planning, map use and safe operation of you car. (I+)

Unit II--Buying Your First Car (4212) Examine what's involved in buying a new or used car, insurance, and financing that car. (S)

Unit III--Safe 'N Easy Motorcycle Operations (4213) Learn and practice safe riding habits and preventive maintenance. (I+)



Beekeeping is a honey of a project.



Learn more about each other and our world in 4-H.

Beef

Learn selection, buying, feeding, management, training, production, and marketing of beef animals. * (See Special Guidelines page 16)

Market Beef (1011) 4-H'ers may enroll a maximum of six market animals (steers and/or market heifers). (J+)

Requirements: Market animals should weigh approximately 1,100 pounds (market weight) at 14 to 18 months of age. Market animals will be identified and weighed at a county weigh-in prior to January 1. Contact your county Extension office for specific details.

Advanced Cattle Feeding (1012) 4-H'ers enroll a group of four or more steers or heifers, feed, and manage them as a "junior" cattlefeeder. (J+)

Foundation Beef Herd (1013) Includes any number of purebred or commercial heifers or cows. Produce animals may be added. (J+)

Cow-Calf Evaluation (1014) 4-H'ers may enroll two to five beef cows with their calves. Animals need not be owned by 4-H'er. (I+)

Requirements: The 4-H'er is expected to own the foundation herd individually or in partnership with parent. Each animal in the cow-calf evaluation project must be identified; calves born between March 1 and April 30 must have monthly and bi-monthly weights recorded.

The 4-H beef projects 1013 and 1014 focus on establishing a foundation herd of purebred or commercial animals with emphasis on management and efficient production of superior beef calves.



Young people can learn to use a bow in the 4-H SESS program.



Leaders can get training in SESS, Safety Education in Shooting Sports.

4-H'ers Learn Life Skills of Citizenship

Sherry Rouse, Buchanan County, has become actively involved in Pony Express Rider of Iowa, Inc. She helps to raise money through collections and the sale of raffle tickets.

Jamie Bishop, Delaware County, takes her pony to school and uses it in her work with handicapped students.

Marci Pellett, Cass County, encouraged all beef producers to participate in the democratic system by voting in the Beef Referendum. She handed out applications for absentee ballots to encourage participation.

John Meyer, Wright County, is bridging the gap between young and old and man and animal. He visits the Clarion Care Center with his goats.

In addition to developing a home garden with enough food to supply his family, **Lee Vogt, Woodbury County**, spends 3-4 hours a week helping nursing home residents with a garden.

Amy Leefhoff, Butler County. This citizenship project has taught me so much about how taking a little time out of my busy life can do so much for others.

Bees

Bees (2010) Introduces the art and principles of scientific beekeeping. Learn about the beneficial function of bees to humankind and how to collect and market honey. (I+)

Bicycle, Care & Safety

Unit I--Your Bicycle and You (4311) Emphasizes condition of parts, proper size of bike, and how to check for looseness or tightness of parts. (J+)

Unit II--Maintaining Your Bicycle (4312)

Parts identification, maintenance checks, parts adjustment, and safety are introduced in this unit. (J+)

Unit III--Enlarging Your Cycling World (4313)

Includes planning a bicycle trip and ideas for conducting community service and leadership activities related to the bicycle project. (J+)

Camping

Camping (8650) Investigate and learn about camping opportunities, resources, and skills. Options: local, county, or state camps, family camps, special interest camps. (J+)

Child Development

Unit I--Learning and Sharing (5011)

Learn more about yourself; become comfortable with little children; and practice basic skills you'll need as a babysitter. (J)

Unit II--Caring for Children (5012)

Learn skills for babysitting and characteristics of children from newborns to age six. (I)

Unit III--Parenting Ahead (5013)

Learn more about yourself and your potential as a parent; develop basic skills related to future adult roles; and learn basic adult relationship skills. (S)

Citizenship

Unit I (8061) Learn about good citizenship and more about yourself, family, and friends. (J)

Unit II (8062) Explore your community by interviewing residents and officials; plan and conduct a community improvement project. (I+)

Unit III (8063) Increase your understanding of our governmental processes at each level and how to be an effective citizen. (S)

Senior 4-H'ers, Get Involved



You know what 4-H has to offer.

Now is the time to take all you can from 4-H's leadership- building options. Build a brighter future for yourself as you Dare to Dream.



Learn about democracy first

hand with the Citizenship-Washington Focus trip. You'll meet 4-H'ers from across the country while visiting the heart of our national government.



Get in on the fun at senior camps

such as the National 4-H Conference, Youth Leadership Conference, Poultry Conference and others. Learn about people from other parts of the world through international exchange programs. Apply for 4-H scholarships for college expenses.



Have fun and mingle with fellow

4-H'ers your own age by getting involved with your county senior 4-H group.



Sharpen your leadership skills

by running for county or state 4-H council. Make plans now for fun in the sun in Ames at the Iowa 4-H Conference, June 27 to 29, 1989.



Improve your livestock know-how

by attending ROUNDUP, held in conjunction with the Iowa 4-H Conference. Learn about marketing and all phases of either beef, sheep, swine, or dairy production from ISU faculty and Extension staff.



Be sure to apply for some of the many

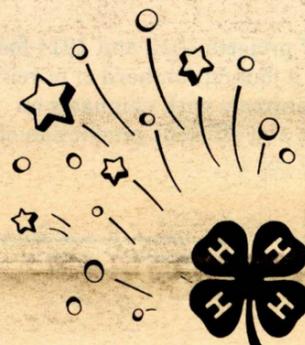
awards available. You may earn a trip to National 4-H Congress.



For more information contact your

county Extension office.

Extension programs are available to all without regard to race, color, national origin, sex, or handicap.



Make memories and friends in 4-H.

Clothing

Unit I--Adventures in Clothing (5111)

Learn about color and line in clothing. Find out about fashion and fabrics as you choose or sew clothes for fun and safety. Discover personal grooming hints, ways to care for clothing, and how clothing affect you and others. (J)

Unit II--Challenges in Clothing (5112)

Build on your experience in Adventures in Clothing. Explore: 1) how illusions of color, line, form, and texture affect appearance; 2) how to buy or make clothes appropriate for various situations; 3) fibers and fabrics; 4) laundry products and drycleaning; 5) facts about clothing safety; 6) makeup, grooming products, and modeling; 7) clothing values and stereotypes. (I)

Unit III--Strategies for Clothing (5113)

Add to the knowledge gained in Challenges in Clothing. Apply the design principles and decision-making skills in choosing or sewing clothes for an all-together look. Learn more about textiles, clothing safety, and personal grooming. Expand your horizons to include clothing from the past, from other cultures, and for special needs of the handicapped. Learn about careers in the fashion industry and tips on interviewing. Develop your leadership skills by helping your leader teach younger 4-H'ers. (S)

Communication

Explore various ways we communicate. Opportunities to learn and practice communication skills are suggested.

Intermediate Unit (8111) Take a look at how people communicate with each other. (I+)

Senior Unit (8112) Develop your skills in communicating. Choose a communication area that interests you, and develop a plan to improve your skills. (S)

Computer

Unit 1--Learn About Computers (9011)

Learn about the basic parts of a computer and how they function together. (J+)

Unit 2--Learning About Programming (9012)

Discover how to write, run, list, and produce output from a program. (J+)

Unit 3--Using Computers in 4-H Projects (9013)

Explore benefits and ways to use microcomputers in 4-H projects. (J+)

Conservation

Conservation (2110) Stresses the general conservation concepts involving man and our natural resources and provides an introduction to the principles involved in managing and using those resources. (J+)

Consumer Management

Unit I (5411) Includes activities to help you learn to make decisions and manage money. (J+)

Unit II (5412) Has activities about banking institutions, money, checks, and better buying. (I+)

Unit III (5413) Focuses on the use of consumer psychology in advertising and marketing, gives tips on how to be a wise shopper, and suggests activities to learn more about credit, shoplifting concerns, and consumer laws. (S)



4-H'ers learn about child development.

4-H'ers Learn the Life Skill of Communication

Pam Zumbach, Delaware County, says participating in dairy judging contests "gave me more confidence in speaking in front of other people."

Trent Soldwish, Buchanan County, has given presentations on gardening to elementary students, fellow 4-H'ers, and members of local garden clubs. He also has made public service announcements for radio stations promoting the garden project. 4-H will prove invaluable in my future plans. The "bottom line" of all my 4-H experience has been the development and the use of interpersonal relationship skills. By developing these skills I have helped prepare myself for a productive citizenship role in the world community.

Susan Rippen, Cerro Gordo County. The communications program helps so many people gain self-confidence and pride that I feel it's absolutely the most important aspect of 4-H. I hope all 4-H members participate in a communication program

Brenda Hagen, Marion County. I constantly work to increase my knowledge in the area of health. There are so many possibilities in the health project--food and nutrition, substance abuse, safety, eye care, dental health, mental and psychological health, and physical fitness; however, fitness has been the most important to me.

Crop Production

Provides experience through growing, management, harvesting, and marketing of a field crop.

Corn (7011)--Soybean (7012) Activities covering the basics of crop production; growth and development, variety selection, planting, plant nutrition, soil management, crop protection, weather, grain harvesting and storage, and grain marketing can be explored. Also included is history and uses for corn and soybeans and many activities to help you learn. (J+)

Small Grain (7013) For example, with oats or wheat. (I+)

Forage (7014) For example, with hay. (I+)

Dairy Cattle

Dairy Cattle (1050) Provides an opportunity for 4-H'ers to experience dairy cattle management by selecting, feeding, and caring for a dairy calf, heifer, or cow. 4-H'ers should own the animals individually or in family partnership and keep good production records on all animals. Continuing with the same animal into her production life is encouraged. Available manuals cover all facets of dairy cattle production. (J+) * (See Special Guidelines page 16)

Dairy Foods

Dairy Foods (5250) Encourages including dairy foods in our daily diets and preparation. The main nutrient of dairy foods is calcium which is needed in large quantity by teens. (J+)

Dairy Goats

Dairy Goats (1070) Female kids and/or mature female goats may be enrolled. 4-H'ers can experience the selection of a project animal and having that animal grow into her productive life. Good record keeping is encouraged. (J+) * (See Special Guidelines page 16.



4-H'ers learn to care for natural resources.

4-H'ers Learn the Life Skill of Decision-Making

Breeding decisions are part of breeding heifer and cow-calf projects. **Kevin Bremer, a Wapello County 4-H'er,** maintains records on each calf born in his family's cow-calf herd including birth weight and weaning weight. This information is used in evaluating mating selections.

Dwight Sexton, Washington County, made several decisions concerning feeding and marketing as part of his beef project. "I pushed my 4-H steers real hard so they would gain to their maximum potential. I noticed in June that the steers were closing in on a yield grade 3," Dwight writes. His options were to sell at this point or wait to county fair. After studying the fat cattle market he decided to sell two of his steers prior to the fair.

Breeding decisions are part of market litter or breeding gilt projects. **Amy Brown, Palo Alto County 4-H'er,** has consigned barrows and boars to swine test stations to gain more information to make mating selections.

Purchasing a hog feeder turned into a major decision for **Ron Swenson, Franklin County.** Ron went to three dealers to explore possible options and compared the feeders on construction and costs before making an investment.

Dana Kelly, Scott County 4-H'er, was faced with a lot of choices as she got started in the rabbit project. One of the first decisions she had to make was whether she wanted to spend her allowance money on raising rabbits or something else. She made

the decision to raise rabbits and although it was not a profitable project for her the first couple of years, now she faces the decision of how to spend her profits. Dana also made decisions on which breeds to raise, what to feed and which rabbits to show.



Volunteer leaders evaluate 4-H record books.

Dog

Dog (1110) Sound care, management, and obedience training are emphasized. Dogs may be registered, crossbred, or unregistered, male or female. Dogs must be individual- or family-owned for handling classes. They do not need to be owned for obedience classes. (J+) * (See Special Guidelines page 16)

Electric/Electronics

Unit 1--Exploring the World of Electricity (6111)

Introduces electricity and how it works; purposes and types of batteries, conductors and insulators; types of circuits; and how to work safely with electricity. (J+)

Unit 2--Electricity's Silent Partner--Magnetism (6112)

Explores electricity and magnetism and the way they work together. Includes electromagnets. (J+)

Unit 3--Working with Electricity (6113)

Deals with the fundamentals of wires, cords, and electrical connections as applied to basic home wiring. (J+)

Unit 4--Electricity for Family Living (6114)

Learn about electric lights and appliances in the home and how electricity makes life more comfortable. (I+)

Unit 5--Behind the Switch (6115)

Deals with production of electricity; explains generation, transmission, and distribution of electrical energy; and explores fuels used to power generators (I+)

Unit 6--Introduction to Electronics (6116)

Examines the world of electronics, that special area of electricity that brings us radio, television, computers, and a whole range of electronic tools. (S)

Energy

Unit I--Energy (8931) Discover facts about energy, past, present, and future. Skills for finding drafty places in your home are explored. (J+)

Unit II--Energy (8932) Learn about the petroleum tree, energy concentration, and gases. Skills for creating a solar cooker and a wind detector are presented. (J+)

Entomology

Entomology (2210) Begin collecting insects, and study the role they play in relation to people and the environment. In addition to collecting, you may wish to grow and manage insects. (J+)

Farm Management

Farm Management (3050) Introduces the concepts of farm business management. The 4-H'er works closely with a parent or other adult to manage one aspect of the family farm. (S)

Food & Nutrition

Unit I--Fit It All Together--Food for Fun and Fitness (5211) Introduces nutrition concepts, meals and snacks, food preparation, fitness, and tips on purchasing food. (J)

Unit II--Fit It All Together--Food and Fitness, Choices for You (5212) Expands concepts of Unit I with greater emphasis on making individual choices about nutrition, foods, fitness, meals, snacks, and fast foods. Includes suggestions for food, fitness, and meal activities. (I)

Unit III--Fit It All Together--The World of Food and Fitness (5213) Emphasizes a self-determined approach to learning about nutrition related to health and fitness, food supply, food safety, world food issues and careers. (S)

Forestry

Explores our forest resources and can help develop an understanding of forest management, use, and development.

Unit I--Trees (7061) Emphasizes basic knowledge of how trees work, how they reproduce, how to identify them, and why trees are important. (J+)

Unit II--Forests (7062) Emphasizes the total forest environment, how it works, how forests are managed, and the dollar value of forests. (I+)

Unit III--Advanced Forestry (7063) (S)

Options include:
Forest Recreation will help you understand the wide variety of recreational uses for a forest, how those uses change over time, and how a forest may be managed for recreation.

Managing the Forest for Water, Wildlife, and Forage will give you an introduction to forest management for these purposes.

Urban Forestry helps you realize that trees are in towns and cities, too, and that, as in rural areas, they must be managed to be successful.

Forestry Careers gives you an understanding of the many roles of a forester and the numerous careers available in forestry; includes a chance to self-evaluate your career interests.

Making Forestry Pay introduces you to forest and woodlot management for profit.



Water sports are popular at the Iowa 4-H Camping Center.

Share 4-H.

Invite your friends to be 4-H'ers, too.



Health

Health (8310) Is an opportunity to improve your physical, intellectual, emotional, and social health plus share your knowledge with others, and learn about related careers. (J+)

Home Improvement

Discovering Design (5311) Focuses on design as an overall plan for a room or house. Learn about color, texture, line, and shape. This topic is basic to all other home improvement projects, so 4-H'ers should begin with this topic. (J+)

Furniture Facts (5312) Covers all aspects of furniture--arranging it in a room, making over old furniture, finishing, refinishing, upholstering, and learning about furniture styles. (J+)

Note: In the furniture facts project you learn how to refinish furniture. If you want to learn how to build and finish new items made from wood, enroll in the Woodworking Project.

Accessory Accents (5313) Includes activities for grouping accessories on the wall or a tabletop. You can learn some skills in making dried arrangements and selecting and coordinating tableware. (J+)

Fabric Furnishings (5314) Suggests many furnishings you can make for your family or your home--from sleeping bags to wall hangings, from director chairs to bedspreads. Instructions are included for many furnishings you can sew yourself. (J+)

Survival Skills (5315) Emphasizes ways you can learn about energy conservation, storage space for all your belongings, and how to get along as you move toward your first home away from home. (J+)

Horse & Pony

Horse or Pony (1210) 4-H'ers enrolled in this project learn and develop skills related to the care, feeding, management, and safe handling of horses. Horsemanship and equitation are emphasized. * (See Special Guidelines page 16)

Requirements: A 4-H'er may own or manage a horse. If the horse is managed, the 4-H'er must assume 75 percent of the management of the horse. If two members of a family share a horse it must be on a 50-50 basis and reported on separate ID forms for each 4-H'er. (The 50-50 provision is intended for families who have one horse and two children in this project. Each can have half responsibility in order to have experience with the horse. It is not to be used by families who have more than one horse. A family cannot enroll all its horses in each 4-H'er's name to make any 4-H'er eligible to show any horse.) A rented (or leased) horse or pony may not be used as a project animal. Stallions of more than 12 months of age may not be exhibited in a 4-H horse show nor used in 4-H project group activities.

Horticulture

Teaches the fundamentals of gardening--soil preparation, fertilization, variety selection, planting, transplanting, disease, and weed control. Sizes could be flower pot, window box, 100 or 1,000 square feet, whatever size is available.

Flower Gardening & Ornamentals (7111) Includes growing annuals, lawn care, and rooting cuttings. (J+)

Home Garden (7112) Learn the value of a vegetable garden and how to get your garden to produce more. You will gain skills in planning, planting, caring for, and harvesting food from your vegetable garden. (J+)

Small Fruit Crop (7113) Study one variety in depth, and develop market alternatives. (J+)

Vegetable Crop (7114) Study one variety in depth and develop market alternatives. (J+)

Home Grounds Improvement (7115)

Investigate landscape plans and techniques. This could include making a scale drawing of your yard, identifying your family's needs, planning a landscape for your yard, and learning how to plant and care for ornamental trees and shrubs. (J+)

Leadership

Leadership (8410) Develop leadership skills as you assume various leadership roles in your club, community, or county 4-H program. Explore leadership concepts to increase your ability as a leader. (I+)

Music

Music (8710) Gain a great appreciation of music. Ways to participate include listening, performing, and learning. Each of these areas may be done individually or as a combination of any or all methods. (J+)

Pets

Learn information and skills on care and management of a pet animal. * (See Special Guidelines page 16)

Birds (1811) (J+)

Cats (1812) (J+)

Fish (1813) (J+)

Gerbils (1814) (J+)

Guinea Pigs (Cavy) (1815) (J+)

Hamsters (1816) (J+)

Mice Rats (1817) (J+)

4-H'ers Learn the Life Skill of Self-Esteem

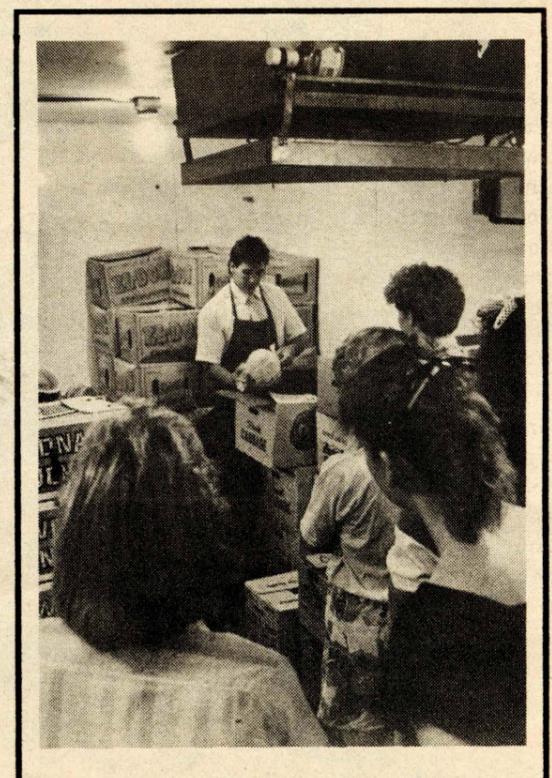
Karla Kramer, Clayton County. 4-H has taught me valuable skills and lessons that I will use for the rest of my life. I have learned to always have a dream and to have faith in myself. I have also come to realize that striving to become better is an unending process. Through 4-H, I have expanded my horizons to include many new ideas. I have grown to accept ways and thoughts that are foreign to me. By becoming less critical of opinions that contradict my own, I have learned the importance of compromise and cooperation.

Trent Soldwish, Buchanan County. My most meaningful and beneficial experience from 4-H is the development of a positive self-concept. A positive feeling of self-worth is essential to learning and is one result of 4-H

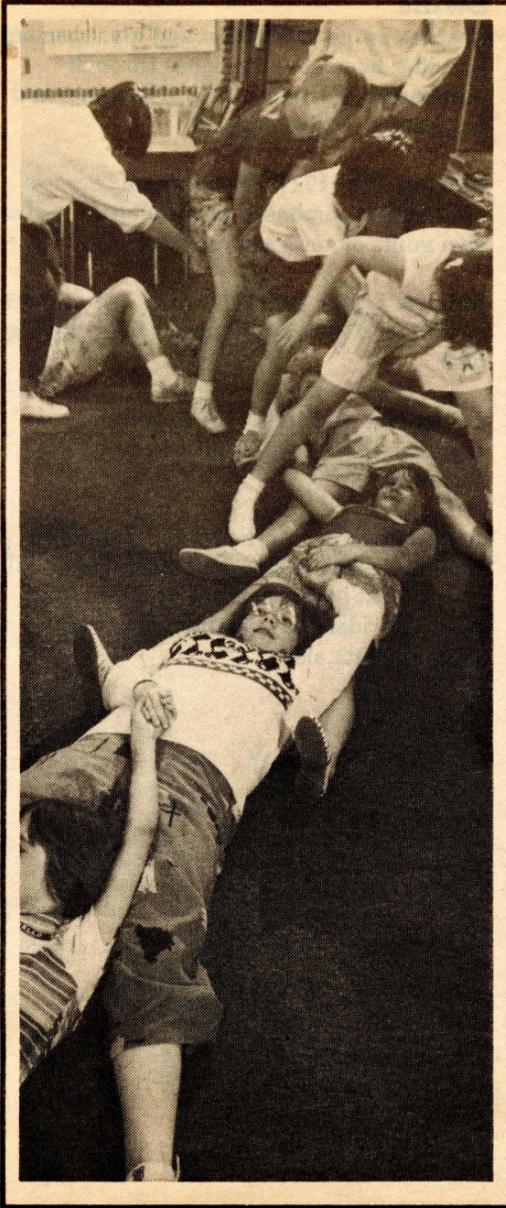
experiences in a supportive and nurturing environment. Participation in 4-H activities has given me many opportunities to experience success and gain confidence in my ability to accomplish my goals.

Heidi Beane, Marshall County. Everyone feels good about themselves when they succeed, and 4-H has given me many places to succeed.

Theresa Gauger, Muscatine County. No accomplishment is as big as the feeling you have about yourself when you know you have done all you can. Through my participation in 4-H I have not only grown into the person I am but a person I like being.



Tours help 4-H'ers gain career information.



Games help young people learn cooperation.

Photography

Unit 1--Adventures With Your Camera (8511) Explore how a camera works, holding a camera, what makes good photos, film, flash, and taking pictures of people. (J+)

Unit 2--Exploring Photography (8512) Explore adjustable cameras, composing pictures, shutter speeds, lens openings, action shots. (J+)

Unit 3--Mastering Photography (8513) Specialize in equipment and photographic subjects. Learn about photography in nature, landscapes, sports, people, and using existing light. Study accessories for the 35 mm single lens reflex camera. (I+)

Unit 4--Darkroom Techniques (8514) Learn how to develop film, print, and enlarge your own pictures. This unit contains information on both black and white and color film techniques. (I+)

Plant Collection

Plant Collection (7210) Investigates common Iowa plants, their characteristics, and environment. (J+)

Plant Science

A study and experimentation project involving plant and soil relationships, reproduction, growth factors, characteristics, and how people use plants.

Unit 1--Exploring the World of Plants and Soils (7411) Introduces the basics of plant and soil science--soils, plant and flower parts, plant reproduction, and effects of environmental factors on plant growth. (J+)

Unit 2--Plant Reproduction (7412) Discusses sexual and asexual reproduction, function of flower parts, germinating seeds, and plant breeding. (J+)

Unit 3--Soils (7413) Provides information about soil structure and texture, soil testing, and capacity of soil to hold water and nutrients. (J+)

Unit 4--Plant Growth Factors (7414) Deals with the interaction of environmental factors that affect plant growth (soil, climate, temperature, water, light, air, disease, insects) and plant nutrients, genetics and growth regulators. (I+)

Unit 5--Plant Characteristics (7415) Deals with things that distinguish or identify plants--seeds, roots, stems, leaves, fruit, size, form, and life span. (I+)

Unit 6--Growing and Using Plants (7416) Describes different kinds of plants and their requirements for proper growth. Growing house plants, a vine, starting a tree from seed, transplanting, and learning to prune. (I+)

Share 4-H.

Invite your friends to be 4-H'ers, too.



4-H'ers Learn the Life Skill of Leadership

Kerry Furst, Hancock County.

Involvement in 4-H has helped me in a very subtle way to be a better leader and citizen. Sitting down and reviewing my progress has helped me see, that through 4-H I've grown. I've developed from a child who was a "taker" from 4-H to a young adult who can now be a "giver" to others in 4-H and to my community. I've grown from a junior 4-H'er to a county council member. My involvement has changed from listening at a meeting to conducting the meeting, from taking a project to the fair to developing a fair event, and from looking up with envy at older 4-H members to having the responsibility to help develop the young members.

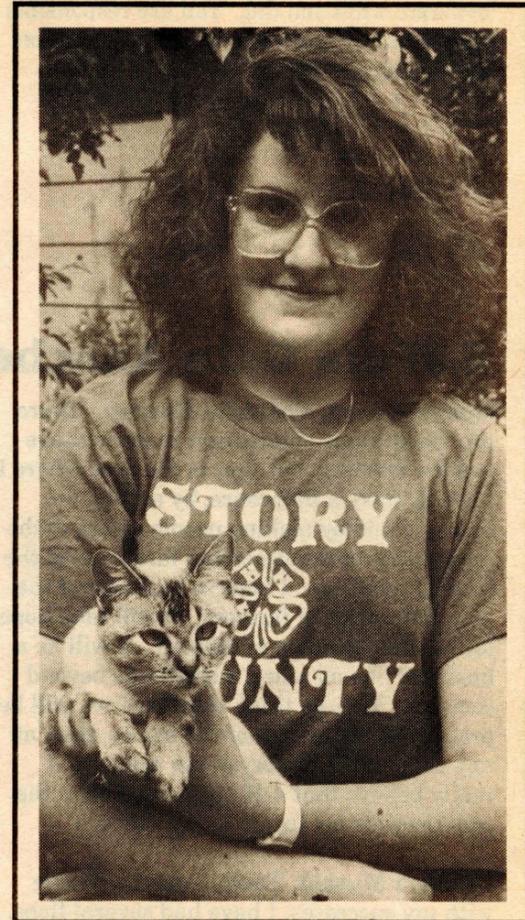
Emily McAlexander, Ringgold County.

I enjoy being put in leadership positions. Sometimes activities are real successes. Other times they are flops. They are all learning experiences. By doing 4-H activities, many people in my community have recognized my leadership abilities. As the years have gone by, my leadership in 4-H has expanded to leadership in life.

Robert Oldham, Mahaska County.

Because I served as club officer, it will help me in later life when I am asked to serve as an officer in other organizations. The information that I have learned from my 4-H projects will help me with everyday life. Working with livestock, woodworking, electricity, conservation, and computer projects have give me knowledge which will help me on other career fields as well as in agriculture. In school I joined FFA because I was interested in agriculture. The knowledge I gained in 4-H has helped me to assist with drama lights, stage sets, etc., at school. I will enjoy working with wood as a hobby all my life. Record keeping will always be necessary and 4-H has gotten me off to a good start. I plan to go to college and major in an agriculture-related field or ceramic engineering. The money I have made through my 4-H projects will help pay for my college education.

Diane Weber, Dallas County. The most important thing I learned about leadership from 4-H was that a leader must guide and encourage others and not do the work of the whole group. Individuals must work together to reach group goals.



Pet projects are popular with 4-H'ers.

Poultry

Explores aspects of efficient production of poultry and poultry products, plus grading, marketing, and merchandising. Any size of enterprise is appropriate. * (See Special Guidelines page 16)

Chick Growing (1411) Beginning meat production or laying flock could be explored. (J+)

Laying Flock (1412) Concentrates on egg production. (J+)

Turkey Growing (1413) Emphasizes growing and marketing turkeys. (J+)

Other Poultry (1414) Possibilities could include poultry science, consumer education and marketing; fancy, show, or hobby birds. (J+)

Rabbit

Rabbit (1510) The care and handling of rabbits as a hobby or for meat production. Advance options are the production of rabbits for fur or for scientific uses. (J+) * (See Special Guidelines page 16)

Recreation

Recreation (8610) 4-H'ers explore the broad range of recreation activities and develop, construct, and use homemade games. Learn skills for recreation leadership. (J+)

Safety

Safety (8810) Develop the ability to recognize hazards and how to correct them plus share your safety awareness with others. Select one certain area and seek out information yourself on safety needs. Possible areas are home, chemicals, animals, electrical, fire, recreational, tractor, machinery, traffic. (J+)

Self Determined

Self Determined (8910) Explore an area of interest not previously mentioned. Select a goal, develop a plan of action, carry it out, and evaluate what you did. You are responsible for gathering your own project information and resources. (I+)

Sheep

Teaches sheep production and management practices and provides business experience through purchasing, financing, record keeping, and marketing. * (See Special Guidelines page 16)

Market Lamb (1611) One or more ewe lambs and/or wethers purchased or raised from the 4-H'ers own ewes are needed. (J+)

Market Flock (1612) Acquire one or more commercial ewes or ewe lambs. Lambs from this project qualify as 4-H market lambs. The focus is establishing a flock of commercial ewes with emphasis on management and efficient production of lambs. (I+)

Sheep Purebred (1613) Acquire one or more purebred ewes or ewe lambs. (J+)

Lamb Feeding (1614) 4-H'er enrolls a group of 12 or more lambs, feeds and manages them as a "junior" lamb feeder. (J+)

Requirements: Market lambs should be market weight at 5 to 6 months of age. Lambs are to be eartagged soon after birth for identification.

Small Engines

Unit I (4511) Introduces types of small engines, principles of four cycle engines, compression, carburetor, ignition, and general care and maintenance. (J+)

Unit II (4512) Emphasizes the principles of two-stroke engines, carburetor, gasoline, oil, maintenance, and troubleshooting. (J+)

Swine

Teaches swine production and management. Provides business experience through purchasing, financing, record keeping, and marketing. * (See page 16)

Market Pig (1711) One or more barrows and/or gilts purchased or raised from 4-H'ers own gilts or sows are required. (J+)

Market Litter (1712) Acquire one or more commercial sows or gilts prior to farrowing. (J+)

Purebred Swine (1713) Acquire one or more purebred sows or gilts prior to farrowing. (J+)

Requirements: Market swine should be market weight at 5 to 6 months of age. All swine must be ear notched or otherwise positively identified according to county's requirements, also.)



<p>4-H'ers Here's your ticket to 4-H programs</p>	<p>4-H Travel and Fun</p> <p>If you need financial help in order to attend 4-H programs.</p> <p>For assistance, apply to the Iowa 4-H Foundation.</p> <p>Contact your county Extension office for more information.</p> <p>Extension programs are available to all without regard to race, color, national origin, sex, age or handicap.</p>
<p>Admit one</p>	<p>Good Anytime</p>

4-H'ers Gain Another Life Skill: Learning How To Learn

Ron Swenson, Franklin County. There are many areas and careers in agriculture besides farming, but that is the area where I hope to make a difference, by setting an example and by making people aware of the importance of the American farmer, and the food he produces. I hope to be a part of the new generation of farmers. It will take hope, faith, and optimism to succeed. It will be a business like no other, a challenge beyond compare. I really think that America will be prouder of the farmer of the future, then at any time in the history of our country. I really believe that 4-H has helped pave the way towards my future in agriculture.

Cynthia Mussig, Tama County. Along with my successes, I have had several flops. A lot of what I have learned is what I acquired through my mistakes.

Christine Breen, Woodbury County. My choice of engineering was definitely influenced by my 4-H experiences. In visual arts I developed my creativity and ability to work with ideas. In this way I got experience designing as an outcome of my ideas. This experience and knowledge will help me in

engineering because engineers are always creating something that wasn't there before. They take existing material and create something new with it. I did this in visual art by arranging existing things into a still life picture to paint or rearranging existing ideas to make them better.

In engineering I will have to describe my ideas and my approach to a design. I will have to come up with solutions. I will need to write instructions on how to use the newly engineered object, how to maintain it, and how to repair it. I realize now that I prepared myself for all this writing by relating my experiences in filling out the project forms in the record book. I had to record my goals, describe what I learned and what I did. I had to put in words how I changed an existing design and make up a design and where I got the idea. In exhibiting projects at the fair, I learned how to complete the project, down to the last detail. I learned how important it was to have the exhibit look pleasing to the eye as well as be of high quality.

I realize engineers have to get up in front of groups and explain what they have done and

teach others how they did it. In 4-H I received experience in doing this by giving presentations and conducting workshops at the county level. I received experience in communicating with others, both adults, peers, and younger children.

Keeping accurate records in engineering is of utmost importance. I have done this in researching and identifying rocks in geology, recording aperture speed and film speed in photography, and my work in the other projects.

Because of 4-H, I learned that I had ability and talent in many areas. I would not have realized this otherwise. Now I know engineering is for me, and I am very enthused about going to college.

Tractor

Unit I--Getting Acquainted with Your Tractor (4411) Learn about your tractor, its care, and safe operation. (J+)

Unit II--Assuring Safe and Efficient Tractor Operation (4412) Learn about your tractor's operating systems and maintenance of those systems to keep your tractor operating efficiently and safely. (J+)

Unit III--Improving Your Skills (4413) Discover even more about safe tractor operation and specific systems of your tractor such as the ignition, steering, and power transmission, as well as winter care and trouble shooting. (I+)

Unit IV--Machinery Care and Safety (4414) Develop skill in the safe efficient operation of machinery through proper adjustments with emphasis on machines for breaking the soil, applicators for chemicals, servicing seed planters, cutters for crops, and seed separation. (I+)

Veterinary Science

Unit I--The Normal Animal (2311) Recognize some of the signs that might indicate illness on an animal or bird, i.e., normal behavior, skin condition, temperature, pulse, and respiration. Also suggests ways to help maintain good health of animals. (I+)

Unit II--Animal Diseases (2312) Introduces causes of diseases and how they effect animals. Describes internal and external parasites and suggests ways to protect animals from diseases. (I+)

Unit III--Immunology, Zoonosis and Public Health (2313) Protect animals from disease by inoculations and identify ways to prevent the spread of diseases to other animals and man. (I+)

Visual Art

Explore your creativity, learn about art and artists in your own community, discover design, and develop new skills by experimenting with different art media and evaluating your efforts.

Unit 1--Celebrate Art (8211) Introduces design activities related to the elements of line, shape, color, space, and texture. Emphasizes the following 10 media with these activities: (J,I)

- Paper--paper mache, paper collage
- Fiber--woven hanging, friendship stick
- Clay--pinch pot, slab pot
- Textiles--printed shirt, applique banners
- Wood--wooden sculpture, wooden toys
- Chalk/Carbon/Pigment--popped corn drawing, foam tray painting
- Glass/Plastic--glass etching, slide making
- Metal--wire sculpture, tooled picture
- Nature--seed mosaic, sand casting
- Leather--winter count, leather collage

Unit II--Art in Your Future (8212) Looks at art as a career, gives more tips on creativity and originality, and continues on with art skills to develop discipline. The principles of design, rhythm, emphasis, balance, proportion, and unity are explored. (I, S)

- Paper--embossing
- Fiber--embroidery
- Clay--kiln building
- Leather--structural designing
- Textiles--screen printing
- Wood--sculpting
- Chalk/Carbon/Pigment--painting
- Glass--stained glass
- Metal--etching
- Nature--basketry

4-H'ers Learn the Life Skill of Coping with Change

Judy Kleve, Howard County. All the things I have learned in the past 9 years of 4-H will effect my chosen career, my married life, my family life, and my future. The 10 project areas I have carried will greatly effect my career. Through these areas I have learned the following which will benefit me greatly in education and my career. 1. How to be better organized, prepared, plan ahead, and not to wait to the last minute to finish a project, sign or assignment. 2. How to express myself and show growth in project areas. 3. How to make good use of time (I spend a lot of time in school 4-H projects are done in any free time I have). 4. Demonstrations have benefited me greatly. From a Junior 4-H'er on, I have had to talk in front of different people, and I have learned how to handle different situations. 5. How to really be proud of something I have accomplished yet accept criticism from adults. 6. How to plan, set goals, work hard, and see the final accomplishments of hard work. 7. To gain respect from peers for something I have done well without being a show-off. 8. To use my imagination to try to show a project in a clever attractive way to attract audiences.

I believe I have a good start through all my wonderful 4-H experiences. Now I can set my career goals and follow them as I would a difficult and challenging 4-H project!!

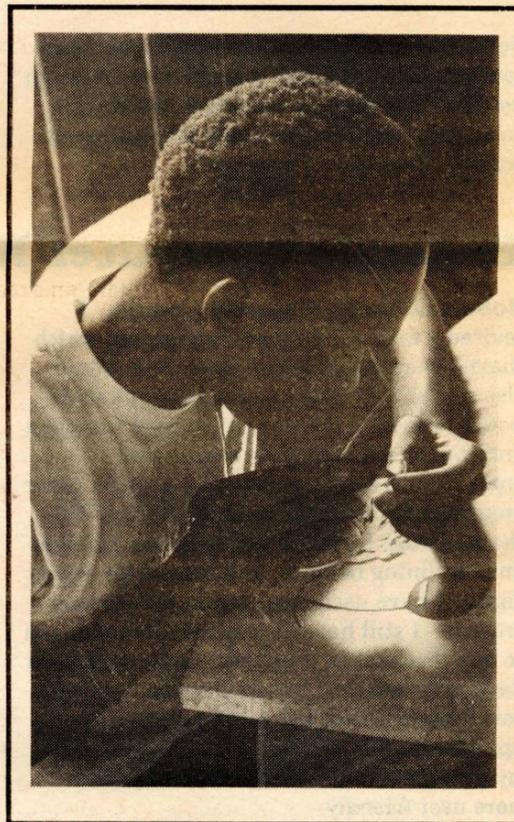
Lori Owens, Polk County. 4-H has been a teacher of lifelong skills.

Melissa Maxwell, Montgomery County. The 4-H program encourages a person to learn by doing.

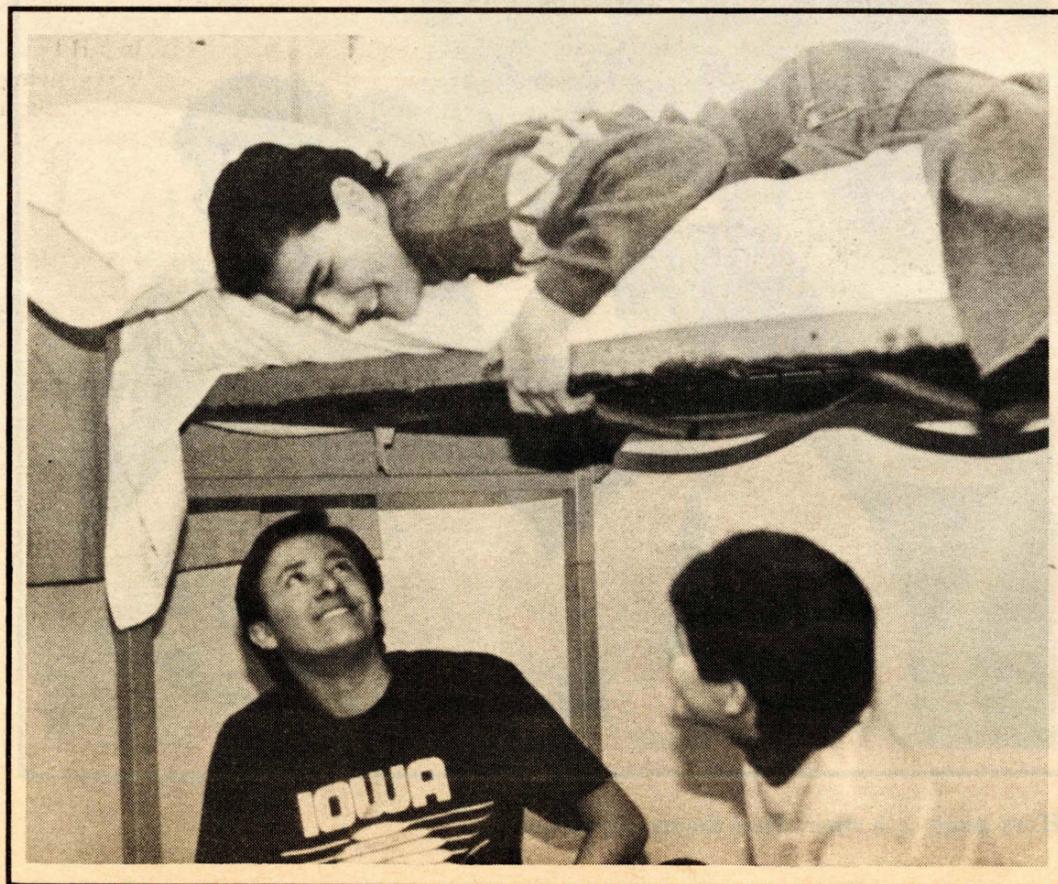
Denise Wilcox, Woodbury County. The most valuable thing I have earned through 4-H is a multitude of great friends. Everywhere I go, I always run into someone I have met through 4-H.

Lee Vogt, Woodbury County. I have stayed in 4-H because I enjoy it! I enjoy getting together with kids of all ages. I enjoy the experiences of teaching others about 4-H and things I have learned. Frankly, I enjoy the challenge of doing better in a project every year.

Sally Timan, Calhoun County. 4-H has helped me grow in responsibility, and it has helped me grow as a person, too.



4-H'ers learn to make design decisions in 4-H.



Have fun with friends at 4-H overnights.

Wildlife

Wildlife (9110) This project is for all youth whether they live in the city, the country, or in between. Activities involve birds, mammals, fish, reptiles, or amphibians and in lots of different environments. Learn skills like fishing, hunting, or taxidermy.

Woodworking

Unit I--Working With Wood and Tools (4611) Starts with the basics of marking and measuring, cutting, sanding and smoothing, driving and pulling nails, plus use of gloss and wood finishes. Includes diagrams for 11 projects. (J+)

Unit II--The Wonderful World of Wood (4612) Explores how lumber is made, how to use an awl, combination square, and pencil compass; plus how saws are selected for the right cut. You also can learn about drilling holes with a variety of tools and use of wood screws. Try your skill at constructing projects from the designs provided. (J+)

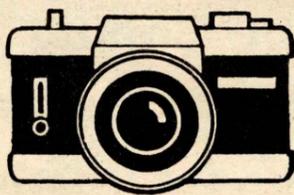
Unit III--Building Bigger Things (4613) Investigates the use of a marking gauge, T-bevel, miter box, clamps, chisels, planes, and power tools. Includes information on growing, harvesting, transporting, processing, and marketing wood products. Provides suggestions on how to apply your skills in constructing projects, teaching others, exploring woodworking career opportunities, and organizing community service projects. (I+)

Note: In the woodworking project you learn how to build and finish new items made from wood. If you want to learn how to refinish furniture, enroll in the Home Improvement project, "Furniture Facts" unit.

* Special Guidelines: Animals must be owned and in 4-H'er's possession by May 1 with the exception of market beef which must be owned and in the 4-H'er's possession by January 1. A Livestock Identification Report Form (LS-106) must be filed in the county Extension office. Most counties require 4-H LS-106 forms to be on file by May 1 or May 15. Check with your county Extension office for your county's deadline. This will determine eligibility of livestock to be shown at county or out-of-county 4-H livestock shows.

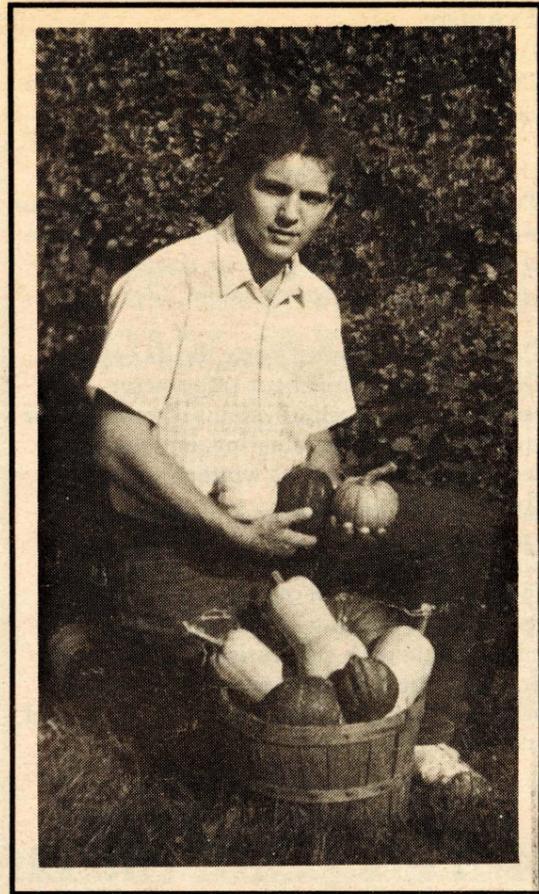
In the case of 4-H market lambs and market swine, additional market lambs or market pigs can be identified from May 16 until June 15, however such animals will only be eligible for livestock shows held after September 1 of current year. These additional animals also must be permanently identified and reported on Livestock ID Form (4H-106-LS) on file in county Extension office June 15.

(Ask about your county's requirements, also.)



4-H'ers in the photography project and leaders:

We need **black and white** photos of 4-H'ers in action for the next issue of this newspaper. Send photos of the same (or better) quality that you see in this issue. We will consider using them in September 1989. Include your name, age, address, county. Send by May 1 to Melva L. Berkland, 4-H 200 Editor, 112 Morrill Hall, Iowa State University, Ames, IA 50011. Send only black and white photos. Thank you for helping.



4-H gardeners grow food.

Expands Computer Know-How in 4-H

Robert Oldham, Mahaska County. I revised a farrowing schedule program which charts when we cycle our sows, so it would also contain the dates when different shots would be given. For our cattle herd I wrote a program which records breeding and production records. I have also written other programs for our field records. For my FFA chapter's use I wrote a depreciation: straight line, declining balance, and sum of the year's digits. I have used Appleworks for various projects. I still haven't learned all that it can do but that makes it interesting to work with. Each program that I write introduces me to new functions that the computer or Appleworks has to offer. I like to spruce up my programs that I write and make them more user friendly.

I have learned lots of little tricks to make my programs better. For example, I learned how to round numbers where I want to generate random numbers. I learned how to use data

and save information from a program in text files; this took me a lot of time to get right. Another nice item I learned was error messages.

By attending the 4-H computer camps, I was able to compare various different computers there. It really helped me when I took a computer class as a freshman in high school. Because I had two years of computer in 4-H, I

had more knowledge of the computer than the others in the class. The teacher asked me to help by showing other students what to do on the computer.

Computers are becoming an essential part of the future, and I will need to know about them in whatever career I pursue. Because of 4-H, now I am already knowledgeable and familiar with computer language and the many functions a computer can do.



4-H'ers teach each other. Here the topic is computers.