



Walton County 4-H Project Book Guide Ages 8-18



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

AGRICULTURAL LITERACY

Afterschool Agriculture

Acres of Adventures 1
Acres of Adventure 2

Dog

Dog 1: Wiggles n' Wags
Dog 2: Canine Connection
Dog 3: Leading the Pack
Dog: Group Helpers Guide

ANIMAL SCIENCES

General Animal Science

[FL Livestock Breeding Project Record](#)[†]
[FL Livestock Market Record Book](#)[†]

Beef

Beef 1: Bite Into Beef
Beef 2: Here's the Beef
Beef 3: Leading the Charge
Beef: Group Helpers Guide
Beef: Pattern for Cloth Model Calf

Cats



Cat 1: Purr-fect Pals
Cat 2: Climbing Up
Cat 3: Leaping Forward
Cat: Group Helpers Guide

Dairy Cattle

Dairy 1: Cowabunga
Dairy 2: Mooving Ahead
Dairy 3: Rising to the Top
Dairy: Group Helpers Guide

Goats

Dairy Goat 1: Getting Your Goat
Dairy Goat 2: Stepping Out
Dairy Goat 3: Showing the Way
Dairy Goat: Group Helpers Guide
Goat (Meat) 1: Just Browsing
Goat (Meat) 2: Get Growing with Meat Goats
Goat (Meat) 3: Meating the Future
Goat (Meat): Group Helpers Guide

Horse

[FL 4-H Horse Project Record Book](#)[†]
[Love a Horse Members Guide](#)[†]
[Love a Horse Leaders Guide](#)[†]
[FL Horse Member Advancement Program 1](#)[†]
[FL Horse Member Advancement Program 2](#)[†]
[FL Horse Member Advancement Program 3](#)[†]
[FL Horse Member Advancement Program 4](#)[†]
[Horse Advancement Program Leaders Guide](#)[†]
[Florida State Horse Show Official Rules](#)^{*†}
Horse 1: Giddy Up & Go
Horse 2: Head, Heart & Hooves
Horse 3: Stable Relationships
Horse 4: Riding the Range
Horse 5: Jumping to New Heights
Horse: Group Helpers Guide
Horse Science
Horses & Horsemanship

Pets



Pets 1: Pet Pals
Pets 2: Scurrying Ahead
Pets 3: Scaling the Heights
Pet: Group Helpers Guide

Poultry

Poultry 1: Scratching the Surface
Poultry 2: Testing Your Wings
Poultry 3: Flocking Together
Poultry: Group Helpers Guide



Books listed in italics are leader's guides; †These are available on-line;

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Rabbits

[Rabbits, Rabbits, Rabbits Manual](#)[†]

[Rabbits, Rabbits, Rabbits Record](#)[†]

Rabbit 1: What's Hopping?

Rabbit 2: Making Tracks

Rabbit 3: All Ears

Rabbit: Group Helpers Guide

Rabbit: Sewing Pattern for a Cloth Rabbit

Sheep

Florida 4-H Market Lamb Record*

Sheep 1: Lambs, Rams & You

Sheep 2: Shear Delight

Sheep 3: Leading the Flock

Sheep: Group Helpers Guide

Sheep: Pattern for Sewing a Kid or Lamb

Swine

[Swine Record Book 1](#)[†]

[Swine Project Manual 1](#)[†]

[Swine Record Book 2](#)[†]

[Swine Project Manual 2](#)[†]

Swine 1: The Incredible Pig

Swine 2: Putting the Oink in Pig

Swine 3: Going Whole Hog

Swine: Group Helpers Guide

Swine: Sewing Pattern for Baby Pig

Veterinarian Science



Vet Science 1: From Airedales to Zebras

Vet Science 2: All Systems Go

Vet Science 3: On the Cutting Edge

Vet Science: Group Helpers Guide

ENVIRONMENTAL SCIENCES

Environment

Issues Investigation 1

Issues Investigation 2

Issues Investigation: Helper's Guide

Exploring Your Environment 1: Eco-Wonders

Exploring Your Environ2: Eco-Adventures

Exploring Your Environ 3: Eco-Actions

Exploring Your Environ: Group Helpers Guide

Outdoor Adventures 1: Hiking Trails

Outdoor Adventures 2: Camping Adventures

Outdoor Adventures 3: Backpacking Expedition

Outdoor Adventures: Group Helpers Guide

Entomology

Entomology 1: Creepy Crawlies

Entomology 2: What's Bugging You?

Entomology 3: Dragons, Houses & Other Flies

Entomology: Group Helpers Guide

[Getting Started in Entomology – Beginning](#)[†]

Collecting & Identifying Insects-Intermediate *

[Working with Insects – Advanced](#)[†]

Forestry

[Trees and Me 2](#)[†]

[Florida's Fabulous Forests 3](#)[†]

[Forest Resources Leaders Guide](#)[†]



Forestry 1: Follow the Path

Forestry 2: Reach for the Canopy

Forestry 3: Explore the Deep Woods

Forestry: Group Helpers Guide

PLANT SCIENCES

Plants & Gardening

Gardening A: See Them Sprout

Gardening B: Let's Get Growing

Gardening C: Take Your Pick

Gardening D: Growing Profits

Gardening: Group Helper's Guide

Marine Science & Wetlands

Fishy Science

Sport Fishing 1: Take the Bait

Sport Fishing 2: Reel in the Fun

Sport Fishing 3: Cast into the Future

Sport Fishing: Group Helpers Guide

[Aquaculture & the Aquarium](#)[†]

[Fins & Scales](#)[†]

Starting & Maintaining a Marine Aquarium*

[Starting & Main. a Marine Aquarium Record](#)[†]

[Life in the Sea \(project guide for members\)](#)[†]

[Life in the Sea \(project record\)](#)[†]

[Life in the Sea \(Leaders Guide\)](#)[†]

[Wetlands Project Manual](#)[†]

[Wetlands Project Record](#)[†]

Wildlife

[The World Around Us 4-H Wildlife Unit 1](#)[†]

[The World Around Us 4-H Wildlife Unit 2](#)[†]

Shooting Sports

*Basic Archery (group use only)**

4-H Archery: Member Record Book*

SCIENCE & TECHNOLOGY

Aerospace

Aerospace 2: Lift Off

Aerospace 3: Reaching New Heights

Aerospace 4: Pilot in Command

Aerospace: Group Helpers Guide

Bicycle

Bicycle Adventures 1

Bicycle Adventures 2

Bicycle Adventures 3

Bicycle Adventures: Group Helpers Guide



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Automotive & Small Engine

[Driving Contest: 4-H Automotive Program](#)[†]

Small Engines 1: Crank It Up

Small Engines 2: Warm It Up

Small Engines 3: Tune It Up

Small Engines: Group Helpers Guide

Computers

Computers 1: Booting Up

Computers 2: Adding On

Computers 3: Reaching Beyond

Computers: Group Helpers Guide

Electricity

Electricity 1: Magic of Electricity

Electricity 2: Investigating Electricity

Electricity 3: Wired for Power

Electricity 4: Entering Electronics

Electricity: Group Helpers Guide

Exploring 4-H Robotics

Robotics 1: Explorer

Robotics 2: Probe

Robotics Helper's Guide

Geospatial

Exploring Spaces, Going Places CD

Photography

Adventures with Your Camera A (ages 8-10)

Adventures with Your Camera B (ages 11-12)

Focus on Photography Level 1

Controlling the Image Level 2

Mastering Photography Level 3

FAMILY & CONSUMER SCIENCES

Consumer Education

Consumer Savvy 1: Consumer in Me

Consumer Savvy 2: Consumer Wise

Consumer Savvy 3: Consumer Roadmap

Consumer Savvy: Group Helpers Guide

Financial Champion 1: Money FUNdamentals

Financial Champions 2: Money Moves

Financial Champions: Group Helpers Guide



Child Development

Child Development 1: Growing on My Own

Child Development 2: Growing with Others

Child Development 3: Growing in Communities

Child Development: Helpers Guide

Clothing

[Skill-a-thon Study Guide \(Beginners\)](#)[†]

[Skill-a-thon Study Guide \(Intermediate\)](#)[†]

[Skill-a-thon Guide & Contest \(Advanced\)](#)[†]

[Skill-a-thon Study Guide \(Leaders\)](#)[†]

Sewing 1: Under Construction

Sewing 2: Fashion Forward

Sewing 3: Refine Design

Sewing: Group Helpers Guide

Let's Sew: A Beginner's Sewing Guide

Clothing Decisions: Discovering Choice

Clothing Decisions: Managing Choice

Clothing Decisions: Helpers Guide

HEALTHY LIFESTYLES

Health

Keeping Fit & Healthy 1: First Aid in Action

Keeping Fit & Healthy 2: Staying Healthy

Keeping Fit & Healthy 3: Keeping Fit

Nutrition, Foods & Cooking

Foods A: Six Easy Bites

Foods B: Tasty Tidbits

Foods C: You're the Chef

Foods D: Food works

Foods Group Helpers Guide

Microwave Magic A: Bag of Tricks

Microwave Magic B: Micro Magicians

Microwave Magic C: Amazing Rays

Microwave Magic D: Presto Meals

Microwave Magic: Group Helpers Guide

COMMUNICATION & EXPRESSIVE ARTS

Theater Arts



Theater: Play the Role (Acting)

Theater: Become a Puppeteer (Puppetry)

Theater: Set the Stage (Stagecraft)

Theater: Group Helpers Guide

Public Speaking

Communications 1: Picking Up the Pieces

Communications 2: Putting It Together

Communications 3: The Perfect Fit

Communications: Group Helpers Guide

[Discovering the Treasure of Public Speaking](#)[†]

Arts & Crafts

Visual Arts 1: Sketchbook Crossroads

Visual Arts 2: Portfolio Pathways

Palette of Fun with Arts & Crafts: Helpers

Collectibles – Member Manual

Woodworking

Woodworking 1: Measuring Up

Woodworking 2: Making the Cut

Woodworking 3: Nailing It Together

Woodworking 4: Finishing Up

Woodworking: Helpers Guide

FLORIDA
4-H
CURRICULUM

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CAREER DEVELOPMENT

[Career Exploration 1: Countdown to Liftoff](#)[†]

Workforce Readiness Youth Guide

Workforce Readiness Helpers Guide

LEADERSHIP DEVELOPMENT

Citizenship & Service

[Exploring Citizenship Leaders Guide](#)[†]

[Me, My Family, & My Friends: Unit 1](#)[†]

[My Neighborhood: Unit 2](#)[†]

[My Clubs & Groups: Unit 3](#)[†]

[My Community: Unit 4](#)[†]

[My Heritage: Unit 5](#)[†]

[My Government: Unit 6](#)[†]

[My World: Unit 7](#)[†]

Service Learning 1: Agents of Change

Service Learning 2: Raise Your Voice

Service Learning: Helpers Guide



Leadership

4-H Council Handbook*

[Officers' Training Handbook](#)[†]

[Secretary's Record Book](#)[†]

[Treasurer's Manual & Record Book](#)[†]

Leadership: My Leadership Workbook (gr 3-5)

Leadership: My Leadership Journal (gr 6-8)

Leadership: My Leadership Portfolio (gr 9-12)

Leadership: Mentor Guide 1 (grades K-5)

Leadership: Mentor Guide 2 (grades 6-12)

DISCOVERING 4-H

[Discovering 4-H](#)[†]

Exploring 4-H: Exploring the Treasures of 4-H

Exploring 4-H: Treasures of 4-H Group Helpers Guide

[Florida 4-H Events & Activities Handbook](#)[†]

Project Selection Considerations:

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

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