

## 4-H + Projects + Events = Fun and Learning

### What are 4-H projects?

The basic philosophy of 4-H is “Learn by Doing” and 4-H projects are where the learning by doing takes place. A 4-H project is:

- Planned work that is of interest to the 4-H member
- Guided by a 4-H adult, teen leader or parent
- Aimed at planned objectives that can be attained and measured
- Summarized by some form of record keeping

### How many projects does a 4-H member carry? Who helps?

Each 4-H member participates in at least one project. There is no limit to how many projects a 4-H member may be involved in, but we recommend starting slowly and building up to multiple projects. Generally, project work is supervised or guided by a 4-H club leader, project leader, teen leader or parent.

### How does a 4-H member choose a project?

The process of choosing a project is as individual as each 4-H member, but youth are most likely to successfully complete a project if they:

- Think it’s interesting
- Find it challenging and fun
- Know that it’s suitable to them, their family and the area in which they live
- Have access to any tools and equipment needed



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*Solutions in your community*

## HARFORD COUNTY 4-H YOUTH DEVELOPMENT



**4-H CLOVERS ARE AGES 5-7 AND ALL OTHER 4-H MEMBERS ARE AGES 8-18**



**More Than You Ever  
Imagined!**

## How 4-H Got Started

Corn clubs and Canning Clubs were organized in the schools in the 1890's. 4-H Club work received its official start in 1914 when the federal Congress passed the Smith-Lever Act.

4-H begins at the individual level with the opportunity to participate in 4-H club, county, state and national events.

4-H is supported jointly by the University of Maryland Extension, USDA and through federal, state and local governments.

## 4-H Pledge

"I pledge

**my Head to clearer thinking**

**my Heart to greater loyalty**

**my Hands to larger service**

**my Health to better living**

**for my club, my community, my country  
and my world**

## 4-H AT A GLANCE



The 4-H Emblem: The H's on each leaf stand for the words Head, Heart, Hands and Health.

4-H Colors: Green and White

4-H Slogan: "Learn by Doing"

4-H Motto: "To Make the Best Better"

There are 4-H programs in Baltimore City and in every county in Maryland.

## 4-H Behavioral Expectations

Trustworthiness—Respect—Responsibility—  
Fairness—Caring—Citizenship

## 4-H Mission

Help all youth reach their full potential—Teach useful life skills—Community focused—Research based—Create competent, caring and responsible individuals.

## 4-H Vision

Recognized leader in youth development—Address present and emerging issues—Employ proactive approaches—Age-appropriate curriculum—Collaboration and networking—Diverse audiences program and methods.



## 4-H Life Skills

Decision Making—Acquiring Knowledge—Personal Responsibility—Creative Thinking—Communicating—Understanding Self—Getting Along with Others—Leadership—Citizenship

## 4-H Club Meeting

Is the first learning experience that you actively take part in with 4-H. It is conducted by club officers: President- Vice President-Secretary-Treasurer-Reporter. Monthly meetings—demonstrations—record keeping—new friends—projects—crafts—educational activity—experiential learning—elections—information/updates—social time.

## 4-H Leaders

Adult Volunteer Leader—Caring and competent adults are the heart of the 4-H program, providing guidance, knowledge and experience to the 4-H youth.

4-H Teen Leader (Volunteer) - Older, experienced 4-H members serving as mentors or assisting the volunteer adult leaders, while sometimes completing their 4-H leadership project.

## 4-H Parents

UME trained volunteers provide assistance and support to the program, leaders and youth.

## The Extension Educator

Degreed staff that work with adult leaders and 4-H members to help design 4-H programs based on the interests and needs of the 4-H members.

## OVER 100 PROJECTS OFFERED IN THREE CORE AREAS:

### HUMAN SCIENCE

- Citizenship/Civic Education—Service Learning, Domestic/International Exchange Programs
- Communications/Expressive Arts—Public Speaking and Communications, Creative Arts and Crafts, Cultural and Graphic Arts, Photography
- Consumer/Family Sciences—Child Development and Care, Clothing, Textiles, Consumer Education, Fashion Revue, Home Environment/Management
- Healthy Lifestyles—Food Nutrition/Food Science, Culinary Arts, Food Science and Safety, Health, Fitness Leadership
- Personal Development and Leadership—Career Exploration, Commodity Marketing, Leadership, Entrepreneurship, Self-determined Projects

### ANIMAL SCIENCE

- Animal Sciences — Companion Pets Cavies, Dog Care and Training, Exotic Birds, Guide Dogs, Pets and Small Animals, Pygmy Goats
- Animal Sciences — Livestock Production Angora Goats, Beef, Dairy, Dairy Goats, Horses, Poultry, Rabbits, Sheep, Swine
- Veterinary Science

### ENVIRONMENTAL SCIENCE

- Environmental Education/Earth Sciences—Soil and Water Conservation, Forestry, Wildlife, Conservation of Natural Resources, Energy Management, Marine Biology and Oceanography, Shooting Sports, Outdoor Education/Camping
- Plant Sciences — Field Crops, Horticulture, Vegetable and Flower Gardening, Plant and Soil Science, Flower Arranging, Ornamental Horticulture
- Agriculture Sciences — Beekeeping, Embryology, Entomology

### Science—Engineering—Technology

Aerospace, Engineering, Robotics, Automotive, Bicycles, Computers, Electric Energy, Farm Machinery, Safety, Small Engines, Wood Science.