

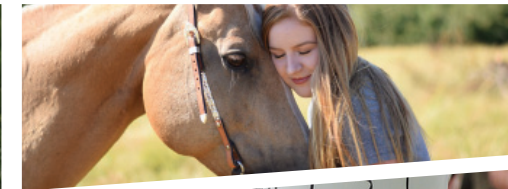


CANADA
4-H British Columbia



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PROJECT SELECTION GUIDE



Learn To Do By Doing

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HEAD



HEART



HANDS



HEALTH

4-H'ers PLEDGE THEIR...

HEAD to Clearer Thinking

HEART to Greater Loyalty

HANDS to Larger Service and

HEALTH to Better Living, for

THE CHOICE IS YOURS

Anyone between the ages of 6-21 years as of December 31st of the previous year can join a 4-H club. Each 4-H club has at least six members, adult leaders and a sponsor. Leaders help members learn 4-H program skills. Project knowledge is desirable for leaders but not required. Leadership training is provided after a leader registers in the program. The sponsor can be a community organization or a business that supports the club.

Members can belong to a maximum of two different clubs and carry a maximum of four different project units in a year. When you enroll in 4-H, you agree to attend club meetings, complete project requirements and take part in club activities.

Clubs may meet as often as they wish, but should meet at least six to eight times per year. Meetings usually consist of business, project instruction and recreation. Each club elects its own president and club executive from the membership.

Each project consists of numerous units that a member may take. Some are progressive in nature, others are specific to the animal or skill being learned. The variety of units means there is a lot to learn and a lot of challenge for both younger and older members. As part of each project, 4-H members keep records of their work throughout the year. Clubs also plan activities such as demonstrations, judging, building educational displays, public speaking, camping, fund-raising or just having fun!



4-H PARENTS

4-H'ers need help in choosing projects that are right for them. But once a project is chosen, your attitude and support can make all the difference.

Here's how you can help:

- Look for ways to involve your entire family in the learning experiences associated with the project.
- Listen to the 4-H'ers needs and concerns.
- Offer praise and encouragement.
- Help the 4-H'er see accomplishments as project goals are met.
- Remember that reaching personally set goals is often more meaningful than winning ribbons and trophies!

Parents and other family members needed to:

- Help leaders plan the project.
- Encourage demonstrations, speeches and judging activities.
- Assist with record-keeping and financial arrangement.
- Provide transportation and help with club planning.
- Praise the 4-H'er as they complete each learning experience in the project.

Your interest and support are two of the keys to having 4-H'ers feel good about themselves and their accomplishments.

PROJECTS by PILLAR



Sustainable Agriculture & Food Security

AGROFORESTRY

Agroforestry is the process of combining agriculture and tree growing, to produce both agricultural and tree products on a commercial basis. This project allows members to take on responsibility for designing their unit.

There are three main units:

1. Introducing Agroforestry

- What is Agroforestry?
- A basic introduction to the project.

2. Developing an Agroforestry Skills Toolkit

- Demonstrate and practice the basic tool kit skills such as: Mapping, Soil Testing, Plant Hardiness Assessment, etc.

3. Managing Agroforestry Opportunities

- Use the Agroforestry tool kit to select and manage an agroforestry work plan.

Members will participate in at least two one-day field study opportunities and will prepare a visual presentation for achievement on their chosen unit.

AQUACULTURE

Members will have the opportunity to learn about raising fish. Feeding, water quality, growth measurement and other factors that effect growth and health will be covered.



Sustainable Agriculture & Food Security



Science & Technology



Environment & Healthy Living



Community Engagement & Communications

FIELD CROPS

Members have the opportunity to practice good farming techniques by growing and harvesting a grain or field crop. Members will grow one acre of grain or seed as an introduction to the project.

GARDENING

A member will learn basic principles of gardening from seeds, soil, fertilizer, sun/shade for plants, as well as chemicals and weeds. Members have a variety of gardening choices from a vegetable garden, community garden, container gardening, worm composting or a butterfly garden. These projects are suitable for most urban as well as rural homes.

FOODS

Members learn to select and prepare foods, plan and prepare nutritious, attractive, and well-balanced meals, and learn how to set an attractive table. "Foods for You" or "Easy Meals" are good projects for young members. Older members can progress to more complicated topics such as canning and freezing or cooking outdoors.





ANIMAL PROJECTS

In the animal projects, members:

- Acquire an understanding of livestock production and management practices.
- Learn to identify breeds and select quality animals.
- Learn to make good management decisions related to feed, care, health, and equipment.
- Gain an appreciation of marketing.

BEEF

Members care for one or more beef-type heifers, cows, or steers. A young member may begin with a Heifer or Fed Steer project. Older members are encouraged to take the Market Steer project. An experienced member may wish to raise one or more cows with calves or raise a number of steers to market weight. The member learns grooming and training and usually shows the animal at the end of the project. The first unit is designed for the 4-H member who does not presently own a beef animal.

DAIRY

Members learn about inheritance factors in dairy cattle, how milk is produced, fitting and showing and marketing dairy products.

Training includes:

- selecting dairy cattle
- care of young calves
- equipment for feeding and care of cattle
- treatment of common diseases ailments and insect pests
- keeping records
- fitting and showmanship techniques

A young inexperienced member should begin by raising a heifer calf. In succeeding years they may continue to raise this calf as a yearling or two-year old project as well as starting with a new calf each year. In this way, a senior member eventually has animals for a Dairy Herd project.



SHEEP

A member may raise a market lamb or a breeding ewe lamb. As a member gains experience, they may wish to establish a small flock, raising a number of ewes for breeding. They may also raise six or more feeder lambs for market. Sheep are excellent for younger boys and girls because they are easy to handle and cost less than larger animals.

SWINE



Members must personally feed and care for one or more feeder hogs for market, a breeding gift, or a brood sow. More experienced members can establish a breeding herd, raising three or more sows with litters. They can also take a feeder hog project where they raise and sell at least six

hogs.

HORSE

Members must personally feed and care for a saddle horse or pony of a size and type suited to their capability. The horse units are progressive, with members learning new riding skills as they successfully complete units. When a member has gained experience with a light horse or pony in showing a halter and in riding performance, they may wish to raise a yearling or two-year-old horse or a brood mare and foal. Members are encouraged to plan trail rides as a group and to learn safety when working with their horse. The first unit is geared to members who do not yet own their own horse.





POULTRY

In the poultry project, members may raise chickens for egg and meat production, or they may raise ducks, geese or turkeys for meat or as breeding stock. Members may also take such projects as game bird raising or developing a waterfowl refuge. The purpose of this project is to give members an opportunity to learn basic principles of poultry raising, breeding, health and management.



HONEYBEE

4-H members learn about bees by owning and caring for a hive of bees. They study the social life of bees, the honey producing plants in their area, and how bees pollinate crops and increase the yield of many fruit and seed crops. They also learn how honey is produced and marketed. First year members may manage one hive of bees and exhibit several jars of honey. More experienced members could manage numerous hives and study pollination of crops.



DOG

Members care for and train their dog. The objectives of the project are for members to:

- Acquire knowledge concerning the responsibilities of dog ownership.
- Learn basic dog care and management practices including feeding, care, handling, grooming, and fitting.
- Train the dog to obey and heel, establish basic obedience commands and thus become a more enjoyable member of the family.

When a member has learned to train a dog in basic obedience, they may take such projects as Raising a Dog, Dog and Litter, Retriever and Hunter, or Stock Dog. The dog project provides the opportunity for urban boys and girls to have an animal project.

LLAMA

Members in the llama project learn about the care and feeding of llamas, the proper equipment for grooming, types of llamas, how to train to complete specific maneuvers around an obstacle course, as well as showmanship. The llama project has many different avenues that can be taken.

Beginner llama members learn how to halter, lead, show and maneuver around obstacles. They will also have to have a basic understanding llama husbandry. Other projects that llama members can undertake are public relations with llamas, packing, driving, llama fiber as well as llama breeding.





ENVIRONMENT

Using the Kids for Saving Earth Guidebook and other resources, the members and leaders take a close look at environmental concerns in their community. The project is self-directed, that is, the club chooses the topics they are most interested in and plan community projects and field trips based on the interests of the members. Members also make an article from recycled materials.

OUTDOOR LIVING

The two primary objectives of the project are to teach members basic skills in living outdoors and to give them a better understanding and appreciation of the natural resources of British Columbia. Members learn such things as preparing a meal on a tin can stove, basic principles of First Aid, and use of edible wild plants and fruits. How to use a compass, make charts of animal tracks and wilderness survival are also covered.

BICYCLE

Members will learn the mechanics of their bikes, and how to properly maintain them. Learning the different parts of the bicycle, and being able to point them out is one thing that members will learn to do during this project.

SMALL ANIMAL PROJECTS

GOAT

Members care for one or more dairy goats. Goats need good pasture but often can utilize pasture that might otherwise be wasted. Members should take a female kid project when they first begin in the club. More experienced members may wish to develop a goat herd or study pasture conditions in their area and how production can be increased through management practices.



CAVY

Members will learn how to feed, house, train, and show their cavy project. Learning the parts of the cavy is a big part of the project. For Achievement Day, members must be able to demonstrate proper showmanship skills. Another aspect of the project is Cavy breeding, where members are to ideally raise three cavies: two sows and one boar, and to exhibit one sow with her litter (2 1/2 - 5 1/2 weeks old) at Achievement Day.

RABBIT

This is an excellent project for 4-H'ers who cannot keep or handle larger animals. A member can learn feeding, management, breeding, record keeping and marketing of livestock in less time and with less money invested than with other livestock projects. A member would start by raising two rabbits. They could carry on by raising a number of market animals for home use or sale, or they could do a breeding project with at least five rabbits.

ARTS

CRAFTS

The crafts project gives members an opportunity to express themselves creatively. Basic principles of crafts are studied. Members are required to complete three articles in each unit using a different craft technique for each. The actual project is of their choice and is limited only by imagination.

LEATHER CRAFT

Members will learn the use of basic leathercraft tools and types of leather. Following the learning of simple leather tooling skills by making such things as coasters and bookmarks, the member may continue by learning to construct key cases and wallets. More experienced members construct articles of their own design.





PHOTOGRAPHY

Photography members learn how to select, care for and use a camera. They learn to take attractive and interesting photos that show good composition, sharp detail and good use of light. The photography project offers four units and an area of advanced skill. Members may also choose to learn how to develop their own black and white photos and prepare slide shows.

TEXTILES

CLOTHING

Clothing projects help members select clothing that is appropriate, healthful and economical. They gain knowledge of fabrics, their use and care and learn sewing skills. Color and design as well as appearance and grooming are also part of the project. Depending on age and experience of members, they may take a number of units in the sewing project, from a very simple kitchen or shop apron for beginners, to a skirt and top or a graduation dress or suit for more experienced members.

FIBRE ARTS

The purpose of the project is to teach the skill of quality handwork, promote knowledge of yarn making and to produce a finished project. Members gain an appreciation for the handmade natural craft. Washing, carding, spinning and dyeing wool, as well as felting, weaving and knitting are skills members learn.



Science & Technology

FARM TRACTOR/MACHINERY

Members practice operating a tractor separately and with equipment in tow. They learn about ignition and valve systems, power steering and hydraulics, troubleshooting and maintenance and the safe operation of a tractor.



SMALL ENGINES

Members learn the operation of two-cycle and four-cycle engines and how to maintain and repair small engines. A study of carburetor operation, ignitions and engine overhaul is included.



Community Engagement & Communication

JUNIOR LEADERSHIP

This project helps older members develop leadership abilities. Junior leaders share responsibilities with an adult leader in leading a group of younger members or organizing programs. Members enrolling in the project must be at least thirteen years of age and have a 4-H Junior Proficiency Certificate. The member is to choose, plan, carry out and evaluate a project that will utilize their skills for the benefit of the club.

ADOPT-A-GRANDPARENT

This project helps members take on a community project, helping them learn about their community through their adopted-grandparent project. There are 5 units in this project, each unit has slightly different activities they can choose to do with their adopted grandparent in order to achieve.





CLOVERBUDS

Cloverbuds members are boys and girls aged 6-8 years old. They must have reached their 6th birthday and haven't reached their 9th birthday by January 1st. These members are only allowed to be registered in the Cloverbud project and are not eligible to be enrolled in any other 4-H BC projects. The Cloverbud units are very busy with fun filled activities that explore future 4-H projects. Cloverbuds can choose to enroll in one of the three units.


SELF DETERMINED

An individual or a group of 4-H members may select a project of special interest to them. Such projects could be astronomy, song writing, computers, canoeing, pigeons, or any other interest or hobby. The purpose of this project is to give members the opportunity to pursue their special interest and still remain a member in the club. Resource materials and record books are researched by the members. However, some publications from past projects are available. (ie. power to boggan)

AMBASSADOR

4-H BC Ambassadors are members aged 16-20, whose role is to promote awareness of 4-H in their region and around the province as well as act as resource people for 4-H members, leaders and the public. Typical Ambassador duties can include creating displays, preparing and delivering presentations to groups, writing news articles, etc.

Participants attend 1 training session per year (generally over the May long weekend) and participate in up to 3 conference calls. Ambassadors are required to have a leading role in at least 10 different activities in their region during the year. Each Ambassador (there are 20 in the group) stands for a 2 year term.



Requirements:

- Confident public speaker
- Knowledgeable about the 4-H program
- Excellent leadership, communication, and personal development skills
- High degree of maturity in dealing with a variety of situations
- Achieved at least three years in 4-H
- Ambassador annual training program on the May long weekend in Abbotsford is mandatory

For more information or to contact a 4-H British Columbia Ambassador in your region, please contact Sarah van Heeswijk at sarah.vanheeswijk@gov.bc.ca.

