



84002 The Normal Animal

What you can do in this project:

- take an animal's temperature and pulse
- recognize healthy skin and membranes
- clean and disinfect animals' quarters

Printed Materials:

- 4H131 The Normal Animal (Leader Guide Included)

84102 Animal Disease

What you can do in this project:

- study bacteria, viruses and parasites
- learn about diseases' relationship to nutrition, stress, heredity and poison
- learn basic disease prevention techniques

Printed Materials:

- 4H48 Animal Disease

For Leaders:

- 4H192 Vet Science Leader Guide

Suggested Age: Intermediate to Advanced

84202 Animal Health and its Relationship to Our World

What you can do in this project:

- study environmental influences on animal health
- learn about maintaining animal health
- explore veterinary medicine as a career

Printed Materials:

- 4H133 Animal Health and Its Relationship to Our World

For Leaders:

- 4H192 Vet Science Leader Guide

Suggested Age: Advanced

Communications

15102 Presentations

What you can do in this project:

- prepare oral communications
- gain poise while speaking
- participate in a county, district or state speaking contest

Online Materials:

Communication Series Resources — <http://4h.unl.edu/programs/communication>

- The Versatile 4-H Presentation*
- The Four P's of Planning a Presentation*
- Getting Ready to Give a 4-H Presentation*
- Presentation Visuals*
- Using PowerPoint in 4-H Presentations*
- Evaluating a 4-H Presentation*
- How to Prepare a Multimedia Presentation*
- How to Prepare a 4-H Radio Public Service Announcement*

Suggested Age: For all Levels

15202 Posters

What you can do in this project:

- learn the principles of effective posters
- plan and prepare a poster
- participate in a poster contest at a county or state level

Printed Materials:

- 4H23 Say It With Posters (limited supply of materials available)

Suggested Age: For all Levels

15302 Picking Up the Pieces

What you can do in this project:

- engage in nonverbal, verbal, and written activities
- learn about the meaning of symbols
- create a communications game
- make a statement through art

Printed Materials:

- CCS8156 Communications 1 — Picking Up the Pieces

For Leaders:

- CCS8159 Communications Helper's Guide

Suggested Age: Beginning

15402 Putting It Together

What you can do in this project:

- present oral reasons
- plan and present speeches
- write a press release
- learn about electronic etiquette

Printed Materials:

- CCS8157 Communications 2 — Putting It Together

For Leaders:

- CCS8159 Communications Helper's Guide

Suggested Age: Intermediate



4-H

Communications & Expressive Arts

Youth interested in these 4-H projects may be interested in the following careers:

- Account Planning and Management
- Advertising Copywriting
- Corporate Advertising and Marketing
- Interactive Media
- Performing Arts
- Public Relations

*Available online at

4h.unl.edu/programs/curriculum/pickaproject

or

<http://4hcurriculum.unl.edu>



15502 The Perfect Fit

What you can do in this project:

- explore communication careers
- write a resume
- develop a presentation
- learn to deal with anxiety

Printed Materials:

- CCS8158 Communications 3 — The Perfect Fit

For Leaders:

- CCS8159 Communications Helper's Guide

Suggested Age: **Advanced**

16102 Theatre Arts 2

What you can do in this project:

- make various kinds of puppets
- set up your own puppet stage
- discover the purpose of puppets

Printed Materials:

- CCS8071 Theatre Arts 2: Becoming a Puppeteer!

For Leaders:

- CCS8073 Theatre Arts Helper's Guide
(no Extension Specialist for this project)

Suggested Age: **Intermediate**

16202 Theatre Arts 3

What you can do in this project:

- practice dialogue and use props
- create sound effects for a story
- design and apply makeup

Printed Materials:

- CCS8072 Theatre Arts 3: Setting the Stage!

For Leaders:

- CCS8073 Theatre Arts Helper's Guide
(no Extension Specialist for this project)

Suggested Age: **Advanced**

Photography

18002 Focus on Photography

What you can do in this project:

- learn about the importance of lighting
- basic composition using a focal point
- exploring the camera

Printed Materials:

- PC1 Focus on Photography — Level 1

Suggested Age: **Beginner**

18102 Controlling the Image

What you can do in this project:

- learn about shutter speed and aperture
- capture hard and soft light to create moods
- the rule of thirds

Printed Materials:

- PC2 Controlling the Image — Level 2

Suggested Age: **Intermediate**

18202 Mastering Photography

What you can do in this project:

- learn about selecting a lens
- learn about special effects
- master composition

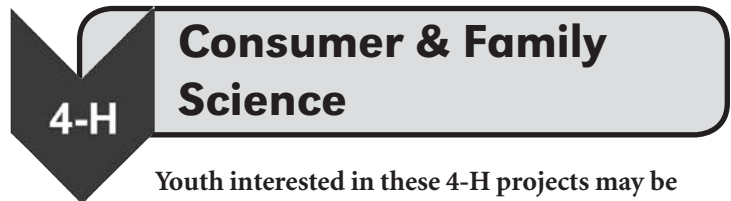
Printed Materials:

- PC3 Mastering Photography — Level 3

Suggested Age: **Advanced**

Photography Resources:

- <http://www.4hcurriculum.org/projects/photography>
- For online interactive resources, please visit our Cyber Fair Web site at www.4h.unl.edu/cyberfair



Youth interested in these 4-H projects may be interested in the following careers:

- Banking and Related Services
- Business Financial Management
- Extension Educator
- Family and Community Services
- Foods Product Development
- Professional Sales and Marketing
- Training Coordinator

Human Development

20102 The Sitter

What you can do in this project:

- learn skills and techniques of child care
- find out how to be a caring sitter
- learn to provide a safe environment for children

Printed Materials:

- 4H266 The Sitter

For Leaders:

- 4H266 The Sitter (Manuals are combined)

Suggested Age: **Beginner to Intermediate**

20202 Child Development: The Toddler

What you can do in this project:

- learn about children 18 months to 3 years old
- learn to feed and bathe a toddler
- make a toy a toddler will enjoy

Printed Materials:

- 4H309 The Toddler

For Leaders:

- 4H311 Infant and Toddler Leader Guide

Suggested Age: **For all Levels**

Pick-A-Project Online

<http://4hcurriculum.unl.edu>