

# Group Programs

These projects are offered through a variety of group programs. Each contains ready-made lesson plans for project advisors to use. These may or may not be offered in your county.

## Animal Sciences

### Companion Animals and Rabbits

4hpetpals.osu.edu

#### 230GPM 4-H PetPALS

4-H PetPALS is an intergenerational program that links youth and their pets with senior adults. Specially-trained master 4-H volunteer leaders teach youth the skills they need to interact with residents in health care facilities such as assisted living and nursing home facilities. By applying the power of the human-animal bond, 4-H members learn to select, socialize, and train their pets. Youth apply the lessons in this 214-page, experientially-based curriculum to develop their leadership and citizenship skills. 4-H PetPALS allows young people to be models for residents in health care facilities and the community at large as they demonstrate the significance of human-animal interactions and the importance of inter generational relationships. Check with your county Extension office for more details. 2003. (\$25.75)

#### 230 4-H PetPALS Member Resource

This required member resource helps 4-H members set goals for the year and keep records of their PetPALS activities and accomplishments. Youth must belong to a 4-H club or group with a trained master 4-H PetPALS volunteer leader. This resource cannot stand alone as a 4-H project. Contact your county Extension Educator for more details. 2003.

## Cloverbuds

#### 710GPM Ohio Cloverbud Program Manual—Series I

Recommended for use by 4-H Cloverbud helpers.

This Ohio 4-H Cloverbud curriculum includes hundreds

of short-term, fun, cooperative, noncompetitive activities that can be used by adult volunteers with 4-H Cloverbud youth (age 5 and in kindergarten until age 8 and in the third grade) to help them gain self-understanding, social interaction skills, achievement, and positive attitudes. Cloverbud activities enable adult volunteers to help youth relate

☆ State Fair eligible    ® Requires additional resources.

2010 National  
4-H Program of  
Distinction

to science and technology, expressive arts, health, the environment, personal development, citizenship, family science, consumerism, plants and animals. Pages are color coded and 3-hole punched for easy organization 1994. (\$15)

#### 711GPM Ohio's 4-H Cloverbud Program—Series II Curriculum Instructional Materials

This is a second set of instructional 4-H Cloverbud curriculum recommended for use by 4-H Cloverbud leaders

and advisors with 4-H Cloverbud children (age 5 and in kindergarten until age 8 and in the third grade). Same goals and objectives as the first 4-H Cloverbud Program Manual. There are 25 curriculum pieces in the set with about 9 activities per piece which totals over 225 activities. Pages are color coded and 3-hole punched for easy organization. 2000. (\$22.25)

2010 National  
4-H Program of  
Distinction

### Helper Supplement for Cloverbuds

#### 711AG 4-H Cloverbud Volunteer Guidebook

This concise reference piece for current, new, and prospective 4-H Cloverbud helpers. The guidebook explores the goals and strategies for successfully implementing the 4-H Cloverbud program. It also suggests methods for guiding the healthy development and life-skills enhancement of program participants. 2005.

## Leadership and Citizenship

#### 511GPM CARTEENS

Recommended for use by helpers of 4-H CARTEENS groups. Used to develop and plan more effective programs with CARTEENS members. The CARTEENS project is for teens who are involved in providing leadership and instruction through the 4-H CARTEENS program. The project includes information and experiences for planning, conducting, and evaluating 4-H CARTEENS programs. 511R CARTEENS is available to be taken as an individual project. 1994.

#### 957 Participation in Local Government

This leader's manual provides background information on the role of local governments in community administration. Club leaders can use it to guide more meaningful leadership and citizen activities and service projects. 1990.

# Natural Resources

## Shooting Sports

ohio4hshootingsports.org

### 4-H Shooting Sports Program

Recommended for use by certified project helpers. **This leader-directed program is taught only by certified volunteers to 4-H members ages 9 and above.** Teach young people the safe and responsible use of archery equipment and the fundamentals of firing air guns, .22 caliber and muzzle loading rifles, pistols, and shotguns, and the basic principles of hunting. Living History (which IS open to 8-year-olds) enables youth to explore historic lifestyles and heritage crafts in any decade from ancient times to the space age. Project literature is available only to adults who have completed a 4-H Shooting Sports Training Workshop. Check with your county Extension office for more details.

### Shooting Sports Record Books

These record books help 4-H members set goals for the year and keep an accurate record of their work and accomplishments.

*750 Rifle Member Record Book. 2010.	X, ☆
751 Archery Member Record Book. 2009.	X, ☆
752 Shotgun Member Record Book. 2007.	X, ☆
753 Pistol Member Record Book. 2000.	X, ☆
754 Hunting and Wildlife Member Record Book. 2000.	X, ☆
755 Muzzle Loading Member Record Book. 2000.	X, ☆
756 Living History Member Record Book. 2007.	X, ☆

\*New in 2010! In addition to record-keeping pages, this revised edition contains information about planning activities, setting goals, rifle and cartridge parts, safety, rifle ranges, and project evaluation. Rifle vocabulary and a handy list of resources are included. Available December 2009.

# School Enrichment

## Afterschool Agriculture

Looking for ways to introduce club members to the world of agriculture and life sciences while expanding your collection of fun-filled club activities? Then this series is for you. Each uniquely themed guide contains 40 hands-on lessons developed in cooperation with curriculum specialists from the National Consortium of State Agriculture in the Classroom programs, Extension 4-H professionals, and experts from the field of child-care education. It is designed to increase agricultural literacy among 3rd to 5th grade youth while developing understanding, appreciation, and application of science through a variety of agriculturally-based activities.

X=all levels, B=beginning level, I=intermediate level, or A=advanced level

### 760GPM Acres of Adventures 1

Club helpers enjoy using these lesson plans to quickly engage youth in learn-by-doing agriculture activities within the following thematic units: Plant Detectives, Mystery Agriculture, All About Agriculture, Fast Food Agriculture. (100 pages) 2006. (\$11.75)

### 761GPM Acres of Adventures 2

This group activity guide for club helpers provides ready-to-use lesson plans that quickly involve youth in experiential activities related to the following thematic units: Insect Invasion, Farm Physics, Agriculture Gone Wild, Frontier Living. (100 pages) 2006. (\$11.75)

## Food and Nutrition

### 488GPM Team Up for Good Nutrition

Team Up For Good Nutrition is a designed for in-school classroom activities that also can be used to enhance 4-H club activities and out-of-school time programs. The goal of this program is to improve the health of children by empowering them to choose a variety of foods, eat more grains, vegetables, and fruits; and construct a diet lower in fat. Helps teachers and leaders teach the basics of healthful eating in a lively way that engages youth and takes the message beyond the classroom to the school cafeteria and into students' homes. Designed for use in 3rd or 4th grade classrooms. 2003. (\$13.50)

## Gardening and Plant Science

### 496AG Growing Together

This guidebook is designed for teaching garden-based science to kids. 4-H and master gardener volunteers, parents, and teachers find fun, interactive activities to include in their indoor or outdoor horticulture education efforts. Examples of subjects included in the ten units are pollination, soils, insects, trees, and decomposition. Individual members do NOT need a separate project book. 2001. (\$10.75)

## Money Management

### 441GPM Real Money, Real World CD

Real Money, Real World is an active, hands-on simulation that gives young people the opportunity to make lifestyle and budget choices similar to what they need to make as adults. It is a partnership between the county OSU Extension office, the school, and the business community. How does the program work? Prior to the simulation, teachers prepare students by going through the following four simple lessons:

Lesson One: How Occupation Affects Income

Lesson Two: What You See is Not What You Get:  
Deductions

Lesson Three: How to Use Checking and Savings  
Accounts

Lesson Four: Making Real Money, Real World  
Choices

Revised with current labor and financial statistics. 2008. (\$13.50)

## Science Alive

**167GPM ChickQuest: The Scientific Journey through a Life Cycle (Teacher Guide)**



Recommended for project helpers and classroom teachers. What can we learn from a chick? Find out this school enrichment program that challenges youth to use science, engineering, and technology to investigate the life cycle of an embryonic chicken egg. From monitoring living eggs to observing fluffy chicks, these lively activities pique curiosity, encourage collaboration and communication, and provide young scientists with unforgettable experiences. Full-color poster of a chicken life cycle is included. A ChickQuest Log Book (167R) is required for each student. 2009. (\$16)

### Optional Supplements for ChickQuest

#### **167P ChickQuest Poster**

This 36" x 24" color, write-on poster covers each day of chick embryo development with detailed pictures and space for recording data. Included for no charge when you buy 167RS ChickQuest Logbook, Classroom Set. 2009.

#### **167RI ChickQuest Logbook**

#### **167RS ChickQuest Logbooks (set of 25)**

This 21-day classroom adventure starts with eggs and ends with chicks. Students are the scientists that help make it happen! This personal ChickQuest Logbook is used to record data and observations. Sold individually or in classroom sets of 25 with one full-color, write-on poster of 21-day chick embryo development. For use with 167GPM ChickQuest: The Scientific Journey through a Life Cycle (Teacher Guide). 2009. (\$36.75 for set, \$5 for single copies)

#### **489GPM Breads of the Harvest**

Recommended for project helpers or third and fourth grade teachers. This three-lesson project teaches the science, history, and nutrition of bread making since the pilgrims. Members conclude by making a loaf of colonial bread. Individual members do NOT need a separate project book. 1999. (\$11.50)

#### **501GPM Rockets Away! Teachers Edition**

Recommended for project advisors and middle school teachers. For use when teaching rocketry as a group project. Contains lesson plans and photo-ready member materials for studying the science of rocketry through a variety of hands-on experiments. Suitable for members of all ages, who conclude this project by building and launching 2-liter bottle water rockets. A bottle rocket launcher may be available from your county Extension office. (See page 18 for information on how to purchase your own.) 2006. (\$7.50)

#### **603GPM Weather Together**

Recommended for 4th grade teachers or project helpers and is ideal for teaching youth about weather. Included are activities that focus on what makes the weather and constructing instruments that accurately measure its changes. Provides is an opportunity to forecast weather using folklore predictors and a web-based weather forecaster. Group project only. Individual members do NOT need a separate project book. 2001. (\$11.75)

#### **625GPM Fishy Science**

Recommended for project helpers and 3rd through 5th grade teachers. Explore the unique features and abilities of fish in four easy-to-use lessons. Includes activities on how fish breath, float, drink, and swim. 1993. (\$6.25)

#### **695GPM Go Plants!**

Recommended for project helpers and 3rd to 5th grade teachers. Five-week, five-lesson units focuses on a specific part of the plant each week - seeds, roots, stems, leaves, flowers. Designed to be taught in 60 minutes, with the potential to expand to 120 minutes. Digging Deeper and Going Beyond activities are conducted. Includes student-ready worksheets and fact sheets to enrich the classroom experience. Individual members do NOT need a separate project book. 2000. (\$12)

## Science Fun

#### **498GPM Science Fun with Dairy Foods**

Recommended for project helpers and junior and senior high teachers. A series of nine easy-to-use lesson plans introduces experiments such as making yogurt, growing molds, and ripening cheeses to explore the science behind the production of dairy foods. Individual members do NOT need a separate project book. 2000. (\$7.25)

# Science, Technology, Engineering, and Math (STEM)

## All-Terrain Vehicles

[4hengineering.osu.edu](http://4hengineering.osu.edu)

### Advisor Supplement for ATV

#### **554GPM ATV Safety, Leader's Guide**

Directs leaders on how to implement service learning projects, involve parents in supervision/ education of young riders, and much more. 2007. (\$18.25)