



## Project Committee Learning Opportunities and Ideas

Project learning can take place in many forms. Some examples are: in-person large or small group, virtually, one-time events and competitions, field trips, recorded video, self-study, and family activities. Here are a few ideas for committees to offer fun and engaging ways for youth to learn about their projects.

The 4-H office (Extension) has educational resources available that can help prepare and plan for the ideas listed below. All the youth need are project committee volunteers to carry it out. Some of the ideas listed below might require collaborations with local entities such as DNR, MAB, Fair, land/water reserves, local professionals, or Extension Educators.

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### **The Incredible Edible Egg**

#### **Projects: Poultry and Foods & Nutrition**

Poultry project and Foods & Nutrition youth team up to learn about eggs. Poultry youth gain skills on raising layers and Foods youth learn about nutritional value and the many ways to cook an egg dish. Kids can team up and be judged on best eggs and best egg dish prepared.

### **Foods Revue**

#### **Projects: Foods & Nutrition**

Bake off, Chef Challenge, Mystery Ingredient Challenge (many options)

### **\$15 Challenge**

#### **Projects: Clothing and Consumer Saavy**

Youth have to pick out a clothing ensemble (from head to toe) for \$15 or less and present their results.

### **Blocks Rock**

#### **Project: Mechanical Science**

LEGO challenge. Youth are given parameters in which to build a structure. Kits not allowed

### **Extreme Birdhouses**

#### **Projects: Woodworking and Visual Art**

Youth team up with each other to design, create and decorate the most unique birdhouse they can think of! Youth are evaluated on creativity, sturdiness and inhabitability.

### **The World I See**

#### **Project: Photography**

While youth learn photography skills they put together a display board or slide show of a series of photographs based on things they find interesting or peculiar in their school, community or home. Youth are evaluated on composition, light, balance, etc.

### **Promote 4-H Contest**

#### **Project: Visual Arts**

Youth use creativity and artistic ability to promote a 4-H project area or program with graphic design. Youth can create a brochure, flyer, PowerPoint, Other (i.e. booklets, bookmarks, postcards).

### **Design a Room**

#### **Project: Home Environment**

Youth learn about interior design basics and use their skills to create a (fake) room with a budget of \$7k. Can be 2D or 3D.

### **Have I Got A Story...**

#### **Project: Communication Arts**

Youth choose or create a story. The story is then told before an audience. Costumes, drama, audience interaction and voice inflection are all a part of the fun.

### **Small Livestock Auction (would require a partnering entity (possibly Fair or MAB))**

#### **Projects: Chicken and Rabbits**

Youth learn to raise chickens and/or rabbits to be judged and auctioned off during a small livestock auction.

### **Winnebago County 4-H Grows (All Year)**

#### **Projects: Fruits, Veg, Herbs, Plants, Crops**

Youth choose one plant (or variety of) to grow during each of the four seasons. Different types of growing can be introduced (i.e. indoor potted, hydroponics, outdoor garden, field, etc) Youth could also prep for Area Plant Science Days (usually held in July).

### **Farm Safety Day (possibly team up with Area 10 counties and Ag Educators)**

#### **Projects: Various**

Many people in agriculture know someone whose life has been affected by a farm-related injury or death. With a few simple precautions, these incidents can be prevented. Farm Safety Day provides education and training to make farm life safer and healthier for children and their communities.

### **Winnebago Water Watch (partnership with Extension Conservation)**

#### **Project: Natural Resources & Environmental Ed**

Is the lake I swim in clean or dirty? What lives in my favorite creek? This an opportunity for youth to answer questions like these and more. The ultimate goal of WWW is to engage youth in citizen science focused on water quality. This involves teaching students: water monitoring or testing and why it is important, how to conduct water quality testing on local waterbodies and what the collected water data means.

### **Jr. Naturalist Program**

#### **Project: Natural Resources & Environmental Ed**

Series of hands on experiences teaching tree identification, skins & skulls, scats & tracks, using a compass, birding, investigating the forest floor (ecosystems)

### **“Mom and Dad, I’m leaving the nest!”**

#### **Projects: Family Home & Health, Consumer Education, Foods, Mechanics**

This program series is for high school (and 13<sup>th</sup> gr) youth preparing to set out on their own to experience dorm life or apartment living. Topics taught are workforce readiness skills, budgeting, saving, student loan crisis prevention, basic cooking, laundry, simple car maintenance and stress relieving tips.

(You’re Welcome Parents) ☺