

**215 Cavy (Guinea Pigs) new book** X, ☆  
 New in 2012! Member will learn to feed, care for, and manage a guinea pig. Cavy Project and Record Book must be completed. General Project Guidelines are listed in the project book.

**216 Cat I – Purrfect Pals** B, ☆  
 Member will learn about cat parts, breeds, care of cats and costs involved. It is designed as a beginning level project. Activities are for youth that may or may not have a cat. Project Guidelines are listed on page 2 of the project book. (3<sup>rd</sup> – 5<sup>th</sup> grade).

**217 Cat II – Climbing Up** I, ☆  
 Member will learn about showmanship, training, breeding, and health of a cat. This is an intermediate level project. Complete Cat I before taking this project. Project Guidelines are listed on page 2 of the project book. (6<sup>th</sup> – 8<sup>th</sup> grade).



**218 Cat III – Leaping Forward** A, ☆  
 Complete Cat I & II before taking this project. This is designed as an advanced project. Member will learn about genetics, cat digestive system, skeleton and reproduction. Project Guidelines are listed on page 2 of the project book. (9<sup>th</sup> – 12<sup>th</sup> grade).

**220 Pocket Pets (Gerbils, Hamsters, Mice & Rats)** X, ☆  
 Members will complete the interest areas and age-appropriate activities relating to their small animal species. General Project Guidelines are found on page 2 of the project book. Requires 220 Pocket Pets Project and Record Book and 220R Pocket Pets Resource Handbook.

**365 Self Determined Projects** may be taken for other small animals not listed in Pocket Pets. Included but not limited to chinchillas, hedge hogs, reptiles and amphibians.

## VET SCIENCE

### \*\*General Requirements for Vet Science Projects\*\*



JUDGING: Judged at Miscellaneous Project Judging. Member should bring a poster or educational exhibit dealing with some phase of the project and their completed project book. Be prepared to answer questions about the project.

FAIR: Display an exhibit in your 4-H club booth or in the county miscellaneous booth in the youth building.

**244 From Airedales to Zebras, Level 1** B, ☆  
 Members complete activities to learn about basic needs of animals, purpose of body systems, biosecurity in the home or farm, veterinary tools, etc. Designed for youth in 3<sup>rd</sup> – 5<sup>th</sup> grades.

**245 All Systems Go! Level 2** I, ☆  
 Members research proper environments for animals, examine parasite life cycles, conduct food safety experiments, investigate disease-causing agents, and more. Designed for youth in grades 6-8. May be taken for 3 years.

**246 On the Cutting Edge, Level 3** A, ☆

Recommended Poster Size 14"x22"

Members learn more about animal behavior, animal diseases, genetics, and anatomy and physiology. Delve deeper into careers. Designed for youth in grades 9-12.

## Child & Family Development

### \*\*General Requirements for All Child Development Projects\*\*

JUDGING: Judged at Miscellaneous Project Judging. Bring project book and at least one example of an activity, that was conducted, or one item that was made to use with children, and an educational display.



FAIR: Member may display a poster or item that they made in their 4-H club booth or in the county miscellaneous booth in the youth building.

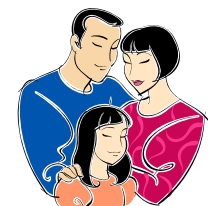
**434 Growing On My Own** B, ☆  
 This beginner level project is for youth that want to learn about themselves, the way they grow, and understand their roles and responsibilities. Life skills practiced in this project are personal safety, critical thinking, motivation, concern for others, accepting differences, and planning and organizing.

**435 Growing With Others** I, ☆  
 Intermediate level project in which youth learn how to prepare themselves for self-care, select age-appropriate toys, create a group of friends, develop family rules, prepare healthy meals, and check the home for safety hazards. Important life skills are planning and organizing, critical thinking, concern for others, accepting differences, teamwork, leadership, self-responsibility, and personal safety.

**436 Growing Communities** A, ☆  
 In this advanced level project, youth have the opportunity to consider child development careers, gain experience as a teacher or coach, participate in a community service project, and learn that children with different abilities have different needs. Planning and organizing, critical thinking, concern for others, accepting differences, team work, leadership, self-motivation, self-responsibility, and personal safety are life skills emphasized in this project.

**442 Family History Treasure Hunt** X, ☆  
 Discover your family history as you go on a treasure hunt to learn jewels of information from interesting relatives, special events, and curious stories of days gone by. This project may be used for three or more years. Project Guidelines are listed on page 2 of the project book. Please include on Enrollment Form if it is 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> year in the project.

JUDGING: Bring the family record and notebook, along with any other interesting information. Be prepared to discuss the records in genealogical research methods.



FAIR: Member may display a poster or small educational exhibit in their 4-H club booth or in the county miscellaneous booth in the youth building.

X-all levels B=beginner I=intermediate A=advanced