4-H PROJECTS
BEAUFORT COUNTY 4-H
ABOUT 4-H PROJECTS

By enrolling in a 4-H project, you are given the opportunity to explore a specific area of interest. Through local 4-H volunteer club leaders and county 4-H staff, you will be provided with the resources and support to develop skills and gain knowledge related to that topic. Learning about a 4-H project is fun - it involves meeting others that share your interest, engaging in hands-on experiences that allow you to learn by doing, going on field trips, participating in events that test your skills, and much more. All projects also provide opportunities to develop your record keeping, community service, leadership, career options, and presentation skills.

CONTACT

For questions or to schedule a program, please contact:

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Clemson University Cooperative Extension Service offers its programs to people of all ages, regardless of race, color, gender, religion, national origin, disability, political beliefs, sexual orientation, gender identity, marital or family status and is an equal opportunity employer.
POULTRY

Backyard Flock: Raise your own chicken, complete a record book, and show at local fairs and workshops.

Pullet chain: Receive and raise 5, 20, or 25 day old pullet chicks. Complete a record book, participate in shows, and sell birds at end of project.

RABBIT/CAVY (GUINEA PIG)

Raise your own rabbit or cavy, complete a record book, and show at local fairs and workshops.

MEAT GOAT

Participants learn how to properly care for, show and keep records on a project goat. Goats are sold at the end of the project show.

MARKET HOG

Purchase a barrow for market price. Show at the Orangeburg County and SC State Fair in October. Sell hog at Lowcountry barrow sale at the end of the project year.

BEEF

Market Steer: Youth select a beef steer to raise to market weight (1250 lbs.)
**DAIRY HEIFER**
Youth ages 9-17 can raise a dairy heifer for 18 months as part of this statewide project. Youth will learn to feed and care for the animal; keep detailed records of expenses and weight gains; and prepare the calf for shows including county and SC state fair. Heifer is sold at bred heifer sale in October.

**LIVESTOCK JUDGING**
Judging involves making careful analysis of animals and measuring them against a standard that is commonly accepted as ideal. Four steps involved in judging are: information, observation, comparison, and conclusion. Annual statewide contest takes place in April.

**DAIRY JUDGING**
The Dairy Evaluation contest is a state level contest for 4-H members that helps students develop skills in dairy cattle selection and herd management. Participating in dairy judging provides an excellent opportunity for youth to increase their knowledge of evaluating dairy cattle and communication skills.

**TOMATO PROJECT**
*New for 2019-2020* Learn the basics of gardening and gain an understanding of food production. County contest includes ugliest tomato, best recipe, and best presentation.

**SOILS**
This independent study allows youth to understand soil, water, and environmental stewardship. Learn about soil and water quality, how they interact, and how we can protect and preserve them. Project includes accurate recording keeping.
1 AMBASSADOR PROGRAM
4-H Horse Project members ages 16 - 18 are eligible to serve as a liaison for the SC 4-H Horse program. Ambassadors meet with other youth horse clubs, horse councils and associations, and political figures in the state of SC to promote the program, strengthen its membership, and generate support.

2 COMMUNICATION & CREATIVE CONTESTS
Creative contests allow youth to express their love of horses in a variety of creative formats. Contest options may include posters, drawings, painting, photography, crafts, woodworking, sewing, poetry, and essays.

Communication contests allow youth to demonstrate their communication and media skills through public speaking and presentation contests.

3 HORSEMANSHIP CAMP
The purpose of 4-H Horsemanship Camp is to provide youth ages 9-18 years old an opportunity to learn and improve techniques of horsemanship while enjoying the fellowship of other 4-H'ers from across the state. The camp is designed to increase horse knowledge and horsemanship skills - from the basics for beginning riders to showing techniques for the advanced rider.

4 HIPPOLOGY & HORSE BOWL
Hippology: This contest tests the participants knowledge of horses and the industry. Written exam, horse judging, identification of items and/or their uses, and solving a problem and presenting the solution.

Horse bowl: Teams are asked questions about horses and horse related topics in this fast paced contest.

5 HORSE JUDGING
Horse judging turns the tables as youth try to match the experts in deciding how a particular group of horse should be ranked if they were competing in a show. Participants place various types of classes (in hand and under saddle), and then give an oral presentation explaining how they ranked the class and why.
STATE 4-H HORSE SHOW
The South Carolina 4-H Horse Program Show is an opportunity for youth to showcase the knowledge they have learned over the past year. The show is open to any 4-H member.

SOUTHERN REGIONALS
Highest placing participants at state level horse events may have the opportunity to represent South Carolina at the Regional Championships. Events include riding, showing, horse bowl, hippology, horse judging, and communications.
1. **SC 4-H ENGINEERING CHALLENGE**
   Engineering challenges are fun and engaging ways to allow youth to compete in various STEM disciplines including: bridge building, robotics, rocketry, coding, and a mystery challenge. South Carolina 4-H Engineering Challenge is offered annually to youth, ages 9-18, across the state.

2. **NATIONAL YOUTH SCIENCE DAY**
   This year's theme is "Game Changers." Designed by Google and West Virginia Extension service, Game Changers teaches kids ages 8-14 how to use computer science (CS) to create games, solve problems and engage with topics they're passionate about.

3. **AEROSPACE**
   Learn all about aviation with the 4-H aerospace project. Build a rocket, learn about airplanes, and understand how weather influences flight. This independent study has four levels for completion.

4. **COMPUTER SCIENCE**
   Developed by MIT, Scratch helps youth learn to think creatively and systematically. This project introduces youth to the five fundamental principles of computer programming through a series of tutorials and challenges.

5. **ELECTRICITY**
   Youth will study electric circuits, magnetism, motors, and electronics. Project uses printed books as well as online modules developed by Oregon 4-H.
ROBOTICS

Junk Drawer Robotics: Allows youth to build robots from everyday robots.
LEGO Robotics: Youth will use LEGO technology to learn about what a robot is, how to build one, and how to program it.

WEARABLE TECHNOLOGY

This e-learning program teaches youth to light up fabric creations and clothing by incorporating fashion design with science. Four levels are available in this independent project.

WEATHER & CLIMATE SCIENCE

Curriculum developed by Purdue Extension for youth to develop understanding of complex weather topics and climate. Three levels available in this independent study.
1 **SMALL GARDEN**
Independent study that digs into plant science and food production. Youth will learn where and how their food is grown using hands-on, in-the-garden experiences.

2 **FORESTRY**
South Carolina 4-H Forestry Clinic opens the world of forests to youth. At every age level, youth engage in activities to learn about trees, forestry practices, ecology and human reliance on forests. Youth discover forest resources near their home and around the world. Youth are recruited from their participation at the Forestry Clinic to join South Carolina’s National Forestry Competition Team.

3 **HONEY BEE PROJECT**
The Honey Bee Project, one component of the South Carolina 4-H Pollinator Program, is an independent-study project that engages youth (ages 5-18) in the active role of beekeeping, learning the basics of entomology, and gaining an appreciation for the role of pollinators in our world. *Please note* youth will need to find a mentor to complete this project.

4 **WILDLIFE FOOD PLOT PROJECT**
The Wildlife Food Plot Project is a hands-on environmental education program and an independent-study project that allows youth (ages 5-18) an opportunity to establish, maintain, and observe a wildlife food plot. Youth learn concepts of wildlife conservation, plant identification, and habitat management and have the opportunity to put that knowledge into practice.

5 **SHOOTING SPORTS**
*Please note we are currently looking for volunteers willing and able to get certified as instructors.* The 4-H club structure includes the following disciplines: archery, air rifle, and shotgun.
HEALTHY LIFESTYLES

1 HEALTHY LIFESTYLES COMPETITION
The 4-H Healthy Lifestyles Challenge is modeled after such competitions as the Food Network’s “Iron Chef,” challenges teams of 4-H members to create a dish they are assigned. Team members must prepare the dish, make a presentation about it to the judges, interpret a label, plan a menu utilizing the dish and prepare a fitness plan. The presentation will include information about the serving size, nutritional value, how to utilize the dish in a meal and the cost of the dish. The 4-H Healthy Lifestyles Challenge allows 4-H members to demonstrate their culinary and food safety skills to judges and observers. Annual competition is held in the fall at the SC State Fair.

LEADERSHIP

1 TEEN LEADERS
The purpose of the South Carolina 4-H Senior Leadership Program is to enhance the leadership, citizenship, and communication skills of 4-H teens. Youth will serve as assistants to the County 4-H Agent and act as mentors to younger youth. Participants will create their own personal action plan of how they will carry out this new responsibility.

2 4-H SERVICE
Independent-study or teamwork. Youth will pick a cause that they want to volunteer or promote and complete a minimum of four hours of service work.

3 STATE 4-H AMBASSADOR TRAINING
The purpose of the 4-H Ambassador Program is to enhance and utilize the leadership, citizenship, and communication skills of 4-H teens and volunteers. They will then be prepared to actively educate the public about the South Carolina 4-H Program and the important youth and community issues, which 4-H addresses. Ambassadors are the public image of 4-H across the state.
ARTS & CRAFTS
Independent-study. Youth may choose from drawing, fiber, and sculpting to develop their artistic skills and talents. All the activities focus on exploring the elements and principles of design and encouraging the development of life skills.

SEWING
The learning begins with the basics of sewing construction before moving on to teaching youth how to develop their fashion sense and the skills needed to create a unique style of their own. Ask about being partnered with an experienced sewer.

PRESENTATION CONTESTS
4-H presentation contests allow members the opportunity to develop communication and leadership skills. Participating youth have the opportunity to teach others by developing and delivering a "show and tell" presentation related to skills learned in 4-H.