

Hobbies



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WRITING/PRINT – (BAB)

CREATIVE WRITING

The objective of creative writing is for members to learn how to express thoughts through poetry, prose, fiction, and non-fiction. The primary goal of 4-H and the creative writing project area is the total development of the member as a human being. Project skills are secondary.

RULES AND RECOMMENDATIONS

1. Members should select projects each year which help them develop new skills.
2. Quality of workmanship should be stressed. The project exhibit should be neat, clean, and in a plastic cover.
3. We suggest that the leader work with the member in evaluating the item(s) he/she has made each year for spelling, punctuation, grammar, and content.
4. Projects should be done out of school.

BEGINNERS (1-2 years in project/9-11 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Basic poetry form – rhyme, haiku.
2. Development of story idea – beginning, action, climax, ending.

SUGGESTED PROJECTS FOR BEGINNERS

- Poems (haiku, free verse)
- Short story (150-600 words)
- Essay (150-600 words)

INTERMEDIATES (3-4 years in project/12-14 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue using skills learned in previous years.
2. Various styles of poetry – meter, form.

SUGGESTED PROJECTS FOR INTERMEDIATES

- Poems
- Short story (450-1800 words)
- Descriptive essay (300-1500 words)

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ADVANCED (5+ years in project/15+ years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue using skills learned in previous years.
2. Research skills for non-fiction.
3. Become a teen leader.
4. Demonstrate a technique and/or develop instructional materials.
5. Explore career opportunities in creative writing.

SUGGESTED PROJECTS FOR ADVANCED

- Poems
- Short stories (1300-3000 words)
- Non-fiction, descriptive essay, critical review or humor
- Short, short stories (1300 words or less)

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HOBBIES & COLLECTIONS – (FE)

COLLECTIVE HOBBY

GENERAL SUGGESTIONS TO HELP LEADERS

- Explore different items to collect and the educational value of different collections (stamps, baseball cards, matchbooks, rocks, coins, dolls, shells, leaves, stickers, etc.)
- Help members decide what items to collect.
- Stress the importance of researching and keeping a record of items collected.
- Notebooks explaining the collections including where and when the items were collected.
- A picture of the entire collection should be taken for exhibit notebook.

BEGINNERS (1-2 years in project/9-11 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Learn what makes up a collection.
2. Keep a journal with information about each item.
3. Learn about the economic or novelty value of items.
4. Visit with other collectors for ideas on developing your collection.
5. Learn how to attractively display your collection.

SUGGESTED PROJECTS FOR BEGINNERS

- Simple, easy to find items such as: leaves, rocks, sport cards, stickers.
- Enter collection at Jackson County Fair.

INTERMEDIATES (3-4 years in project/12-14 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue using skills learned in previous years.
2. Research items collected as to their historical, economical, novelty, or personal significance.
3. Keep detailed records on all items collected, including place, date, and value.
4. Attend a show or sale of your collection items.
5. Check on the value of different items for collections.

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SUGGESTED PROJECTS FOR INTERMEDIATES

- Continue with collection from beginner's project, or choose a more advanced or unique item such as: coins, stamps, dolls, etc.
- Enter collection at Jackson County Fair.

ADVANCED (5+ years in project/15+ years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue using skills learned in previous years.
2. Advance in skills – choose more difficult items to collect or find a rare item for your collection.
3. Become a teen leader.
4. Give a talk to your club about your collection.
5. Compute estimation on the value of your collection.
6. Explore career opportunities in arts and crafts.

SUGGESTED PROJECTS FOR ADVANCED

- Continue with collection from intermediate or choose other items such as: glassware, tools, hats, antiques, etc.
- Create a unique way to display your collection.
- Enter collection at Jackson County Fair.

HOBBIES & COLLECTIONS – (FE)

CONSTRUCTION TOYS

Construction toys are toys which can be disassembled and reused for another project. Usually all sets can be combined and are interchangeable. Construction toys include *Legó*, *Robotix*, *Tyco*, and other brand names.

GENERAL SUGGESTIONS TO HELP LEADER

- Age and personal interest must be put into consideration when entering a construction toy project.
- A notebook explaining the construction is the most important part of the exhibit.
- Photographs of other constructions may be included in the notebook.
- May want to have the member experiment by building several projects before building final project.
- For Fair projects the following should be applied:
 - Parts intended to be moveable work!
 - Overall appearance should be color coordinated.
 - Broken or soiled blocks should not be used.
 - Project should be sturdy enough to be handled by judge.
 - Models using base plates should be supported by plywood or something similar.
 - Exhibit is limited to 3 small or 1 large item secured in a display or box no larger than 12" square.
- Encourage self-designed, original projects with experience.

ENTOMOLOGY – (HBC)

GENERAL SUGGESTIONS TO HELP LEADERS

- Keep in consideration the age, experience level, and size of your group. Attention span, comprehension level, and hand-eye coordination varies greatly by age.
- Helpful teaching techniques include: demonstrations and speakers, field trips, and careers and hobby exploration.
- Entomology doesn't have to be just collecting insects for the Fair. For example, and observation study of live insects may be fun and valuable learning experience for club members.
- Identification labels and manuals are available at the Extension Office.

BEGINNERS (1-2 years in project/9-11 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Learn insect characteristics, growth and development, and the importance to our world.
2. Learn where, when, and how to collect insects.
3. Keep records of accomplishments, field observations, or experiments.
4. Explore different equipment needed for collecting.
5. Learn to preserve your insects.
6. Learn to identify and label different specimens.

SUGGESTED PROJECTS FOR BEGINNERS

- Collection of 25 insects, include 8 different orders. (1st Year)
- Collection of 50 insects, include 11 different orders. (2nd Year)
- Illustrate insects showing form, habits, life cycle, or other interesting information.
- Present information on the food habits and habitat of an insect that interest them.
- Construct a collection box.

INTERMEDIATES (3-4 years in project/12-14 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue using skills learned in previous years.
2. Learn advanced collecting techniques (aquatic insects, nocturnal insects, arboreal insects, etc.). See 4-H Entomology Series – Manual 2.
3. Learn advanced specimen preservation (liquid vs. dry mounting, refrigeration, steaming, etc.)
4. Learn about the storage and care of collections.

5. Plan a field trip to try different collecting techniques.
6. Explore clubs and organizations which are entomology related.

SUGGESTED PROJECTS FOR INTERMEDIATES

- Collection of 75 insects, include 14 different orders. (3rd Year)
- Collection of 100 insects, include 16 different orders. (4th Year)
- Make collecting equipment such as a dip net and pitfall, bait, and emergency traps.
- Encourage members to begin specialty collections.

ADVANCED (5+ years in project/15+ years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Learn to raise, water, and feed insects.
2. Conduct a field trip for members to collect live specimens.
3. Record field observations of live insects. May use photographs or recordings to enhance records.
4. Conduct experiments with live insects and share results with other club members.

SUGGESTED PROJECTS FOR ADVANCED

- Collection of 150 insects, include 16 different orders. (5th Year)
- Collection of 200 insects, include 16 different orders. (6th Year)
- Display photo observations, live specimen exhibit, or drawings.
- Prepare wing lamination.
- Display showing process bees use to make honey.

GEOLOGY – (DBA)

BEGINNERS (1-2 years in project/9-12 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Learn where to find rocks and minerals.
2. Learn how to use specimen identification labels and identification sheets.
3. Learn how rocks are polished.
4. Learn and practice safety precautions.
5. Learn how to display your collection.
6. Learn rules and laws regarding rock collecting.

SUGGESTED PROJECTS FOR BEGINNERS

- Visit a museum and look at their collection.
- Visit a tile factory.
- Do an educational exhibit for the Jackson County Fair of knowledge gained
- Exhibit a collection at the Jackson County Fair (follow guidelines in fair book).

INTERMEDIATES (3-4 years in project/12-14 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Learn how rocks tell the story of Michigan's age and development.
2. Learn to identify Michigan specimens.
3. Learn to identify and classify metamorphic, igneous, and sedimentary rocks, as well as fossils and minerals.
4. Study fossil formation.
5. Learn about rock forming minerals.
6. Learn and practice safety precautions.
7. Learn state and federal rules and laws regarding rock collecting.
8. Learn which specimens are soft and require special handling.

SUGGESTED PROJECTS FOR INTERMEDIATES

- Attend a rock and mineral exhibit or show.
- Exhibit a collection at the Jackson County Fair (follow guidelines in fair book).
- Do an educational exhibit board at the Jackson County Fair of knowledge learned.
- Visit a rock quarry.

SENIORS (5+ years in project/15+ years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Learn and practice safety precautions.
2. Learn federal and state laws regarding rock collecting.
3. Learn how soils are developed from rock.
4. Learn about early history from the study of stone fences, stone foundations, stone houses, and tomb stones.
5. Learn about various professions involving geology.

SUGGESTED PROJECTS FOR ADVANCED

- Exhibit a collection at the Jackson County Fair (follow guidelines in fair book).
- Educational exhibit at Jackson County Fair of knowledge gained
- Become a teen leader.
- Do a demonstration or give a speech to share knowledge learned to younger 4-H'ers

HOBBIES & COLLECTIONS – (FE)

MODELS

GENERAL SUGGESTIONS TO HELP LEADERS

- It is suggested that models be built at home, but recommended that members meet with the leaders with at least three activity meetings.
- Members may build any model approved by the leader.
- Suggested items for members to have on hand are: model, glue, X-ACTO knife, good flat building board, rubber bands, tweezers, paint brushes, paint, paint cleaner, rag. Wood models will require other materials such as straight pins, hobby t-pins, masking tape, 180 or 220 sandpaper, ruler, wax paper (to cover plans when building), and a wood cutting board.
- Members should keep a descriptive notebook of their project.
- Please note that fair entries are limited to 3 small items or 1 large item.

BEGINNERS (1-2 years in project/9-11 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Read through all directions and check plans.
2. Learn patience – do not hurry.
3. Learn to choose and construct a simple model.

SUGGESTED PROJECTS FOR BEGINNERS

- Simple, low-cost kits.
NOTE: Snap-tight models are good for six to eight years old only.

INTERMEDIATES (3-4 years in project/12-14 years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue to use skills learned in previous years.
2. Use decals and paint.
3. Experiment making models out of different types of materials (i.e. wood).
4. Learn about the different types of glue and when and where to use each kind.

SUGGESTED PROJECTS FOR INTERMEDIATES

- Models more detailed than beginners or self-designed models.

ADVANCED (5+ years in project/15+ years old)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Continue using skills learned in previous years.
2. Make a working model.
3. Learn about plastic shrink films (monokote, solar film, or flitekote).
4. Become a teen leader.
5. Demonstrate a technique and/or develop instructional materials.
6. Explore career opportunities in models.

SUGGESTED PROJECTS FOR ADVANCED

- Larger scale kits.
- Working models.
- Self-designed models.

SAFETY – (EE)

The objective of the safety project is for members to learn that accidents can be prevented, and how to recognize hazards and correct them. They will be encouraged to become involved in making their home, neighborhood, and community a safer place.

GENERAL SUGGESTIONS TO HELP LEADER

- Materials on safety practices are available at the Extension Office.
- Beginners may want to focus on personal hazards (first aid, electrical hazards, livestock and pet safety, bicycle safety, etc.) and developing safe habits.
- Intermediates could focus on group safety (camping/hiking safety, boat, tractor, or other transportation safety, transportation safety, prevention of fires, mouth-to-mouth resuscitation, etc.).
- Advanced members could focus on community safety and public awareness (traffic safety, home and farm inspections, analyze accidents, etc.).
- Safety demonstrations could be encouraged at club meetings.
- A community action agency or organization could be involved in a joint accident prevention program.

SHOOTING SPORTS – (DEB)

GENERAL GUIDELINES

1. Learn safe and responsible shooting practices.
2. Develop an appreciation of nature through outdoor recreational activities.
3. Develop favorable conservation attitudes.
4. Learn a lifetime skill.
5. Learn to keep good records as to what was learned, how it was learned, leadership roles, expenses, property inventory, and other essential facts.
6. Learn the parts of the equipment and what equipment is needed.
7. Learn how to select and buy equipment.
8. Learn proper shooting techniques and fundamentals.
9. Learn the proper way to aim, shoot, and follow through.
10. Learn to identify various kinds of arms and ammunition.
11. Learn new skills each year.

ARCHERY

1. Learn the different types of bows.
2. Learn the types of arrow tips.
3. Learn the proper care and storage of a bow.
4. Learn how to properly fit equipment.
5. Learn about the different archery contests and how they are different.
6. Learn how to score different types of targets.
7. Learn about wildlife that is hunted with a bow and the different hunting techniques used for each.
8. Learn to construct arrows.
9. Learn about hunting stands and blinds.
10. Learn about wildlife calls, wildlife habitat, trailing deer.
11. Take at least 12 hours of instruction and practice under the guidance of a certified leader.

BB GUN, AIR RIFLE

1. Know firearm safety rules.
2. Know how to handle a gun safely (how far ammo goes when fired, what type ammo).
3. Know the parts of a gun.
4. Know how to care for a gun.
5. Know the importance of breath control.
6. Know how to determine the dominant eye.
7. Know range commands.
8. Know shooting positions.
9. Know what the proper sight alignment is (sight picture).
10. Take hunters safety course.
11. Take at least 12 hours of instruction and practice under the guidance of a certified leader.
12. Be familiar with scoring the target.

SHOTGUN

1. Learn the types of shotguns.
2. Learn the proper care and storage of a shotgun
3. Learn how to properly fit the equipment.
4. Learn about the different shotgun events (skeeet, sporting clays, trap) and how they are different.
5. Learn about the different wildlife that is hunted with a shotgun and the loads used.
6. Learn the history of the shotgun.
7. Learn the laws governing shotgun ownership and use.
8. Take at least 12 hours of instruction and practice under the guidance of a certified leader.

PROJECT IDEAS

1. Design a shooting range.
2. Attend a county shoot.
3. Attend at least two other shoots or attend a State level shoot.
4. Demonstrate leadership at a county shoot.
5. Interview an adult leader or certified shooting sport instructor.
6. Visit a hunting store.
7. Become a teen leader.
8. Create a poster about shooting sports and enter it in the Jackson County Fair.

COMPUTER TECHNOLOGY – (HCD)

TECHNICAL EDUCATION / COMPUTER EXHIBIT

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Be able to recognize parts of a computer.
2. Learn to operate computers and use prepared programs.
3. Create short programs.
4. Use computers in 4-H projects.
5. Demonstrate and help others learn about the operation of computers.
6. Explore career opportunities.

SUGGESTED PROJECTS

- Poster labeling parts of computer with a notebook explaining their function.
- Show different uses of computers in 4-H projects, with a notebook displaying charts or explaining programs.
- Demonstrating showing others how to use a computer.

RESOURCES

- "Learning BASIC"
- "4-H Computer Manuals: Units 1, 2, & 3"

VET SCIENCE – (HBI)

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Develop ability to recognize normal vs. abnormal characteristics of animals, including normal vital signs.
2. Learn disease prevention techniques.
3. Learn animal physiology.
4. Develop appreciation for importance of good management and sanitation practices.
5. Explore career opportunities in Veterinary Science.
6. Learn how to take the vital signs of 3 different animal species.

SUGGESTED PROJECTS

- Poster and notebook listing some characteristics of normal vs. abnormal attitude, behavior, and characteristics of animals.
- Poster and notebook with examples of good vs. bad management and nutrition practices.
- Illustrations and explanations of complex make-up of the living animal (cells, tissue, organs, and systems).
- Shadow a veterinarian for a day and do an educational board with the knowledge you learned.
- Attend a workshop at the Kettunen Center.
- Attend MSU's Vet-A-Visit.

RESOURCES

- "4-H Veterinary Science Manuals: Units 1, 2, & 3."

GLOBAL EDUCATION – (AD)

PASSPORT TO UNDERSTANDING

SUGGESTED KNOWLEDGE / SKILLS TO BE LEARNED

1. Write to a pen pal from another country or state.
2. Study the United Nations and different countries.
3. Study the different traditions, foods, etc. of different countries.
4. Study the history and origin of a particular breed of animal, crops, fabric, or foods.
5. Participate in a youth exchange program.

SUGGESTED PROJECTS

- Display of different traditions from another country with explanations of their origins in a notebook.
- Poster and notebook on the origin and history of a breed, crop fabric, food, etc.
- Poster and notebook with highlights on a different state or country.

RESOURCES

- "Folkpatterns: Family Folklore"
- "Passport to Understanding: American Heritage"