



National 4-H Cooperative Curriculum System, Inc.

Product Catalog

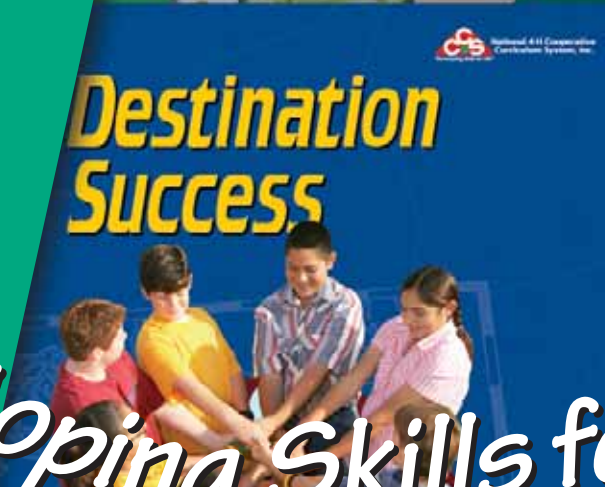
2006

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Developing Skills for Life!

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National 4-H Cooperative Curriculum System, Inc.

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Only orders received ONLINE during April qualify for a 10% or 35% pre-press discount. Orders from these non 4-HCCS member states will receive a 10% discount: CT, MA, NV, OK and RI. All other orders will receive a 35% discount.

Large pre-press orders of existing products will be shipped in August if ordered separately from 2006 new and revised products. Orders that include 2006 new and revised products will be shipped in September and October. From April to September all orders for existing products that can be filled from inventory will be shipped immediately.

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The 4-H Learning Philosophy

All 4-HCCS curriculum titles are designed to be used experientially. The 100-year history of 4-H has taught that youth learn best through hands-on educational experiences where they can see, touch, smell and interact with the subject matter.

4-HCCS youth activity guides are filled with fun and engaging activities where youth explore the world around them. 4-HCCS materials and 4-H programs don't just help develop knowledge; they help develop the total person. The activities are deliberately designed to help develop specific life skills in children and teens. These include skills like planning and organizing, accepting responsibility, leading self and others, evaluating information and working with others.

All 4-HCCS titles have been designed and critiqued by professionals at land-grant universities throughout the United States and accepted into the National 4-H Curriculum Collection, certifying their excellence in experiential learning design.

For more information about 4-HCCS and its products visit www.n4hccs.org.



Citizenship



Citizenship — Public Adventures *Grades 4–12*

Teens channel their energy toward solving real problems in their community. Youth change a piece of the public world, discover the possibilities of democratic citizenship and build a commitment to taking action in new and exciting ways. They plan and conduct a project that will create change or improve something that is valuable to many people.

Citizenship Adventure Kit BU-08153 \$6.25

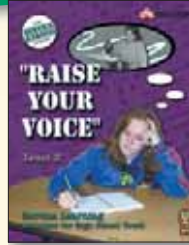
Decision making, problem solving and teamwork are among the skills that youth stamp on their passports. They address real community issues, and keep a journal of their thoughts, decisions and actions throughout the process. The kit includes a passport to record achievements, postcards with project tips and a travel log. (40 pages)

Citizenship Guide's Handbook BU-08154 \$3.95

Through tips, suggestions, added references and activities, youth take a journey that is fun and educational. Youth discover the importance of needs assessment, knowing who are advocates and detractors, formulating a plan and knowing what success looks like. (40 pages)

Set of 2 PC-08155 \$10.00

Citizenship Project Online Site
www.n4hccs.org/citizenship



Service Learning *Grades 5–12*

Service learning engages young people in actively giving back to the community and reflecting thoughtfully on the implications of service. Young people organize personalized journeys into service learning and discover their own abilities to make the world a better place.

1 – Agents of Change BU-08182 \$3.95

Appropriate for a Middle School aged audience.

Youth become “Special Opportunities Agents,” as they follow a series of exciting activities that engage them in their community and allow them to reflect on their experiences. Youth identify community needs, plan a service project and execute their idea using the manual. (40 pages)

2 – Raise Your Voice BU-08183 \$3.95

Designed for a High School aged audience. This no-nonsense guide engages older youth as young leaders. Voices of real young people engaged in service inspire youth and connect them with others who made an impact. Youth plan and implement their own service project. (40 pages)

Service Learning Helper's Guide BU-08184 \$3.95

This exciting guide for leaders offers group service learning activities like community mapping, identifying group roles and journaling. It offers advice for mentors seeking to guide youth through enriching learning experiences. Reflective journaling helps leaders explore their personal leadership style and the value of service. (40 pages)

Set of 3 PC-08185 \$11.50

Service Learning Project Online Site
www.n4hccs.org/servicelearning

Communications and Expressive Arts



Arts & Crafts *Grades K–6*

A Palette of Fun BU-07597 \$15.00

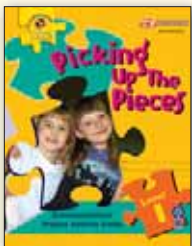
Youth will enjoy many artistic experiences and develop skills for a lifetime through activities focusing on the elements and principles of art. Children will learn art through cutting and pasting, painting, sculpting, drawing, printing, construction with fibers and other materials. A Palette of Fun connects the art experience to careers, culture, science, technology and more. This helper's guide

can be used with groups of children in any setting in, out, and after school. (136 pages)

Arts & Crafts Project Online Site
www.n4hccs.org/artsandcrafts



Developing Skills for Life!



Communications — Express Yourself! *Grades 3–12*

Through this dynamic interactive communications curriculum youth interpret verbal and nonverbal information, develop effective public speaking skills, enhance written and spoken communication, defend a point, design a presentation and much more!

1 – Picking Up the Pieces BU-08156 \$3.95

Youth engage in nonverbal, verbal, and written activities that stretch and strengthen personal communication skills. Encrypting codes, writing songs, giving directions, dealing with bullies, and making a statement through art are a few of the exciting activities. (40 pages)

2 – Putting It Together BU-08157 \$3.95

Youth practice and gain confidence in communicating in a variety of situations. They gain confidence as strong communicators as they present oral reasons, plan and present speeches, communicate assertively, practice making a good first impression and mentor others. (40 pages)

3 – The Perfect Fit BU-08158 \$3.95

Youth polish their communication skills and develop a public presence by speaking in public, exploring communication careers, writing resumes, interviewing for a job, developing presentations, dealing with anxiety and much more! (40 pages)

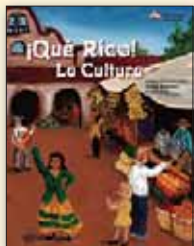
Communications Helper's Guide BU-08159 \$3.95

Helpers support youth as they interact, and strengthen personal communication skills through skillathons, communication games, demonstrations and creating advertisements. (40 pages)

Set of 4 PC-08160 \$15.40

Communications Project Online Site
www.n4hccs.org/communications

Communications and Expressive Arts



Latino Cultural Arts

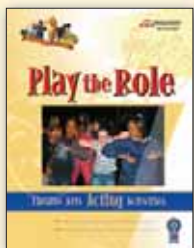
Grades K-8

Qué Rico! La Cultura Bilingual Helper's Guide BU-08180 \$9.75

Youth discover the Latino culture as they develop an understanding of the Latino people and their traditional art forms through instrument making, jewelry making, weaving, muraling and mask making. Youth experience the celebrations that surround the holidays in the Latino culture and

sample the flavors of the Latino people through the activities of storytelling, mosaics and yarn art. (160 pages)

Latino Cultural Arts Project Online Site
www.n4hccs.org/latinoculturalarts



Theatre Arts Imagination in Action

Grades 3-12

Youth put their "Imagination in Action" when using this dynamic theater arts series. Revised and new, these materials offer extended activities in acting, puppetry, and stagecraft.

1 - Play the Role!—Acting BU-08070 \$3.95

Through creative dramatics activities, youth bring imagination to life. The guide emphasizes movement, voice and speech, characterization, play building and playing a scene. Activities range from warm-ups to improvisation, from pantomime to monologue making, from clowning to theatre visits. (40 pages)

2 - Become A Puppeteer!—Puppetry BU-08071 \$3.95

Youth learn types of puppets (e.g., hand, rod, marionette, shadow, etc.); how to create a puppet and puppet stage; development of their puppet character; how to create and present a puppet skit; and puppetry therapy. (40 pages)

3 - Set the Stage!—Stagecraft BU-08072 \$3.95

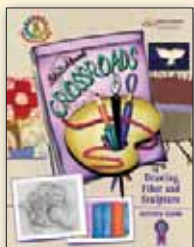
Youth learn stagecraft options which tap into their unique skills and talents behind the scenes, including costumes, sound, lighting, props, set design, makeup and stage management. (40 pages)

Theatre Arts Helper's Guide—Sidecoaching BU-08073 \$3.95

This expanded guide provides additional activities and valuable resources for the helper to engage youth in the creative process of Imagination in Action. The guide assists helpers in facilitating the activities in the three guides in the series. (40 pages)

Set of 4 PC-08074 \$15.40

Theatre Arts Project Online Site
www.n4hccs.org/theatrearts



Visual Arts *Grades 7-12*

These two guides provide numerous activities for youth to develop their artistic skills and talents while learning the elements and principles of design. Youth explore art techniques, art history and culture, the science behind the art and artistic challenges. Each guide's introduction provides clear directions for the helper to facilitate the art activities. Both guides are designed so that youth may also discover art techniques individually.

1 - Sketchbook Crossroads BU-08140 \$7.50

Youth practice drawing, fiber arts and sculpting to develop their artistic skills and talents. (80 pages)

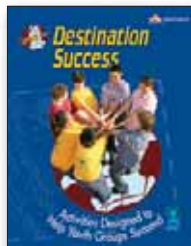
2 - Portfolio Pathways BU-08041 \$7.50

Youth learn painting, printing and graphic design techniques. (80 pages)

Set of 2 PC-08142 \$14.50

Visual Arts Project Online Site
www.n4hccs.org/visualarts

Leadership and Personal Development



Making Youth Organizations Work



Grades K-8

Destination Success BU-08360 \$8.50

Destination Success provides fun-filled activities along with basic theory for developing group management skills in youth organizations. As a helper and youth group facilitator, you will help guide youth to make positive decisions, stimulate critical thinking, work in active teams, practice parliamentary procedure, effectively utilize different learning styles and ultimately help foster youth

empowerment. This guide is supported by an interactive website and designed for teen and adult 4-H club leaders, after school programs and for anyone who works with elementary-aged youth groups. (84 pages)

Helping Youth Groups Succeed

Making Youth Organizations Work Project Online Site *
www.n4hccs.org/myow

** Under construction - available September 2006*



Entrepreneurship *Grades 7-12*

Youth develop knowledge, skills and mindsets to meet the challenges of work and community in the 21st century.

Be the E BU-08035 \$9.75

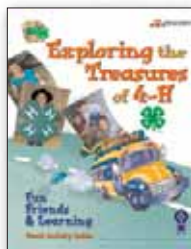
Youth discover the world of Entrepreneurship with this multi-level guide. Activities assist youth in learning what it takes to be an entrepreneur, and whether they have "The Right Stuff" to meet the challenges. Youth practice the skills needed to function successfully as an entrepreneur and explore types of businesses, products and pricing, marketing, partnership, agreements and contracts. Youth create a business plan and start their own business. (120 pages)

Entrepreneurship Helper's Guide BU-08036 \$3.95

This guide is full of hands-on activities for helpers to use with group meetings of youth pursuing entrepreneurship. All activities are correlated to the national educational standards and benchmarks for middle and high school students. (40 pages)

Set of 2 PC-08037 \$13.25

Entrepreneurship Project Online Site
www.n4hccs.org/entrepreneurship



Exploring 4-H

Grades 2-4

Exploring the Treasures of 4-H BU-08171 \$3.95

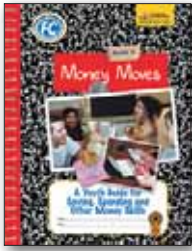
This youth activity guide provides a "treasure hunt" for youth to explore the joys of 4-H by discovering their interests, potential 4-H projects and finding 4-H where they live with the guidance of parents or other adult helpers. (40 pages)

Treasures of 4-H Helper's Guide BU-08172 \$9.75

This activity-packed guide is designed for teachers, volunteer leaders and other educators. The activities help groups of youth explore the many treasures of 4-H. Activities are organized into eight categories linked to national education standards with suggestions provided for continued study in related 4-H projects. (128 pages)

Set of 2 PC-08173 \$13.50

Exploring the Treasures of 4-H Project Online Site
www.n4hccs.org/exploring4h



Financial Champions

Grades 7–9

Youth learn about needs and wants, money personalities and values.

1 – Money FUNdamentals BU-07710 \$3.95

Youth learn money management skills, including deciding whether to make a purchase, determining whether they can afford it, and living within a spending plan. (32 pages)

2 – Money Moves BU-07711 \$3.95

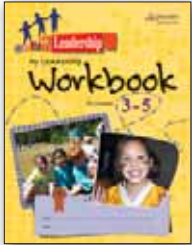
Youth learn about wants and needs, values, goal-setting, communications, ways to use and save money, the benefits and drawbacks of credit, advertising influences, consumer decision making and how to select financial services. (44 pages)

Financial Champions Helper's Guide BU-07712 \$4.25

Youth participate in group experiences and financial activities. An interactive web-based game reinforces the concepts learned in this curriculum. (48 pages)

Set of 3 PC-07713 \$11.75

Financial Champions Project Online Site
www.n4hccs.org/financialchampions



Step Up To Leadership

Grades K–12

Youth of all ages will share in the fun as they learn the dynamic process of leadership. Mentor guides include background information and interactive activities in relationship building, communication, group process, planning and organizing. All activities offer a cross-cultural perspective. The fun continues with an interactive web site to enhance and support learning (www.n4hccs.org).

1 – My Leadership Workbook BU-07905 \$3.95

Youth practice leadership through this action-packed workbook. From “putting themselves in someone else’s shoes” to “gathering up loose ends” and “freezing a conflict”, youth actively learn about individual leadership skills. Grades 3–5. (40 pages)

2 – My Leadership Journal BU-07906 \$3.95

Continuing on the leadership journey, youth learn the importance of understanding themselves as a leader. Teamwork is emphasized as the youth walk the teamwork tightrope and search for team talent. Youth are encouraged to keep a “journal” of their leadership journey. Grades 6–8. (40 pages)

3 – My Leadership Portfolio BU-07907 \$3.95

Older youth focus on “real life” leadership activities. Youth are encouraged to develop a portfolio of their leadership experiences. Through youth directed activities individuals assume greater leadership responsibilities. Grades 9–12. (40 pages)

Leadership Mentor Guide 1 BU-07903 \$4.95

This guide provides the mentor with ideas and suggestions for working with youth as they follow the activities in the Grades 3–5 Workbook or the K–2 activities. The K–2 activities are adult driven activities and therefore, only available in this mentor guide. The purpose of K–2 activities is to help younger children think about leadership and how they can develop leadership skills in their daily lives. My Leadership Workbook activities are printed in the guide with additional mentor tips and suggestions. (72 pages)

Leadership Mentor Guide 2 BU-07904 \$4.95

My Leadership Journal and My Leadership Portfolio activities are printed in the guide with additional mentor tips and suggestions. This guide provides helpful background information on working with youth in leadership development. The mentor can learn more about their own leadership skills by using the leadership assessment tool. Grades 6–12. (76 pages)

Set of 5 PC-07908 \$21.25

Leadership Project Online Site
www.n4hccs.org/leadership



A Comprehensive Training Curriculum for Youth Development Staff

Moving Ahead



Moving Ahead CD-08362 \$20.00

This outstanding CD resource prepares adults to work effectively with youth in non-formal (out-of-school) settings. For those who train and orient youth volunteers and professionals, it provides complete lesson plans and participation support materials. Unique instructions for trainers are clear and easy to follow. The use of a “What to Do”, “What to Say” format and inclusion of handout and overhead masters contribute to the “user-friendly” nature of the lesson plans.

Moving Ahead Project Online Site *
www.n4hccs.org/movingahead

* Under construction – available September 2006

Developing Skills for Life!



Workforce Readiness

Grades 6–9

This series sets the stage for youth to develop the skills they need for workplace success.

Get in the Act! Take 1 Youth Guide + CD-ROM BU-08191 \$6.00

This innovative program is designed to help middle school youth explore what it takes to get their first “paying” job. This interactive experience, combining CD and activity guide formats with activities presented in the context of a movie set, helps youth recognize their learning styles and personal qualities. Youth make “real life choices” using video scenarios in the on the job choices game. Youth discover how to assess job possibilities in the community and create job scenarios. (32 pages)

Get in the Act! Take 1 Helper's Guide BU-08192 \$3.95

Helpers both in and out of the classroom will enjoy using this guide with the CD to incorporate workforce skills in their work with youth. It's an interactive experience, making it exciting for youth. Activities reinforce and extend learning with emphasis on personal qualities, working with others, and thinking skills. Youth create their own work plan by applying what they learned to get that first job and attaining future career goals. All activities and skill areas support the national SCANS Workforce skills and educational standards. (40 pages)

Set of 2 PC-08194 \$9.75

Workforce Readiness Project Online Site
www.n4hccs.org/workforcereadiness

Healthy LifeStyles



Bicycle Adventures

Grades K-6



Welcome to *Bicycle Adventures!* Activities in this series are designed for youth bicycle enthusiasts and volunteers starting a bicycle club as well as for improving an existing bike program. Two levels of youth activity guides and a helper's guide provide a comprehensive program for youth.

1 - Bicycling for Fun BU-08334 \$3.95

Beginning riders learn the essentials for getting started safely and successfully! This guide contains creative hands-on activities and connections to DVD and Web resources. Youth begin exploring the basics toward lifelong cycling. Activities help youth learn safety, road rules and planning for a pleasant ride. (40 pages)

2 - Wheels in Motion BU-08335 \$3.95

Youth who are riding learn advanced skills as they explore their surroundings. This guide includes activities that will last a lifetime. Youth choose a bike that's right for them and practice bike maintenance and road rules to make their ride safe and fun. (40 pages)

Bicycle Helper's Guide BU-08336 \$3.95

The Helper's Guide is designed to provide engaging and fun group activities for cycling enthusiasts. It contains information and activities related to basic bicycle handling, traffic skills and bicycle events and activities the whole group will enjoy. Grades K-6 (40 pages)

Set of 3 PC-08337 \$11.50

Don't Get Stuck: Fix It Video VH-07507 \$9.00

Don't Get Stuck: Fix It DVD DV-08399 \$10.00

Youth may also want their own copy of the video or DVD Don't Get Stuck: Fix It. For ease of use, the preventive maintenance and repair tips shown in the video are color coded so youth can quickly locate just the segment needed.

Bicycle Project Online Site*
www.n4hccs.org/bicycle

* Under construction - available September 2006



Foods Grades 3-12

Foods feature lots of exciting hands on activities. This curriculum is designed around six major themes: healthy food selection, smart food purchasing, food safety and science, food preparation, food preservation, careers and foods around the world.

A - Six Easy Bites BU-07144 \$4.25

Youth prepare foods, do fun experiments and go on fact-finding missions. (52 pages)

B - Tasty Tidbits BU-07146 \$4.25

Youth learn healthy food selection, food safety and smart food purchasing through exciting and challenging activities. (62 pages)

C - You're the Chef BU-07148 \$4.25

Youth explore food careers and learn food preservation and preparation through activities. (82 pages)

D - Foodworks BU-07150 \$4.25

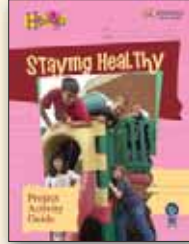
Youth learn about foods and more advanced food preparation. They have access to the fun new web site where they can download recipes from across the country and around the world. (56 pages)

Foods Helper's Guide BU-07730 \$3.95

Helpers will find group activities and answers to the questions posed in the youth guides here and on the website. Developed by Purdue University. (32 pages)

Set of 5 PC-07731 \$20.25

Food Project Online
www.n4hccs.org/foods



Keeping Fit and Healthy

Grades 3-12

1 - First Aid in Action BU-08174 \$3.95

Youth practice first aid skills to treat cuts, scrapes, nosebleeds and bee stings. They learn how to respond to someone who is choking or has broken a bone; assemble a first aid kit; and interview members of the medical profession. (40 pages)

2 - Staying Healthy BU-08175 \$3.95

Youth use a self-assessment tool to identify personal talent areas - "smarts", explore hygiene, nutrition and physical activities, and share what they discover with a new appreciation of personal interests and talents. (40 pages)

3 - Keeping Fit BU-08176 \$3.95

Youth design their own personal fitness plan and track it using their own fitness file. Through interviews and personal experiences youth discover the benefits to being fit as they practice making decisions, managing themselves and speaking with others. (40 pages)

Set of 3 PC-08177 \$11.50

Health Project Online Site
www.n4hccs.org/health



Microwave Magic Grades 3-12

The Microwave Magic Series contains exciting youth activities that focus on using the microwave to prepare everything from simple snacks to complete meals. Developed by Purdue University.

A - Bags of Tricks BU-08087 \$3.95

Youth engage in activities to understand how the microwave works, learn to use the microwave safely and prepare foods such as scrambled eggs, apples, popcorn treats, fudge and desserts. (40 pages)

B - Micro Magicians BU-08088 \$3.95

Youth participate in activities on understanding watts and prepare foods such as potatoes, vegetables, pudding bar cookies, beans, upside down cake and brownies. (40 pages)

C - Amazing Rays BU-08089 \$3.95

Through activities youth practice more advanced microwave techniques such as shielding, defrosting and browning. (40 pages)

D - Presto Meals BU-08090 \$3.95

Youth learn techniques such as adapting recipes for the microwave, blanching fruits and vegetables and stacking whole meals. (40 pages)

Microwave Helper's Guide BU-08091 \$3.95

This guide for helpers includes group activities and answers to the questions posed in the youth guides. (28 pages)

Set of 5 PC-08092 \$19.25



Science, Engineering and Technology

Science



Science Discovery Series

Grades 3–6

Whether you are a school teacher, camp counselor, 4-H Club leader or home school, you will find the lessons in the Science Discovery Series are as much fun and interesting to teach as they are for youth to experience. Each lesson plan outlines subject matter and life skill objectives, materials needed, background information, a lesson outline containing detailed instructions, optional activity references and resources, glossary and an evaluation instrument.

Developed by Rutgers, the State University of New Jersey.

Science Discovery 1	BU-07914	\$10.00
Youth develop science skills as they explore whales, rocks and minerals, water quality, trees and recycling. Grades 3–5. (76 pages)		
Science Discovery 2	BU-07915	\$15.00
Youth explore weather, spiders, oceanography, trees and astronomy. Grades 4–6. (204 pages)		
Set of 2	PC-07916	\$23.00

Ag in the Classroom



Afterschool Agriculture

Grades 3–5



Looking for ways to introduce young people to the world of agriculture and life sciences while expanding your collection of fun-filled after school science activities keyed to national standards? Then this curriculum 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 was designed to increase

agricultural literacy among 3rd - 5th grade audiences while developing their understanding, appreciation and application of science through a variety of agriculturally- based activities.

Acres of Adventures 1	BU-08330	\$7.50
Adults and older youth will 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)		
Acres of Adventures 2	BU-08331	\$7.50
This group activity guide for the after school teacher provides ready to use lesson plans that will quickly involve youth in experiential activities related to the following thematic units: Insect Invasion, Farm Physics, Agriculture Gone Wild, Frontier Living (100 pages)		
Set of 2	PC-08332	\$14.50

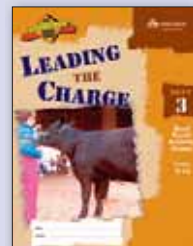
Afterschool Agriculture Project Online Site *
www.n4hccs.org/afterschoolag

* Under construction – available September 2006

Animals



This popular series of 50 separate pieces for youth grades 3–12 includes sets of activity guides for 12 different animal projects and a single guide Exploring Farm Animals, for grades K–3 experiences. Youth explore all aspects of the project while they practice developing important life skills. Each 40-page youth activity guide includes a separate achievement program and 12–15 activities that promote active learning and interaction with other youth, adult helpers, family members and the community. The 40-page group helper guides may be used by older youth, teachers and project leaders to conduct group youth activities. Additional samples of activities and information about animal science projects and resources may be found on the 4-HCCS web site: www.n4hccs.org.



Beef Grades 3–12

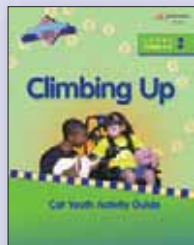
The Beef "Skills for Life" Series is packed with project information and fun, learn-by-doing activities for youth of all ages.

1 – Bite into Beef	BU-08143	\$3.95
Youth engage in activities to identify breeds, locate parts, judge, halter break a calf, fit a steer, show a calf, recognize a healthy animal, select feed ingredients and shop for beef and beef by-products. (40 pages)		
2 – Here's the Beef	BU-08144	\$3.95
The activity guide challenges youth with activities related to leg structure, presenting oral reasons in judging, feed ingredients, behavior, nose printing, parasites, fitting, ethical issues, beef carcass composition and retail meat cuts. (40 pages)		
3 – Leading the Charge	BU-08145	\$3.95
Selection and judging, feeds, careers, health, reproduction, and meats and marketing encourage youth to deepen their learning. (40 pages)		
Beef Group Helper's Guide	BU-08146	\$3.95
Helpers find a variety of group learning activities, including skillathons, quiz bowls, games, presentations, Beef Bingo and several management skill activities. (40 pages)		
Set of 4	PC-08147	\$15.40

Calf Pattern	BU-07332	\$3.95
Presentations will be more successful using a model calf made from this pattern. Youth can demonstrate many management practices including taking temperature, castrating, dehorning and many more.		

Beef Project Online Site
www.n4hccs.org/beef

Animals



Cat *Grades 3–12*

Youth will enjoy and understand their cats more as they learn through the activities in this series.

1 – Purr-fect Pals BU-08148 \$3.95

As youth begin their learning about cats, they engage in activities to select a cat, identify breeds, name the parts of a cat, handle and groom, a cat, care for its health and budget for its care. (40 pages)

2 – Climbing Up! BU-08149 \$3.95

Youth step up their learning through activities on cat senses, the meaning of cat sounds, tricks they can teach a cat, signs of illness and health, emergency situations, feeding, special diets, traveling with a cat and showing it. (40 pages)

3 – Leaping Forward BU-08150 \$3.95

Youth explore veterinary procedures, cat body systems, diseases, reproduction, genetics, older cat needs, behavior, showmanship, community laws, animal welfare and personal strengths. (40 pages)

Cat Group Helper's Guide BU-08151 \$3.95

Helpers will find the group activities in this guide an excellent way to involve everyone in learn-by-doing cat project sessions. (40 pages)

Set of 4 PC-08152 \$15.40

Cat Project Online Site*
www.n4hccs.org/cat

* Under construction – available September 2006



Dairy Cattle *Grades 3–12*

Youth build their dairy knowledge and skills as they complete the activities in this series.

1 – Cowabunga! BU-08161 \$3.95

Youth explore dairy cattle breeds, select calves, identify parts of dairy cattle, recognize desirable traits, identify stages of calving and care, pack a show box, and groom and show a calf. (40 pages)

2 – Mooving Ahead BU-08162 \$3.95

Youth deepen their learning by focusing on housing, hay quality, milking, keeping animals healthy, parasites, behavior, and food safety. They explore ethical decision making, judging and careers. (40 pages)

3 – Rising to the Top BU-08163 \$3.95

Advanced youth practice mastitis detection, balancing a ration, pregnancy detection, delivery of calf, body condition scoring, selecting cattle through records, promoting dairy products and exploring career opportunities. (40 pages)

Dairy Cattle Helper's Guide BU-08164 \$3.95

These activities will bring any meeting to life. Helpers guide youth as they play Dairy Bingo, and participate in dairy quiz bowls, dairy pyramid game and a dairy skillathon! (40 pages)

Set of 4 PC-008165 \$15.40

Calf Pattern BU-07332 \$3.95

Presentations will be more successful using a model calf made from this pattern. Youth can demonstrate many management practices including taking temperature, castrating, dehorning and many more.

Dairy Cattle Project Online Site
www.n4hccs.org/dairy cattle



Dairy Goat *Grades 3–12*



Whether it's exploring goat management, selection, health, reproduction, showing, judging products or careers, youth from novice to expert will expand their dairy goat knowledge and skills. Participants will also practice the life skills of record keeping, decision making, leadership, communication, planning and organizing and more.

1 – Getting Your Goat BU-08352 \$3.95

Whether youth own a dairy goat or are just curious about goats, these activities provide enjoyable, hands-on experiences to introduce them to goats. Selection, feeding, management, fitting, showing and responsible goat ownership are emphasized. (40 pages)

2 – Stepping Out BU-08353 \$3.95

Youth with goats explore how to keep their goats healthy, feed them for maximum production, prepare for kidding, develop judging skills, milk goat properly and much more. Exciting activities for teams and individuals are included. (40 pages)

3 – Showing the Way BU-08354 \$3.95

Experienced goat project youth will find these advanced activities challenging and fun as they delve into genetics, careers, national industry issues, diseases, biosecurity, body condition scoring, linear appraisal, breeding programs, pedigrees, dystocia, quality assurance and leadership opportunities. (40 pages)

Dairy Goat Helper's Guide BU-08355 \$3.95

Helpers will appreciate this resource as they plan group meetings to get youth involved and excited to learn about goats. Youth will enjoy playing goat-related games, conducting skillathons, giving demonstrations, participating in showmanship contests and experiencing many other fun and educational group activities. (40 pages)

Set of 4 PC-08356 \$15.40

Kid Pattern BU-07514 \$3.95

The realistic kid sewn from this pattern is an excellent training aid to practice over 25 management and judging skills.

Dairy Goat Project Online Site*
www.n4hccs.org/dairygoat

* Under construction – available September 2006



Dog *Grades 3–12*

Every youth who has a dog will enjoy this series. Not only are the activities fun and educational, but they also help the dog become a perfect member of the family.

1 – Wiggles and Wags BU-08166 \$3.95

Youth learn basic skills for dog care and training. Activities include knowing breeds, selecting a dog, knowing the parts of a dog, keeping a dog healthy and groomed, training and much more. (40 pages)

2 – Canine Connection BU-08167 \$3.95

Youth explore more about dog health, nutrition, care, genetic problems, population control, showmanship, training, ethics and budgeting. (40 pages)

3 – Leading the Pack BU-08168 \$3.95

Experienced youth investigate responsible breeding, diseases, caring for geriatric dogs, training, service dogs, dog roles and careers related to dogs. This guide provides youth with numerous leadership opportunities. (40 pages)

Dog Helper's Guide BU-08169 \$3.95

Group games and activities provide helpers with ideas for facilitating learning. Service learning opportunities are encouraged. Training activities and resources are highlighted. (40 pages)

Set of 4 PC-08170 \$15.40

Dog Project Online Site
www.n4hccs.org/dog

Developing
Skills for Life!

Animals



Exploring Farm Animals

Grades K-3

Exploring Farm Animals BU-06350 \$3.95

Adult and teen helpers enjoy involving youth grades K-3 in learn-by-doing activities. Horses, goats, rabbits, pets, beef cattle, pigs, poultry and dairy cattle are explored. Youth learn the care and feeding of farm animals, how to be safe around animals, identify species, products, terms and animal body

parts. Worksheets and games are included. (40 pages)

Developing
Skills for Life!



Horse

Grades 3-12

These horse project guides provide an interactive curriculum for youth that is hands-on and grounded solidly in subject matter. Youth will develop life skills while exploring horse science.

1 – Giddy Up & Go BU-08053 \$3.95

Youth who may or may not have a horse or pony of their own but want to learn about horses will enjoy Giddy Up & Go. They will learn the basics of horse behavior, breeds, and safety around horses through a variety of activities, including teaching others. (40 pages)

2 – Head, Heart & Hooves BU-08054 \$3.95

Youth learn more about acquiring and raising a horse including selecting a horse, horse nutrition and care, equine teeth and bones, judging, including giving oral reasons and much more. (40 pages)

3 – Stable Relationships BU-08055 \$3.95

Youth explore horse reproduction, diseases and health care, pasture management, providing appropriate shelter and building a financial plan. (40 pages)

4 – Riding the Range BU-08056 \$3.95

Youth learn nine basic riding skills and ten horsemanship skills, training techniques, trail riding and selection and use of tack. (40 pages)

5 – Jumping to New Heights BU-08057 \$3.95

Youth learn more advanced riding skills, the Quarter System, horse showmanship, ethics and leadership. (40 pages)

Horse Helper's Guide BU-08058 \$3.95

Get everyone involved at group meetings using any of the 17 featured group activities. (40 pages)

Set of 6 PC-08059 \$23.00

Horse Project Online Site
www.n4hccs.org/horse



Meat Goat Grades 3-12

This series engages youth in activities related to breeds, health care, grooming, production, reproduction, management, showmanship, marketing and careers.

1 – Just Browsing BU-07909 \$3.95

Youth will do more than “Just Browsing”. They’ll learn goat breeds and selection, feeding and management, goat health, goat body parts, record

keeping, meat goat and dairy conformation, show preparations and sportsmanship. (40 pages)

2 – Get Growing with Meat Goats BU-07910 \$3.95

Youth actively explore goat diseases, identifying poisonous plants, determining body condition, water quality, goat predators, kidding, goat reproduction, the veterinary profession, selecting stock and showing meat goats. (40 pages)

3 – Meating the Future BU-07911 \$3.95

Youth discover how to select breeding sires, balance a ration, prevent diseases, control internal and external parasites, practice bio-security, practice sound ethics, conduct a meat goat judging clinic, judge goats, give oral reasons and explore meat goat products. (40 pages)

Meat Goat Helper's Guide BU-07912 \$3.95

This guide is packed with activities that involve the entire group. Youth enjoy planning a program, completing project records, developing a management calendar, conducting a meat quality assurance program, participating in quiz bowls, skillathons and tours, giving a presentation and exploring goat related careers. (40 pages)

Set of 4 PC-07913 \$15.40

Meat Goat Project Online Site
www.n4hccs.org/meatgoat



Pets Grades 3-12

From gerbils to snakes, frogs to ferrets, youth will find these action packed activity guides make learning about pets fun and exciting.

1 – Pet Pals BU-06359 \$3.95

Youth learn about pets through activities such as selecting a pet, identifying pet parts, pet art,

handling pets, providing the right kind of housing and meeting the daily needs of pets. (40 pages)

2 – Scurrying Ahead BU-06360 \$3.95

Youth develop planning and decision making skills as they practice feeding and caring for their pets, observing pet behavior, exhibiting pets, debating pet sayings and creating a story about a pet. (40 pages)

3 – Scaling the Heights BU-06361 \$3.95

Through these activities youth explore genetics, pet issues, reproduction, caring for newborns, starting a business and entering exciting careers. (40 pages)

Pet Helper's Guide BU-06362 \$3.95

Project helpers will find many fun and engaging group games and activities to further expand the pet project experience for youth. (40 pages)

Set of 4 PC-06374 \$15.40

Animals



Poultry *Grades 3–12*

Youth with an interest in poultry will find lots to learn and lots to do through the poultry activity guides.

1 – Scratching the Surface BU-06363 \$3.95

Youth participate in activities such as identifying poultry species and breeds, selecting poultry, feeding and handling, washing and showing poultry, exploring an egg and cooking eggs. (40 pages)

2 – Testing Your Wings BU-06364 \$3.95

Youth select layers, keep their poultry healthy, identify pecking order in a flock, read a feed tag, explore retail products, identify poultry bones, grade carcasses, use the Standard of Perfection to evaluate poultry, make a budget and examine an egg using an egg candler. (40 pages)

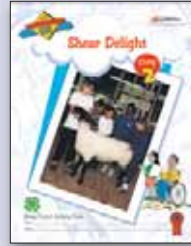
3 – Flocking Together BU-06365 \$3.95

Youth develop leadership skills by managing a flock, processing chickens, exploring careers, planning a judging clinic, conducting poultry games and discussing values and ethics. (40 pages)

Poultry Helper's Guide BU-06366 \$3.95

Helpers learn to guide youth as they participate in 15 learn-by-doing group activities. (40 pages)

Set of 4 PC-06375 \$15.40



Sheep *Grades 3–12*



Both youth and volunteers will enjoy these experientially-based project materials as they explore the world of sheep. The sheep series consists of three youth activity guides, the Helper's Guide and a lamb pattern.

1 – Lambs, Rams and You BU-08370 \$3.95

Youth who own sheep or are just curious about them will learn about sheep parts, breeds and how to care for sheep through hands-on experiences. (40 pages)

2 – Shear Delight BU-08371 \$3.95

Youth with sheep will explore how to keep their sheep healthy, feed them for optimal production, prepare for lambing, develop judging skills and much more through a wide range of activities! (40 pages)

3 – Leading the Flock BU-08372 \$3.95

Experienced sheep project youth will find these advanced activities challenging and fun as they develop leadership and teaching skills, develop a business plan and explore genetics, careers and national industry issues. (40 pages)

Sheep Helper's Guide BU-08373 \$3.95

Helpers will look forward to conducting project meetings that get youth involved and excited about learning. Youth will enjoy playing sheep word games, conducting skillathons, participating in showmanship contests and experiencing many other fun and educational group activities. Grades 3–12. (40 pages)

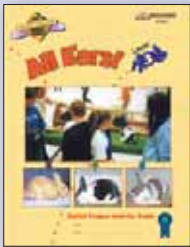
Set of 4 PC--08374 \$15.40

Lamb Pattern BU-07514 \$3.95

The realistic model lamb made from the Lamb Pattern can be docked, navel treated, castrated, treated for entropion, tubed and even have its temperature taken. This model lamb makes an excellent resource for project meetings and demonstrations.

Sheep Project Online Site *
www.n4hccs.org/sheep

* Under construction – available September 2006



Rabbit *Grades 3–12*

Any youth who likes rabbits will find fun and enjoyment as they use these activity guides to learn more and develop skills.

1 – What's Hoppening? BU-08080 \$3.95

Youth learn selection, handling, breeds, parts, management, equipment, feeding, health, breeding and kindling. (40 pages)

2 – Making Tracks BU-08081 \$3.95

Through activities, youth learn to select a rabbit, detect diseases, tattoo their rabbit, keep records, show rabbits, and judge rabbits, including giving oral reasons. (40 pages)

3 – All Ears BU-08082 \$3.95

Advanced youth fully explore rabbit management practices through breeding, genetics, culling, designing a rabbitry, marketing rabbits, preventing diseases and registering a rabbit. (40 pages)

Rabbit Helper's Guide BU-08083 \$3.95

Fifteen exciting rabbit group activities make group learning fun and educational. (40 pages)

Set of 4 PC-08084 \$15.40

Rabbit Pattern BU-07199 \$3.95

The model rabbit is so realistic it could win a prize. It is an excellent model for identifying parts, determining sex, checking for disqualifications, practicing handling, trimming nails, showing and many other management practices.

Rabbit Project Online Site
www.n4hccs.org/rabbit



Swine *Grades 3–12*

Youth will go "hog wild" over these swine activity guides. The Swine Facts section in each activity is filled with subject matter for those who want to know more.

1 – The Incredible Pig BU-08065 \$3.95

Naming breeds, learning body parts, judging market hogs, exploring a digestive system, examining a healthy pig, identifying pork cuts, practicing fitting and showing are just a few of the activities for youth. (40 pages)

2 – Putting the Oink in Pig BU-08066 \$3.95

Exciting challenges for youth include managing baby pigs, balancing a ration, exploring swine diseases, preparing pork, discovering swine careers and packing a show box. (40 pages)

3 – Going Whole Hog BU-08067 \$3.95

Advanced youth plan a breeding system, judge breeding gilts, design a swine operation, complete a job application plus many more activities. (40 pages)

Swine Helper's Guide BU-08068 \$3.95

Group activities such as quiz bowls, skillathons, glossary games, swine pyramid, exploring a meat counter and understanding quality assurance keep youth involved. (40 pages)

Set of 4 PC-08069 \$15.40

Baby Pig Pattern BU-07201 \$3.95

The baby pig can be used to practice ear notching, castrating, docking, injecting, clipping needle teeth and many more swine management activities.

Swine Project Online Site
www.n4hccs.org/swine

Biological Sciences



Embryology in the Classroom *Grades 2–8*

Youth egg-splore the science of embryology from egg to chicken. This school-based curriculum is designed in two levels and correlated to the National Science Standards. Embryology, the study of the unborn, will help youth learn about the mystification of how eggs are formed and chicks are born. Students and teachers alike will find this curriculum to be both egg-citing and experiential.

Hatching Classroom Projects— Helper's Guide Beginner

BU-07595 \$6.25

Youth journey on a road that is unseen by many. Several hands-on activities will amaze them while they build a candler and make a brooder box for baby chicks. Grades 2–5. (48 pages)



Experiments in Poultry Science—Helper's Guide Advanced

BU-07596 \$6.25

Youth conduct several experiments that reinforce the scientific method. Student work sheets, color posters and interactive web based curriculum experiences support each level. Grades 6–8. (52 pages)

Set of 2 PC-07603 \$12.25

Chick Development Poster

MI-07733 \$5.00

This 16" x 22" poster makes an excellent training aid to show in vivid color the development of the embryo from day three through day 19.

Embryology Project Online Site
www.n4hccs.org/embryology



Entomology—Insectaganza of Excitement *Grades K–6*

Youth explore the amazing world of insects and their arthropod relatives. They use hands-on activities to learn valuable life skills through insects found in the soil, on plants, in homes, on pets and in other secret places!

1 – Creepy Crawlies BU-06853 \$3.95

Youth learn how to make an insect collection, where to look for insects and how to identify and classify insects. (40 pages)

2 – What's Bugging You? BU-06854 \$3.95

With activities like Bugs on Canvas, Designer Bugs, How Sweet It Is, Bobby Buggy Bumpers and Peek-A-Bug every experience is a new adventure. Youth develop communication skills, identify insects to order, design insects, complete an insect collection table, plan an insect collection trip, rear meal worms, explore insect legs and collect insects with an extractor. (40 pages)

3 – Dragons, Houses and Other Flies BU-06855 \$3.95

Youth keep an insect journal, determine the effect of food on mealworm larvae production, test ant food preferences, conduct honey bee learning experiments, organize an insect club, use an insect key, plan a butterfly garden, record insect observations, identify insect mouth types, rear mosquitoes and make a spider web display. (40 pages)

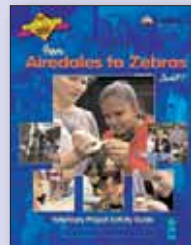
Entomology Helper's Guide BU-06856 \$3.95

This guide provides practical tips, 14 group activities and supplementary information. Youth compare the leaping abilities of humans and insects, rear and release monarch butterflies, explore how insects transmit disease, study insect behavior, learn insect words, participate in a night safari, develop an insect promotion campaign and conference judge. (40 pages)

Set of 4 PC-06883 \$15.40



Developing Skills for Life!



Veterinary Science

Grades 3–12

This series will lead youth through an exploration of the exciting world of veterinary science.

1 – From Airedales to Zebras BU-08048 \$3.95

Youth learn about the normal animal, basic anatomy and systems, elementary principles of disease and careers with animals. (40 pages)

2 – All Systems Go BU-08049 \$3.95

Youth examine health and disease topics, normal and abnormal conditions in animals, and veterinary careers. (40 pages)

3 – On the Cutting Edge BU-08050 \$3.95

Youth participate in deeper investigations of normal and abnormal systems, preparation for college and exploration of the diversity of the veterinary profession. (40 pages)

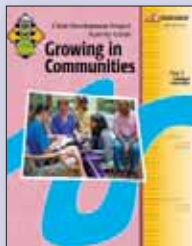
Veterinary Science Helper's Guide BU-08051 \$3.95

These supplemental materials provide helpers with activities to facilitate learning for various ages of youth. Numerous group activities help youth develop essential life skills as they pursue their interest in veterinary medicine. (40 pages)

Set of 4 PC-08052 \$15.40

Veterinary Science Project Online Site
www.n4hccs.org/veterinaryscience

Consumer and Family Science



Child Development – Kids on the Grow *Grades 3–12*

Youth learn about how children grow and develop and how they can care for themselves, their family and community. This guide is excellent for 4-H, after school programs and home school. The curriculum is designed to wrap around the new Red Cross Babysitter's Handbook.

1 – Growing On My Own BU-08075 \$3.30
Youth explore how they grow and develop, how to inspect toddler's toys and make their home hazard free. They also learn more about their roles in life, how to handle their emotions and accept differences in others. (20 pages)

2 – Growing with Others BU-08076 \$3.95
Youth learn about self care, rules, responsibility and safety and are introduced to babysitting. They learn to work with others and gain awareness of common dangers in their world. (40 pages)

3 – Growing in Communities BU-08077 \$3.95
Youth explore 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. (40 pages)

Child Development Helper's Guide BU-08078 \$3.95
This guide features nine engaging group activities. Youth are encouraged to work with younger kids in after school programs, day care centers, day camps as well as with kids in their own 4-H club. (40 pages)

Set of 4 PC-08079 \$14.75

Child Development Project Online Site
www.n4hccs.org/childdevelopment



Changing Spaces

Grades 3–12

New!
2006

From decorating a room and arranging furniture to landscaping personal or private property, the Changing Spaces designer plans the use of indoor and outdoor space. Designers learn to select plantings and choose furnishings and accessories using style and color. Youth interested in interior or exterior design of personal or public areas will enjoy this series.

Designing Indoor and Outdoor Spaces

1 – Design Detective BU-08340 \$3.95

It's an open and shut case! Beginning designers seek ideas and discover how the principles and elements of design relate to personal space. This guide contains creative hands-on activities and connections to DVD and Web resources. (40 pages)

2 - Designer in Me BU-08341 \$3.95
Me, a creative designer? Intermediate designers decorate with flair! By participating in learn-by-doing activities, youth practice design principles, improve creative thinking and self-expression skills. Focus is on space, lighting, the value in "second time around" items and home and garden construction. (40 pages)

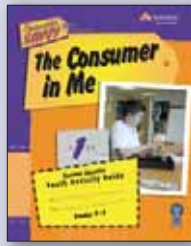
3 – Designer Studio BU-08342 \$3.95
Advanced designers practice their creative decision-making and problem-solving skills. Youth investigate the artistic use of design for indoor and outdoor living spaces. They explore interests in planning community projects and of design careers through the internet, video and in-person professionals. (40 pages)

Changing Spaces Helper's Guide BU-08343 \$3.95
Youth experience the elements and principles of design in groups assisted by a helper. Activities encourage youth to determine personal design preferences, create original space designs and expand thinking from personal to community space. Group learning promotes confidence in advanced planning for indoor and outdoor space, and in career development. (40 pages)

Set of 4 PC-08344 \$15.40

Changing Spaces Project Online Site *
www.n4hccs.org/changingspaces

* Under construction – available September 2006



Consumer Savvy

Grades 3–12

Youth consume more than \$175 billion of goods and services each year. Through Consumer Savvy youth will become informed and responsible consumers in today's dynamic marketplace.

1 – The Consumer in Me BU-08030 \$3.95
Youth experience what it means to be a consumer through saving, spending and sharing. (40 pages)

2 – Consumer Wise BU-08031 \$3.95
Youth realize the influence of peer pressure and the power of advertising as they learn to make independent decisions when shopping. (40 pages)

3 – Consumer Roadmap BU-08032 \$3.95
Teens navigate the potholes in the marketplace en route to becoming savvy consumers. (40 pages)

Consumer Savvy Helper's Guide BU-08033 \$3.95
This guide includes resources for helpers who facilitate learning for all ages of youth. Numerous group activities help youth develop essential life skills as they pursue their interest in consumer education. (40 pages)

Set of 4 PC-08034 \$15.40

Consumer Savvy Project Online Site
www.n4hccs.org/consumersavvy



Sewing Expressions

Grades 4–12

Youth learn to be smart clothing consumers and they have numerous avenues to create garments and unique costumes.

1 – Under Construction BU-08060 \$3.95
Youth have opportunities to create garments and unique costumes. (40 pages)

2 – Fashion Forward BU-08061 \$3.95
Youth develop buying strategies, accessorizing, apparel design and recycling skills. (40 pages)

3 – Refine Design BU-08062 \$3.95
Advanced youth learn recycling, starting a business and the social and psychological influences of clothing. (40 pages)

Sewing Expressions Helper's Guide BU-08063 \$3.95
A wide range of experientially based activities provide methods for helpers to motivate youth to learn sewing while developing critical life skills. (40 pages)

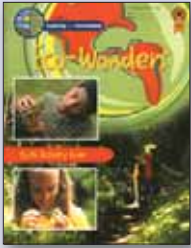
Let's Sew Book MI-07198 \$7.25
The popular book on sewing skills, Let's Sew by Nancy Zieman is recommended as a resource.

Set of 5 PC-08064 \$22.25

Sewing Expressions Project Online Site
www.n4hccs.org/sewing

Developing

Environmental Education



Exploring Your Environment

Grades 3–12

Youth experience the challenge and excitement of exploring the ecology, science, and technology of the environment.

1 – Eco-Wonders BU-07704 \$4.25

Youth experience the four elements of life, connections among living things and how all plants and animals are affected. (60 pages)

2 – Eco-Adventures BU-07705 \$4.25

Youth engage in encouraging and challenging outdoor activities. (68 pages)

3 – Eco-Actions BU-07706 \$4.25

Youth develop scientific thinking and processing skills in relationship to basic ecological concepts. (68 pages)

Exploring Your Environment Helper's Guide BU-07707 \$4.25

Useful information and activities for helpers to plan, manage and teach an environmental education program are the mainstays of this guide. (60 pages)

Set of 4 PC-07708 \$16.00



Fishing for Adventure

Grades 3–12

The 4-HCCS Sportfishing materials take youth on a journey that includes the old time favorites of fishing.

1 – Take the Bait BU-07598 \$3.95

Youth have fun tying knots, casting to a target, rigging various lines, selecting tackle, identifying where the fish are, using different baits and lures, identifying fish, cooking fish and naming internal and external fish parts. (40 pages)

2 – Reel In the Fun BU-07599 \$3.95

Youth locate fishing information on the web, cast using a spinning rod and fly rod and bait casting reel, practice responsible citizenship, research fishing regulations, decorate a lure, sew a fly wallet, tie an artificial fly and test a water sample. (40 pages)

3 – Cast Into the Future BU-07600 \$3.95

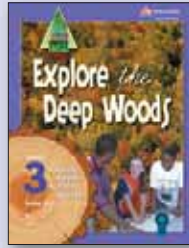
Youth develop their leadership skills as well as their fishing skills as they take a friend fishing, demonstrate how to disassemble and reassemble a fishing reel, design and conduct a sportfishing skillathon, make artificial flies, design and craft a lure, customize tackle, build and use a kick net, respond to ethical situations and interview a professional fisherman. (40 pages)

Fishing for Adventure Helper's Guide BU-07601 \$3.95

For the helper looking for activities that will involve the entire group and even parents, this guide is an excellent resource. Youth work together to identify fish characteristics, plan the club year, design a fish print t-shirt, powder paint a jig head, make a plastic worm, tie knots, complete a boat safety checklist, plan and conduct a fishing trip, play PERCH Bingo, organize a sportfishing quiz bowl and conduct a fishing skillathon. (40 pages)

Set of 4 PC-07604 \$15.40

**Fishing Project Online Site
www.n4hccs.org/fishing**



Forestry—Forests of Fun

Grades 3–12

The Forests of Fun curriculum opens the world of forests to youth. At every age level youth engage in activities to learn about trees, forests, forest ecology and human reliance on forests. Youth discover forest resources near home and around the world.

1 – Follow the Path BU-08038 \$3.95

Youth explore types of trees and tree parts, characteristics of various forests, what forests need to grow and thrive and the products people get from trees and forests. (40 pages)

2 – Reach for the Canopy BU-08039 \$3.95

Youth take a closer look at the inner-workings of trees, explore forest change, learn about forest health concerns and discover the health benefits that trees have on people. (40 pages)

3 – Explore the Deep Woods BU-08040 \$3.95

Youth examine and distinguish types of trees, look at forests on a global scale, learn to care for trees and think about how to conserve forests. (40 pages)

Forestry Helper's Guide BU-08041 \$3.95

This guide provides useful forest information, group youth activities and practical tips for helpers. Using this curriculum, youth develop a life-long appreciation for forests and have loads of fun in the process. (40 pages)

Set of 4 PC-08042 \$15.40

**Forestry Project Online Site
www.n4hccs.org/forestry**



Outdoor Adventures

Grades 3–12

Youth experience the fun and excitement of the outdoors as they explore the activities in the Outdoor Adventure Series. They progress from day hikes to overnight camping trips and finally to extended backpacking expeditions as they hike through the three activity guides and the Helper's Guide. Featured are experiences related to food, shelter, Leave No Trace ethics, safety, navigation, equipment and camp management.

1 – Hiking Trails BU-08043 \$3.95

Youth learn shelter selection, Leave No Trace camping skills, outdoor cooking, and environmental awareness and appreciation. (40 pages)

2 – Camping Adventures BU-08044 \$3.95

Youth experience planning and taking a day hiking trip. There are activities that include clothing needs, what to pack in a daypack, reading topographic maps and orienteering skills. (40 pages)

3 – Backpacking Expeditions BU-08045 \$3.95

Through these activities youth focus on being on the trail for an extended period of time. They consider clothing needs, setting up tents, using backcountry stoves, basic nutritional needs, menu planning for multi-day hikes, and personal hygiene and basic first aid. (40 pages)

Outdoor Adventures Helper's Guide BU-08046 \$3.95

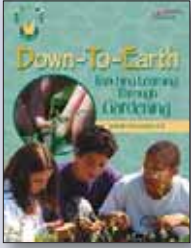
This guide enables helpers to facilitate the teaching of the three levels of the Outdoor Adventures curriculum. Activities include risk management, the role of a leader, trip planning, health care planning, menu planning, "Leave No Trace" camping ethics, adapting programs to special needs populations and evaluation of programs. (40 pages)

Set of 4 PC-08047 \$15.40

**Outdoor Adventures Project Online Site
www.n4hccs.org/outdooradventures**

Skills for Life!

Plants and Gardening



Classroom Gardening

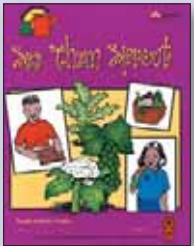
Grades 4-6

**Down-to-Earth —
Gardening in the
Classroom**

BU-07714 \$14.00

Down-to-Earth assists the helper in using gardening as a means to explore plant growth and development. Through this hands-on, minds-on program, youth learn the basics of botany, the gist of gardening, the essentials of ecology and much

more. Through gardening youth stimulate their senses and cultivate science process and life skills. By gathering data via the scientific method, youth feel a sense of pride and responsibility. This award winning 88 page activity guide is an excellent resource for school enrichment programs, organized 4-H clubs, school age child care educators, after school programs, nature centers, summer youth camps, scouts and traditional school settings. Developed by North Carolina A & T University. (144 pages)



Gardening Grades 3-12

Youth who like to work outdoors and get their hands dirty, plant seeds and watch them grow, will enjoy this series. Developed by Purdue University.

A – See Them Sprout BU-07162 \$3.95

Youth learn to plan a garden as well as plant the seeds, use garden tools safely and harvest crops. Youth autograph pumpkins, grow plants from roots, make a rain gauge and roast pumpkin seeds. (44 pages)

B – Let’s Get Growing BU-07163 \$3.95

Youth use transplants in a garden, start seeds indoors, observe how plants respond to light and grow new plants from plant parts. They make a worm box, freeze vegetables and make a compost pile. (44 pages)

C – Take Your Pick BU-07164 \$4.40

Youth learn to test and improve soil, extend the growing season, cross-pollinate flowers and assist others in garden projects. Youth also explore photosynthesis, plant, harvest, and dry herbs, and learn to pickle vegetables. (56 pages)

D – Growing Profits BU-07165 \$4.40

Youth explore double crop planting methods, the effects of pollution on plants, plant genetics, pest management and starting a plant business. Youth learn how to construct raised beds for planting, investigate hydroponics and spuds in space. (60 pages)

Gardening Helper’s Guide BU-07166 \$4.75

This guide provides the helper with activities, ideas and content to help support youth growth and learning in a caring and supportive environment. Included are easy-to-use reference tables, and group activities. (108 pages)

Gardening Exhibit Guide BU-07167 \$1.00

This is an excellent resource for youth preparing vegetable exhibits for the fair. In addition to a complete listing of standards for all vegetable exhibits included are examples for special exhibits and how to prepare exhibits. (8 pages)

Set of 6 PC-07168 \$22.00

Engineering and Technology



Aerospace Adventures

Grades K-12

The awesome experiences of flying an airplane, launching a rocket, conquering space and becoming an astronaut or pilot come alive as youth explore Aerospace Adventures. Through fun and challenging activities youth learn about flying, kites, hot air balloons, remote control airplanes, gliders, and rockets as they develop important life skills.

1 – Pre-Flight BU-06842 \$3.30

Wow! Talk about fun! Youth and their helpers have a great time working together as youth learn how to talk like a real astronaut, find out how an airplane works and have fun at the same time. Grades K-2. (20 pages)

2 – Lift-Off BU-06843 \$3.95

Youth blast off with this guide as they fly kites, participate in airplane contests, launch rockets, explore space, make a glider, construct a straw rocket and experience disorientation. (40 pages)

3 – Reaching New Heights BU-06844 \$3.95

Youth soar as they learn to fly an airplane, launch a rocket, conquer space and become an astronaut or pilot. Controlling flight direction and experiencing shuttle technology add to the fun in this experiential curriculum. Youth make a shuttle on a string, a Japanese kite, a hang glider and a control panel of an aircraft. (40 pages)

4 – Pilot in Command BU-06845 \$3.95

Youth create their own altitude tracker, determine the most fuel efficient routes between airports and make a box kite. Youth also explore pilot certification requirements, evaluate past and present navigation systems, and learn about airport issues in their community or state. (40 pages)

Aerospace Helper’s Guide BU-06846 \$3.95

This helper’s guide provides group oriented experiences that will keep youth coming back for more. Many activities are included in this guide for hands-on experiential group fun such as an aerospace quiz bowls, skillathons and an airport field day. (40 pages)

Set of 5 PC-06881 \$18.50

Aerospace CD-ROM CD-07605 \$15.00

This set contains a CD ROM which includes a complete set of Aerospace materials for individual users with copying prohibited. A multi-site license is available from 4-HCCS (4hcurriculum@n4hccs.org) for \$100.

Aerospace Project Online Site
www.n4hccs.org/aerospace

Developing
Skills for Life!



Engineering and Technology



Computer Power Unlimited *Grades K-12*



The Computer Power Unlimited series will help anyone who uses a computer learn something new! This series provides youth new skills and challenges to increase their competence and value in the digital community regardless of their current computer skills.

Newbie Know-How

Getting Started with Computers BU-08346 \$3.95

For beginners with little or no experience with computers, this guide is an introduction to hardware, software and applications and is supported by an interactive website. Youth use this activity guide to learn all about computers – how they work, what their components are, use of features, programs and more. This piece can also be used as a lesson plan by teens to teach others about technology and computers. (40 pages)

1 – Inside the Box + CD

Building and Repairing Computers BU-08347 \$5.95

Youth build and repair computers, identify the components inside a computer, learn to enhance connectivity potential and explore how components work together. Youth learn-by-doing how to maintain peripherals, upgrade and create connections, install operating systems and create a “dream machine.” The CD included with this guide provides hands-on practice with an operating system as youth learn new skills. (40 pages)

2 – P2P – Peer to Peer

Creating and Managing Networks BU-08348 \$3.95

Advanced youth go in depth with this guide as they discover how to create and manage networks. They explore the issues of responsible computer use, and make decisions about network management, security issues and trouble shooting. (40 pages)

3 – Teens Teaching Tech

Advice for Unplugged Leaders and Adult Helpers BU-08349 \$3.95

Older teens or adults will find this Helper’s Guide essential for learning how to teach others about computers. Teens enhance their leadership skills while organizing a computer club or technology team, establishing a computer lab and more! (40 pages) For additional teaching resources order *Newbie Know-How*.

Set of 4 PC-08350 \$17.25

Computer Project Online Site *
www.n4hccs.org/computer

* Under construction – available September 2006



Electric Excitement

Grades 4-12

Energize and electrify youth with *Electric Excitement*, the 4-HCCS *Electric Energy Series*. Youth demystify the “magic” of electric circuits, magnetism, motors and electronics. From making educated guesses (forming hypotheses) and testing them, to building burglar alarms, to learning how to select really good stereo and other consumer items, these activity guides contain dozens of hands-on, useful, and FUN projects. These materials promote technical and scientific literacy while teaching communication and decision-making life skills.

1 – Magic of Electricity BU-06848 \$3.95

Electricity is everywhere. Youth explore why certain things insulate from electricity better than others, the effect that magnetism has on various substances, how to build a flashlight, build and test a compass, build an electromagnet and electric motor. (40 pages)

2 – Investigating Electricity BU-06849 \$3.95

Decoding circuit diagrams, sending messages by Morse code and building three-way switches are featured. Youth build circuits and test voltages, build a rocket launcher and a burglar alarm as they practice decision making and communication. This unit is designed for youth who understand magnetism, electron flow and circuit design. (40 pages)

3 – Wired for Power BU-06850 \$3.95

Youth build on skills learned in levels 1 and 2 plus learn some new ones, such as measuring electrical usage, replacing electrical switches and determining electrical loads. Youth also evaluate different light bulbs and test for electrical power. (40 pages)

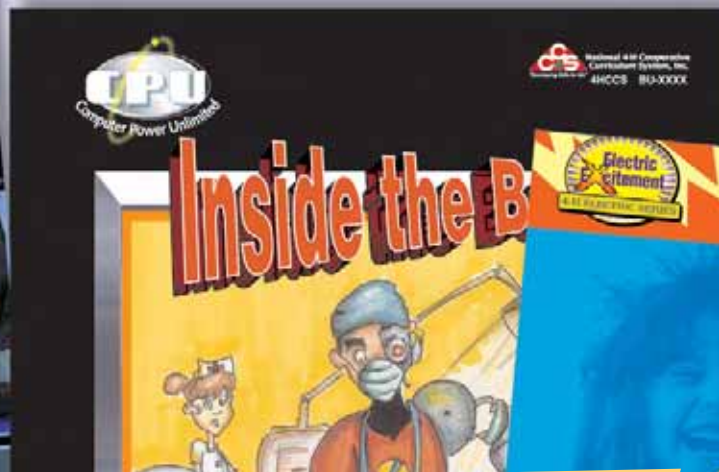
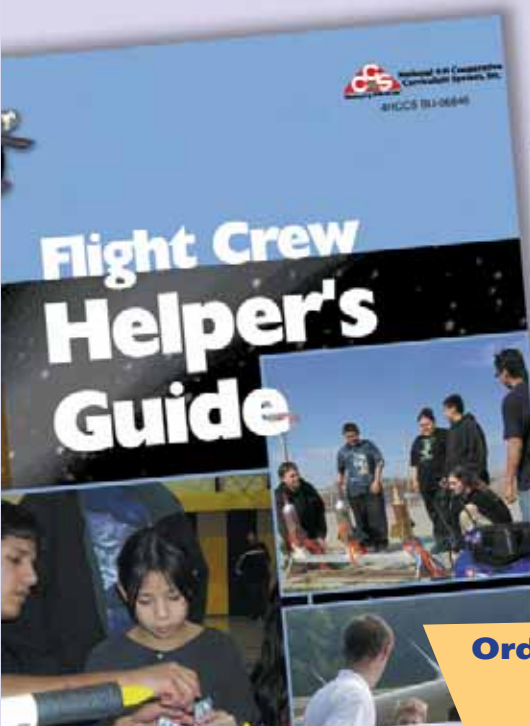
4 – Entering Electronics BU-06851 \$3.95

Youth learn about diodes, transistors, LED’s, photocells, SCR’s, IC’s and amplifiers. This guide is designed for intermediate to advanced learners. An understanding of DC circuits, voltage, amperage, current flow, polarity and some soldering is needed. (44 pages)

Electric Excitement Helper’s Guide BU-06852 \$3.95

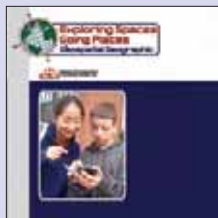
This helper guide has a number of exciting group activities that keep members coming back for more. It includes a variety of group activities that can be organized quickly and conducted with a group of three to fifteen youth. Youth learn how to conduct an electric skillathon, quiz bowls, electric bingo and how to calculate amperage. (40 pages)

Set of 5 PC-06882 \$19.25



Order Online www.n4hccs.org

Engineering and Technology



Geospatial

Grades 4–12



Exploring Spaces, Going Places explores the world of geospatial science and goes where no 4-H project has ever gone before! Accessed entirely on one CD, the three youth levels and helper's guide are valuable resources to anyone interested in geospatial

technology, geographic education, Geographic Information Systems (GIS) and Global Positioning Systems (GPS). Activities correlate with National Education Standards.

Exploring Spaces, Going Places CD **CD-08358** **\$15.00**

1 – Getting Out

Where in the world are you? Youth are introduced to new ways of thinking about geographic positions, navigational tools (like GPS, compasses, maps and globes), identifying locations, measuring distances and more. Project activities like “Mega Bite’s Mystery”, “Map Teller”, “Data Everywhere!” and “The Navigator” make learning fun!

2 – On the Trail

Maps, maps, everywhere! Future map-makers will learn how to collect data, combine the data with geographical positions and then make their own maps. Maps of school grounds, neighborhoods, farms or towns, states and beyond can be made. The choice is theirs!

3 – Reaching Your Destination

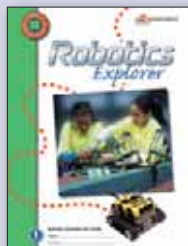
Can maps solve problems? Can they lower traffic congestion, pinpoint pollution sources, boost tourism, reduce disease and control crime? Advanced learners find solutions to problems like these as they develop and use multi-layered maps to solve complex problems within their own communities.

G2 Helper’s Guide

The Helper’s Guide, also included on the CD, supports group activities and group fun. This CD provides the helper with the background and information needed to introduce learners to the world of geospatial concepts, GPS, magnetic compass, maps and GIS. Activities include GPS Treasure Hunt, As the Ring Turns, Navigational Skillathon, I-M-A-G-E Bingo, Letterboxing, GPS Search & Rescue – Find Bubba! and much more!

Geospatial Project Online Site *
www.n4hccs.org/gisgps

* Under construction – available September 2006



Exploring 4-H Robotics

Grades 4–8



This robotics curriculum using the LEGO® Mindstorms product is an ideal way to introduce science, math, engineering and technology skills while teaching life skills to youth ages 9 through 13. By using the activity guides and the Robotics and You CD youth learn to build and program a robot to perform increasingly difficult tasks. When completed, youth will be ready to join the FIRST LEGO League annual national competition.

1 – Robotics EXPLORER **BU-08364** **\$3.95**

Programming concepts are introduced using the RoboLab language. Youth learn what a robot is, how to build one and how to program the robot to use sensors to interact with its environment. Working collaboratively as members of a team, they make decisions and organize information to complete the 14 activities. Note: The Robotics and You CD (listed below) contains support materials needed for the activities in this book. (40 pages)

2 – Robotics PROBE **BU-08365** **\$3.95**

More advanced topics in both programming and mechanics take shape in this second level book. Youth advance their programming techniques, use subroutines and variables to achieve more precise movements of their robots and build their own custom functions. Youth practice and develop creative thinking, decision making and leadership skills. Note: The Robotics and You CD (listed below) contains support materials needed for the activities in this book. (40 pages)

Helper’s Guide - Robotics COACH **BU-08366** **\$3.95**

Robotics Coach is designed to provide helpers with additional group activities related to the life skills and robotics skills introduced in the youth guides. This guide provides the helper with activities to build teamwork and effective communication skills while expanding the youth’s knowledge of robotics. (36 pages)

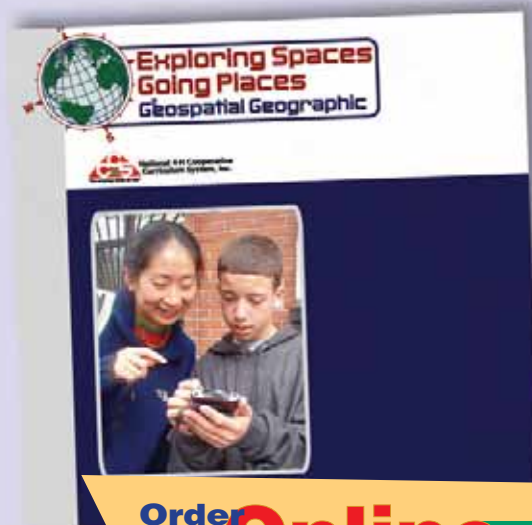
Set of 3 **PC-08367** **\$11.50**

Robotics and You CD **CD-08368** **\$15.00**

The Robotics and You CD-Rom, developed by Carnegie Mellon University’s Robotics Academy, contains over a dozen step-by-step videos designed to teach ROBOLAB programming software. The CD includes information on real-world technologies such as robo-mowers, autonomous pesticide sprayers and automated harvesters. This resource will provide youth and the helpers with additional resources to complete the interactive activities in the Robotics activity guides. Contents include RCX Preflight, real world robots, point turns, modifiers and many more.

Robotics Project Online Site *
www.n4hccs.org/robotics

* Under construction – available September 2006



Engineering and Technology



Small Engines *Grades 3-12*

Lawn mowers, snow blowers, personal water-craft, go carts, model airplanes and ATV's are just a few of the literally hundreds of machines powered by small engines. With over 60 fun activities, the *Start Your Engines curriculum* helps youth understand how small engines work and how to keep them working.

1 – Crank It Up BU-08186 \$3.95

Youth focus on basic small engine knowledge, study external engine parts, discover tools of the trade and learn about the concepts behind what makes small engines work. They explore the uses of small engines and safety issues. (40 pages)

2 – Warm It Up BU-08187 \$3.95

Youth explore the internal parts of engines, learn about engine sizes, compression ratios, seasoning their engines and safety issues. Youth also learn about occupational possibilities and about starting their own business. (40 pages)

3 – Tune It Up BU-08188 \$3.95

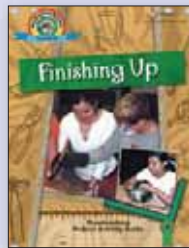
Youth tear down and rebuild an engine, use diagnostic tools, research rules and regulations about using small engine machines and select replacement engines. (40 pages)

Small Engines Helper's Guide BU-08189 \$3.95

The Helper's Guide includes group activities, helpful hints for each activity in the three youth guides and additional small engine project meeting ideas. (40 pages)

Set of 4 PC-08190 \$15.40

Small Engines Project Online Site
www.n4hccs.org/smallengines



Woodworking Wonders

Grades 3-12

Youth create and construct using wood and woodworking tools. From the basics of a tape measure and hammer to advanced equipment like routers and table saws, there's something for everyone. Youth develop life skills like decision-making, planning, organization and problem solving while making fun and useful items.

1 – Measuring Up BU-06875 \$3.95

Youth will develop the basic skills that woodworkers use such as measuring, squaring and cutting a board, driving nails, and using clamps and screws. The final project may be a picture frame, a letter holder, a box or an airplane. (40 pages)

2 – Making the Cut BU-06876 \$3.95

More experienced youth who have used basic hand tools, will measure, cut, sand, drill, use advanced hand and power tools, apply paint and use bolts and staples. Woodworking project choices include building a sawhorse, birdhouse, tool box or stool. (40 pages)

3 – Nailing It Together BU-06877 \$3.95

Youth who are competent with hand tools and have used power tools practice measuring angles, cutting dado and rabbet joints; use a circular saw, a table saw and a radial arm saw; smooth lumber with a hand planer and sand and stain wood. (40 pages)

4 – Finishing Up BU-06878 \$3.95

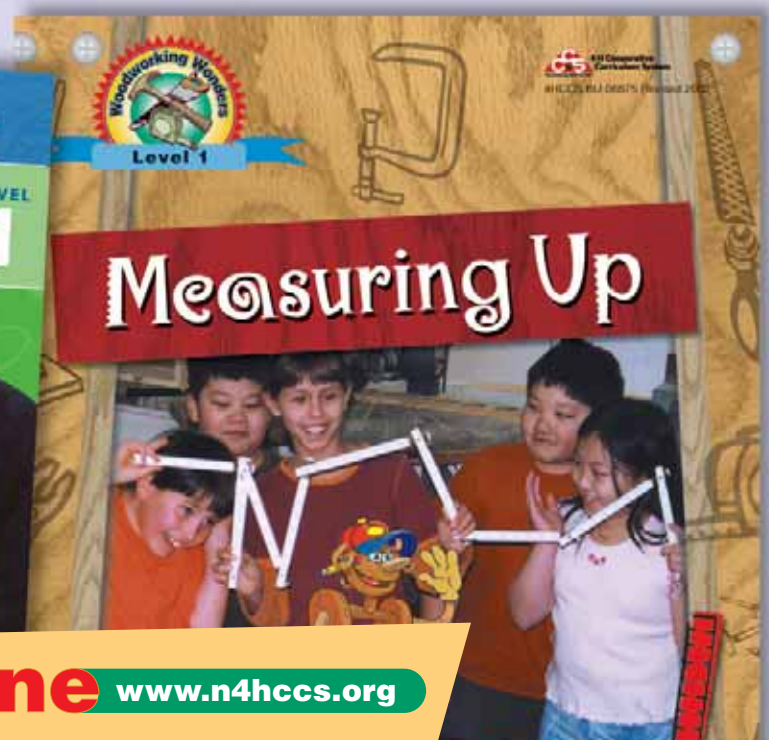
Youth who are wood craftsmen and competent with a table saw, radial arm saw, drill press and jig saw, move up to using a router, portable planer and jointer; making a blind mortise and tenon joint; making dovetail joints; and experimenting with adhesives and various chemical wood strippers. (40 pages)

Woodworking Helper's Guide BU-06879 \$3.95

This guide provides the helper with a variety of group activities that help youth broaden their understanding of the basic woodworking concepts. Each chapter contains ideas to reinforce a life skill. For example, chapter three has a variety of games that youth can play which promote communication. (40 pages)

Set of 5 PC-06887 \$19.25

Developing
Skills for Life!



Order **Online** www.n4hccs.org

Afterschool Program Resources



Afterschool Agriculture *Grades 3-5*



Cultivating Excitement for Science & Agriculture in Afterschool Programs

Looking for ways to introduce young people to the world of agriculture and life sciences while expanding your collection of fun-filled after school science activities keyed to national standards? Then this curriculum 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 was designed to increase agricultural literacy among 3rd - 5th grade audiences while developing their understanding, appreciation and application of science through a variety of agriculturally-based activities.

Acres of Adventures 1 BU-08330 \$7.50

Adults and older youth will 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)

Acres of Adventures 2 BU-08331 \$7.50

This group activity guide for the after school teacher provides ready to use lesson plans that will quickly involve youth in experiential activities related to the following thematic units: Insect Invasion, Farm Physics, Agriculture Gone Wild, Frontier Living (100 pages)

Set of 2 PC-08332 \$14.50

Afterschool Agriculture Project Online Site *
www.n4hccs.org/afterschoolag

* Under construction – available September 2006

Aerospace (page 14)

Arts and Crafts (page 3)

Bicycle Adventures (page 6)

Electric (page 5)

Entomology (page 11)

Theatre Arts (page 4)

Visual Arts (page 4)

Order **Online** www.n4hccs.org

4-HCCS Project Online Websites

Aerospace

Afterschool Agriculture *

Beef

Bicycle *

Cat *

Changing Spaces *

Child Development

Computer *

Consumer Savvy

Dairy Cattle

Dairy Goat *

Dog

Embryology

Entomology

Entrepreneurship

Experiential Learning

Exploring 4-H

Financial Champions

Fishing

Forestry

Geospatial *

Horse

Arts and Crafts

Latino Cultural Arts *

Leadership

Making Youth

Organizations Work *

Meat Goat

Moving Ahead *

Outdoor Adventures

Public Adventures

Rabbit

Robotics *

Science Discovery

Service Learning

Sewing Expressions

Sheep *

Small Engines

Swine

Theatre Arts

Veterinary Science

Visual Arts

Workforce Readiness

Classroom Resources

Computer Mysteries (page 15)

Down-To-Earth – Gardening in the Classroom (page 14)

Embryology in the Classroom (page 11)

Entrepreneurship (page 4)

Exploring 4-H (page 4)

Exploring Your Environment (page 13)

Financial Champions (page 5)

Fishing for Adventure (page 13)

Foods (page 6)

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Latino Cultural Arts (page 4)

Leadership (page 5)

Microwave Magic (page 6)

Pets (page 9)

Science Discovery Series (page 7)

Service Learning (page 3)

Theatre Arts (page 4)

Workforce Readiness (page 5)

Staff and Volunteer Resources

Experiential Learning

Grades K-12

It's here! A tool that will help Extension Educators, professional staff and volunteers in youth programming in all youth organizations make sense of experiential learning. You have lectured, role played and experimented with all sorts of simulations – now you have the real thing. This training teaching package, which consists of a facilitator's guide, video/DVD and website (www.n4hccs.org) uses an experiential training design to illustrate how experiential learning takes place using real volunteers, children and youth. No attempt is made to say that this is the right way, but rather a way that can be modified to fit your style as a facilitator.



Heads-on, Hands-on:

The Power of Experiential Learning

VH-07900

DV-07901

\$30.00

\$30.00

Experiential Learning Project Online Site
www.n4hccs.org/experientiallearning

Moving Ahead



Preparing the Youth Development Professional

This outstanding CD resource prepares adults to work effectively with youth in non-formal (out-of-school) settings. For those who train and orient youth volunteers and professionals, it provides complete lesson plans and participation support materials. Unique instructions for trainers are clear and easy to follow. The use of a "What to Do", "What to Say" format and inclusion of handout and overhead masters contribute to the "user-friendly" nature of the lesson plans.



Moving Ahead CD

CD-08362

\$20.00

Moving Ahead Project Online Site *
www.n4hccs.org/movingahead

* Under construction – available September 2006



Column 1

ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Aerospace Adventures						
1-Pre-Flight	BU-06842	3.30	3.00	2.60		
2-Lift-Off	BU-06843	3.95	3.75	3.00		
3-Reaching New Heights	BU-06844	3.95	3.75	3.00		
4-Pilot in Command	BU-06845	3.95	3.75	3.00		
Helper's Guide	BU-06846	3.95	3.75	3.00		
Set of 5	PC-06881	18.50				
CD-ROM	CD-07605	15.00	12.50	10.00		
Afterschool Agriculture (see page 7)						
Arts and Crafts – A Palette of Fun						
A Palette of Fun with Arts & Crafts: A Helper's Guide for Children's Art Activities BU-07597 15.00 14.00 13.00						
Beef						
1-Bite Into Beef	BU-08143	3.95	3.75	3.00		
2-Here's the Beef	BU-08144	3.95	3.75	3.00		
3-Leading the Charge	BU-08145	3.95	3.75	3.00		
Helper's Guide	BU-08146	3.95	3.75	3.00		
Set of 4	PC-08147	15.40				
Calf Pattern	BU-07332	3.95				
Bicycle (see page 6)						
Cat						
1-Purr-fect Pals	BU-08148	3.95	3.75	3.00		
2-Climbing Up	BU-08149	3.95	3.75	3.00		
3-Leaping Forward	BU-08150	3.95	3.75	3.00		
Helper's Guide	BU-08151	3.95	3.75	3.00		
Set of 4	PC-08152	15.40				
Changing Spaces (see page 12)						
Citizenship						
1-Citizenship Adventure Kit	BU-08153	6.25	6.00	5.50		
2-Citizenship Guide's Handbook	BU-08154	3.95	3.75	3.00		
Set of 2	PC-08155	10.00				
Child Development – Kids on the Grow!						
1-Growing On My Own	BU-08075	3.30	3.00	2.50		
2-Growing with Others	BU-08076	3.95	3.75	3.00		
3-Growing in Communities	BU-08077	3.95	3.75	3.00		
Helper's Guide	BU-08078	3.95	3.75	3.00		
Set of 4	PC-08079	14.75				
Communications						
1-Picking Up the Pieces	BU-08156	3.95	3.75	3.00		
2-Putting It Together	BU-08157	3.95	3.75	3.00		
3-The Perfect Fit	BU-08158	3.95	3.75	3.00		
Helper's Guide	BU-08159	3.95	3.75	3.00		
Set of 4	PC-08160	15.40				
Col. 1 Total Quantity _____		Col. 1 Total \$ _____				

Column 2



ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Computer Power Unlimited (see page 15)						
Consumer Savvy						
1-The Consumer in Me	BU-08030	3.95	3.75	3.00		
2-Consumer Wise	BU-08031	3.95	3.75	3.00		
3-Consumer Roadmap	BU-08032	3.95	3.75	3.00		
Helper's Guide	BU-08033	3.95	3.75	3.00		
Set of 4	PC-08034	15.40				
Dairy Cattle						
1-Cowabunga!	BU-08161	3.95	3.75	3.00		
2-Mooving Ahead	BU-08162	3.95	3.75	3.00		
3-Rising To The Top	BU-08163	3.95	3.75	3.00		
Helper's Guide	BU-08164	3.95	3.75	3.00		
Set of 4	PC-08165	15.40				
Calf Pattern	BU-07332	3.95				
Dairy Goat (see page 8)						
Dog						
1-Wiggles and Wags	BU-08166	3.95	3.75	3.00		
2-Canine Connection	BU-08167	3.95	3.75	3.00		
3-Leading the Pack	BU-08168	3.95	3.75	3.00		
Helper's Guide	BU-08169	3.95	3.75	3.00		
Set of 4	PC-08170	15.40				
Down-To-Earth — Gardening in the Classroom						
Down-To-Earth	BU-07714	14.00	13.00	12.00		
Electric						
1-Magic of Electricity	BU-06848	3.95	3.75	3.00		
2- Investigating Electricity	BU-06849	3.95	3.75	3.00		
3-Wired for Power	BU-06850	3.95	3.75	3.00		
4-Entering Electronics	BU-06851	3.95	3.75	3.00		
Helper's Guide	BU-06852	3.95	3.75	3.00		
Set of 5	PC-06882	19.25				
Embryology in the Classroom						
Hatching Classroom Projects	BU-07595	6.25	6.00	5.50		
Experiments in Poultry Science	BU-07596	6.25	6.00	5.50		
Set of 2	PC-07603	12.25				
Chick Development Poster	MI-07733	5.00	4.50	4.00		
Entomology in the Classroom						
1-Creepy Crawlies	BU-06853	3.95	3.75	3.00		
2-What's Bugging You?	BU-06854	3.95	3.75	3.00		
3-Dragons, Houses and Other Flies	BU-06855	3.95	3.75	3.00		
Helper's Guide	BU-06856	3.95	3.75	3.00		
Set of 4	PC-06883	15.40				
Col. 2 Total Quantity _____		Col. 2 Total \$ _____				



Column **3**




ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Entrepreneurship						
BE the E	BU-08035	9.75	9.25	8.00		
Helper's Guide	BU-08036	3.95	3.75	3.00		
Set of 2	PC-08037	13.25				
Experiential Learning — Heads-On, Hands-On						
Video and Facilitator Guide	VH-07900	30.00	27.50	25.00		
DVD and Facilitator Guide	DV-07901	30.00	27.50	25.00		
Exploring Farm Animals						
Helper's Guide (K-3)	BU-06350	3.95	3.75	3.00		
Exploring 4-H						
Exploring the Treasures of 4-H	BU-08171	3.95	3.75	3.00		
Helper's Guide	BU-08172	9.75	9.50	9.25		
Set of 2	PC-08173	13.50				
Exploring Your Environment						
1—Eco-Wonders	BU-07704	4.25	4.00	3.50		
2—Eco-Adventures	BU-07705	4.25	4.00	3.50		
3—Eco-Actions	BU-07706	4.25	4.00	3.50		
Helper's Guide	BU-07707	4.25	4.00	3.50		
Set of 4	PC-07708	16.00				
Financial Champions						
1—Money FUNdamentals	BU-07710	3.95	3.75	3.00		
2—Money Moves	BU-07711	3.95	3.75	3.00		
Helper's Guide	BU-07712	4.25	4.00	3.50		
Set of 3	PC-07713	11.75				
Fishing for Adventure						
1—Take the Bait	BU-07598	3.95	3.75	3.00		
2—Reel in the Fun	BU-07599	3.95	3.75	3.00		
3—Cast Into the Future	BU-07600	3.95	3.75	3.00		
Helper's Guide	BU-07601	3.95	3.75	3.00		
Set of 4	PC-07604	15.40				
Foods						
A—Six Easy Bites	BU-07144	4.25	4.00	3.50		
B—Tasty Tidbits	BU-07146	4.25	4.00	3.50		
C—You're the Chef	BU-07148	4.25	4.00	3.50		
D—Foodworks	BU-07150	4.25	4.00	3.50		
Helper's Guide	BU-07730	3.95	3.75	3.00		
Set of 5	PC-07731	20.25				
Forestry						
1—Follow the Path	BU-08038	3.95	3.75	3.00		
2—Reach for the Canopy	BU-08039	3.95	3.75	3.00		
3—Explore the Deep Woods	BU-08040	3.95	3.75	3.00		
Helper's Guide	BU-08041	3.95	3.75	3.00		
Set of 4	PC-08042	15.40				
		Col. 3 Total Quantity				Col. 3 Total \$

Column **4**

ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Gardening						
A—See Them Sprout	BU-07162	3.95	3.75	3.00		
B—Let's Get Growing	BU-07163	3.95	3.75	3.00		
C—Take Your Pick	BU-07164	4.40	4.00	3.30		
D—Growing Profits	BU-07165	4.40	4.00	3.30		
Helper's Guide	BU-07166	4.75	4.50	3.75		
Exhibit Guide	BU-07167	1.00	0.75	0.50		
Set of 6	PC-07168	22.00				
Geospatial Project  (see page 16)						
Health						
1—First Aid In Action	BU-08174	3.95	3.75	3.00		
2—Staying Healthy	BU-08175	3.95	3.75	3.00		
3—Keeping Fit	BU-08176	3.95	3.75	3.00		
Set of 3	PC-08177	11.50				
Horse						
1—Giddy Up & Go	BU-08053	3.95	3.75	3.00		
2—Head, Heart & Hooves	BU-08054	3.95	3.75	3.00		
3—Stable Relationships	BU-08055	3.95	3.75	3.00		
4—Riding the Range	BU-08056	3.95	3.75	3.00		
5—Jumping to New Heights	BU-08057	3.95	3.75	3.00		
Helper's Guide	BU-08058	3.95	3.75	3.00		
Set of 6	PC-08059	23.00				
Latino Cultural Arts						
!Qué Rico! LaCultura-Latino Cultural Arts Helper's Guide	BU-08180	9.75	9.50	9.25		
Leadership, Step Up to						
1—My Leadership Workbook	BU-07905	3.95	3.75	3.00		
2—My Leadership Journal	BU-07906	3.95	3.75	3.00		
3—My Leadership Portfolio	BU-07907	3.95	3.75	3.00		
Leadership Mentor Guide 1	BU-07903	4.95	4.75	3.75		
Leadership Mentor Guide 2	BU-07904	4.95	4.75	3.75		
Set of 5	PC-07908	21.25				
Making Youth Organizations Work: Destination Success  (see page 4)						
Meat Goat						
1—Just Browsing	BU-07909	3.95	3.75	3.00		
2—Get Growing with Meat Goats	BU-07910	3.95	3.75	3.00		
3—Meating the Future	BU-07911	3.95	3.75	3.00		
Helper's Guide	BU-07912	3.95	3.75	3.00		
Set of 4	PC-07913	15.40				
Microwave Magic						
A—Bag of Tricks	BU-08087	3.95	3.75	3.00		
B—Micro Magicians	BU-08088	3.95	3.75	3.00		
C—Amazing Rays	BU-08089	3.95	3.75	3.00		
D—Presto Meals	BU-08090	3.95	3.75	3.00		
Helper's Guide	BU-08091	3.95	3.75	3.00		
Set of 5	PC-08092	19.25				
		Col. 4 Total Quantity				Col. 4 Total \$

2006 4-HCCS Product Worksheet

Column 5

ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Moving Ahead  (see page 5)						
Outdoor Adventures						
1 - Hiking Trails	BU-08043	3.95	3.75	3.00		
2 - Camping Adventures	BU-08044	3.95	3.75	3.00		
3 - Backpacking Expeditions	BU-08045	3.95	3.75	3.00		
Helper's Guide	BU-08046	3.95	3.75	3.00		
Set of 4	PC-08047	15.40				
Pets						
1 - Pet Pals	BU-06359	3.95	3.75	3.00		
2 - Scurrying Ahead	BU-06360	3.95	3.75	3.00		
3 - Scaling the Heights	BU-06361	3.95	3.75	3.00		
Helper's Guide	BU-06362	3.95	3.75	3.00		
Set of 4	PC-06374	15.40				
Poultry						
1 - Scratching the Surface	BU-06363	3.95	3.75	3.00		
2 - Testing Your Wings	BU-06364	3.95	3.75	3.00		
3 - Flocking Together	BU-06365	3.95	3.75	3.00		
Helper's Guide	BU-06366	3.95	3.75	3.00		
Set of 4	PC-06375	15.40				
Rabbit						
1 - What's Hopping?	BU-08080	3.95	3.75	3.00		
2 - Making Tracks	BU-08081	3.95	3.75	3.00		
3 - All Ears	BU-08082	3.95	3.75	3.00		
Helper's Guide	BU-08083	3.95	3.75	3.00		
Set of 4	PC-08084	15.40				
Rabbit Pattern	BU-07199	3.95	3.75	3.00		
Robotics  (see page 16)						
Science Discovery Series						
Science Discovery 1	BU-07914	10.00	8.50	7.50		
Science Discovery 2	BU-07915	15.00	12.50	11.50		
Set of 2	PC-07916	23.00				
Service Learning						
1 - Agents of Change!	BU-08182	3.95	3.75	3.00		
2 - Raise Your Voice	BU-08183	3.95	3.75	3.00		
Helper's Guide	BU-08184	3.95	3.75	3.00		
Set of 3	PC-08185	11.50				
Sewing Expressions						
1 - Under Construction	BU-08060	3.95	3.75	3.00		
2 - Fashion Forward	BU-08061	3.95	3.75	3.00		
3 - Refine Design	BU-08062	3.95	3.75	3.00		
Helper's Guide	BU-08063	3.95	3.75	3.00		
Let's Sew Book	MI-07198	7.25	6.25	5.00		
Set of 5	PC-08064	22.25				
Sheep  (see page 10)						
Col. 5 Total Quantity _____		Col. 5 Total \$ _____				

Column 6

ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Small Engines						
1 - Crank It Up	BU-08186	3.95	3.75	3.00	7.00	
2 - Warm It Up	BU-08187	3.95	3.75	3.00	7.00	
3 - Tune It Up	BU-08188	3.95	3.75	3.00	7.00	
Helper's Guide	BU-08189	3.95	3.75	3.00	7.00	
Set of 4	PC-08190	15.40				
Swine						
1 - The Incredible Pig	BU-08065	3.95	3.75	3.00		
2 - Putting the Oink in Pig	BU-08066	3.95	3.75	3.00		
3 - Going Whole Hog	BU-08067	3.95	3.75	3.00		
Helper's Guide	BU-08068	3.95	3.75	3.00		
Set of 4	PC-08069	15.40				
Baby Pig Pattern	BU-07201	3.95	3.75	3.00		
Theatre Arts						
1 - Play the Role	BU-08070	3.95	3.75	3.00		
2 - Become a Puppeteer!	BU-08071	3.95	3.75	3.00		
3 - Set the Stage!	BU-08072	3.95	3.75	3.00		
Helper's Guide	BU-08073	3.95	3.75	3.00		
Set of 4	PC-08074	15.40				
Veterinary Science						
1 - From Airedales to Zebras	BU-08048	3.95	3.75	3.00		
2 - All Systems Go	BU-08049	3.95	3.75	3.00		
3 - On the Cutting Edge	BU-08050	3.95	3.75	3.00		
Helper's Guide	BU-08051	3.95	3.75	3.00		
Set of 4	PC-08052	15.40				
Visual Arts						
1 - Sketchbook Crossroads	BU-08140	7.50	7.25	7.00		
2 - Portfolio Pathways	BU-08141	7.50	7.25	7.00		
Set of 2	PC-08142	14.50				
Woodworking Wonders						
1 - Measuring Up	BU-06875	3.95	3.75	3.00		
2 - Making the Cut	BU-06876	3.95	3.75	3.00		
3 - Nailing It Together	BU-06877	3.95	3.75	3.00		
4 - Finishing Up	BU-06878	3.95	3.75	3.00		
Helper's Guide	BU-06879	3.95	3.75	3.00		
Set of 5	PC-06887	19.25				
Workforce Readiness						
Get in the Act! Take 1 Youth Guide + CD	BU-08191	6.00	5.75	5.00		
Get in the Act! Take 1 Helper's Guide	BU-08192	3.95	3.75	3.00		
Set of 2	PC-08194	9.75				
Col. 6 Total Quantity _____		Col. 6 Total \$ _____				

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2006 4-HCCS Product Worksheet

2006 New and Revised Products

New and revised 4-HCCS products will be shipped in **August** and **September**.
If ordered separately all other products will be shipped in **July** and **August**.



Column 7

ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Afterschool Agriculture						
Acres of Adventures 1	BU-08330	7.50	7.25	7.00		
Acres of Adventures 2	BU-08331	7.50	7.25	7.00		
Set of 2	PC-08332	14.00				
Bicycle						
1-Bicycling for Fun	BU-08334	3.95	3.75	3.00		
2-Wheels in Motion	BU-08335	3.95	3.75	3.00		
Bicycle Helper's Guide	BU-08336	3.95	3.75	3.00		
Set of 3	PC-08337	11.50				
Don't Get Stuck: Fix It Video	VH-07507	9.00				
Don't Get Stuck: Fix It DVD	DV-08399	10.00				
Changing Spaces						
1-Design Detective	BU-08340	3.95	3.75	3.00		
2-Designer in Me	BU-08341	3.95	3.75	3.00		
3-Designer Studio	BU-08342	3.95	3.75	3.00		
Helper's Guide	BU-08343	3.95	3.75	3.00		
Set of 4	PC-08344	15.40				
Computer Power Unlimited						
Newbie Know How	BU-08346	3.95	3.75	3.00		
1-Inside the Box + CD	BU-08347	5.95	5.75	5.00		
2-P2P—Peer to Peer	BU-08348	3.95	3.75	3.00		
3-Teens Teaching Tech	BU-08349	3.95	3.75	3.00		
Set of 4	PC-08350	17.25				
Dairy Goat						
1-Getting Your Goat	BU-08352	3.95	3.75	3.00		
2-Stepping Out	BU-08353	3.95	3.75	3.00		
3-Showing the Way	BU-08354	3.95	3.75	3.00		
Helper's Guide	BU-08355	3.95	3.75	3.00		
Set of 4	PC-08356	15.40				
Kid and Lamb Pattern	BU-07514	3.95				
Col. 7 Total Quantity		Col. 7 Total \$				

Column 8

ITEM	STOCK #	PRICE EACH			QTY	TOTAL
		1-99	100-999	1000+		
Geospatial						
Exploring Spaces, Going Places – CD	CD-08358	15.00	14.00	13.00		
Making Youth Organizations Work						
Destination Success— Helping Youth Groups Succeed	BU-08360	8.50				
Moving Ahead – CD						
Moving Ahead	CD-08362	20.00	17.50	15.00		
Robotics						
1-Robotics EXPLORER	BU-08364	3.95	3.75	3.00		
2-Robotics PROBE	BU-08365	3.95	3.75	3.00		
Helper's Guide—Robotics COACH	BU-08366	3.95	3.75	3.00		
Set of 3	PC-08367	11.50				
Robotics and You CD-Rom	CD-08368	15.00				
Sheep						
1-Rams, Lambs & You	BU-08370	3.95	3.75	3.00		
2-Shear Delight	BU-08371	3.95	3.75	3.00		
3-Leading the Flock	BU-08372	3.95	3.75	3.00		
Helper's Guide	BU-08373	3.95	3.75	3.00		
Set of 4	PC-08374	15.40				
Kid/Lamb Pattern	BU-07514	3.95				
Col. 8 Total Quantity		Col. 8 Total \$				

Developing Skills for Life!



National 4-H Cooperative Curriculum System, Inc.

2006 4-HCCS Product Worksheet

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Col. 5 Subtotal Quantity		Col. 5 Subtotal	\$
Col. 6 Subtotal Quantity		Col. 6 Subtotal	\$
Col. 7 Subtotal Quantity		Col. 6 Subtotal	\$
Col. 8 Subtotal Quantity		Col. 6 Subtotal	\$
Total Quantity		Order Subtotal	\$
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<small>Amount of Order (order subtotal)</small>	<small>Shipping & Handling Charges</small>		
\$0.00	\$2.50	\$1.50	
\$2.51	\$5.00	\$2.00	
\$5.01	\$12.50	\$3.50	
\$12.51	\$25.00	\$4.00	
\$25.01	\$75.00	\$5.50	
\$75.01	\$150.00	\$7.00	
\$150.01	\$250.00	8% of order	
\$250.01	\$1,000.00	6% of order	
\$1,000.01 and up		5% of order	
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