



# 2024-2025 PLATTE COUNTY 4-H PROJECTS

When enrolling and selecting projects in 4-HOnline at [v2.4honline.com](http://v2.4honline.com), select from the following Platte County project titles that are listed below and underlined.

\*Curriculum available at Extension Office

Curriculum can be purchased for projects areas from either UNL Marketplace at <http://marketplace.unl.edu/ne4-h/curriculum> or Shop 4-H National 4-H Supply Service at <https://shop4-h.org/>

## Agronomy

- Field Crops 1 <sup>A</sup>
- Field Crops 2 <sup>B</sup>
- Field Crops 3 <sup>C</sup>
- Special Agronomy Project <sup>D</sup>

## Beef

- Bucket Calf <sup>D</sup>
- Breeding Beef <sup>D</sup>
- Feeder Calf <sup>D</sup>
- Market Beef <sup>D</sup>

## Cat

## Citizenship

- Citizenship: Public Adventures <sup>D</sup>
- Seeing i2i <sup>D</sup>

## Clover Kids

- Animal Caretaker
- Food & Nutrition: Making Food For Me
- Home Environment: A Space For Me\*
- Safety – Bicycle Adventures 1
- General Clover Kids Program:
  - Be A Smart Consumer\*
  - Exploring Horticulture\*
  - Stitch It Up\*

## Conservation & Wildlife

- Environment 1 <sup>A</sup>
- Environment 2 <sup>B</sup>
- Environment 3 <sup>C</sup>
- Outdoor 1: Hiking Trails <sup>A</sup>
- Outdoor 2: Camping Adventures <sup>B</sup>

- Outdoor 3: Backpacking <sup>C</sup>

- Outdoor Skills <sup>D</sup>
- Expeditions <sup>C</sup>
- Amphibians <sup>D</sup>
- Bird Behavior <sup>D</sup>
- 4-H Geology <sup>D</sup>
- Taxidermy <sup>D</sup>
- Wildlife Habitat Evaluation <sup>D</sup>
- Fishing for Adventure 1 <sup>A</sup>
- Fishing for Adventure 2 <sup>B</sup>
- Fishing for Adventure 3 <sup>C</sup>
- Wildlife Conservation 1 <sup>A</sup>
- Wildlife Conservation 2 <sup>B</sup>
- Wildlife Conservation 3 <sup>C</sup>

## Consumer Education

- Shopping in Style <sup>D</sup>
- My Financial Future <sup>A/B</sup>
- My Financial Future <sup>B/C</sup>

## Dairy Cattle

- Dairy Cattle <sup>D</sup>

## Dog

## Entomology

- Entomology 1 <sup>A</sup>
- Entomology 2 <sup>A</sup>
- Entomology 3 <sup>A</sup>
- Insectigator <sup>D</sup>
- Special Entomology Project

## Entrepreneurship

- Discover the E-Scene <sup>B/C</sup>
- The Case of ME <sup>B/C</sup>
- Your Business Inspection <sup>B/C</sup>
- Blueprint <sup>C</sup>

## Food & Nutrition

- Cooking 101 <sup>A</sup>
- Cooking 201 <sup>B</sup>
- Cooking 301 <sup>B</sup>
- Cooking 401 <sup>C</sup>
- Unit 1 Freezing Project Manual <sup>D</sup>
- Unit 2 Drying Project Manual <sup>D</sup>
- Unit 3 Boiling Water Canning Project Manual <sup>D</sup>
- Unit 4 Pressure Canning Project Manual <sup>D</sup>

## Forestry

- Tree Identification <sup>D</sup>

## Goat

- Breeding Meat Goat <sup>D</sup>
- Dairy Goat <sup>D</sup>
- Meat Goat <sup>D</sup>

## Healthy Lifestyles

- Bicycle Adventures 1 <sup>A</sup>
- Bicycle Adventures 2 <sup>B</sup>
- Bicycle Adventures 3 <sup>C</sup>

## Heritage

- Heritage <sup>D</sup>

<sup>A</sup> = Beginner; <sup>B</sup> = Intermediate; <sup>C</sup> = Advanced; <sup>D</sup> = All Levels

### Home Design & Restoration

- Design My Place <sup>A/B</sup>
- Preserving Heirlooms <sup>B/C</sup>
- Design Decisions <sup>B/C</sup>

### Horse<sup>D</sup>

### Horticulture

- Gardening A <sup>A</sup>
- Gardening B <sup>B</sup>
- Gardening C <sup>B</sup>
- Gardening D <sup>C</sup>
- Annual Flowers <sup>D</sup>
- Everyone a Gardener <sup>D</sup>
- Houseplants <sup>D</sup>
- Special Gardening Project <sup>D</sup>
- The World of Flowers <sup>D</sup>

### Human Development

- Kids on the Grow 1 <sup>A</sup>
- Kids on the Grow 2 <sup>B</sup>
- Kids on the Grow 3 <sup>C</sup>
- I Have What It Takes to be Your Babysitter <sup>D</sup>

### Leadership

- Step Up To Leadership <sup>A</sup>
- Step Up To Leadership <sup>B/C</sup>
- Step Up To Leadership <sup>C</sup>
- Serving as Junior Leader <sup>D</sup>  
(Must be a member of Jr. Leader Club)

### Other Pet or Small Animal

### Photography

- Photography Basics <sup>A</sup>
- Next Level Photography <sup>B</sup>
- Mastering Photography <sup>C</sup>

### Poultry<sup>D</sup>

### Rabbit<sup>D</sup>

### Range

- Reading the Range <sup>B</sup>
- Using Nebraska Range <sup>C</sup>
- Weed Science <sup>D</sup>

### Safety

- Fire Safety <sup>A</sup>
- Safety <sup>A/B</sup>
- ATV <sup>B/C</sup>
- Tractor Safety <sup>B/C</sup>

### Sheep

- Breeding Sheep <sup>D</sup>
- Market Sheep <sup>D</sup>

### Shooting Sports: Archery

(must be Archery Club member)

### Shooting Sports: Rifle

(must be Trap Club member)

### STEM: Rockets

- Aerospace 2 <sup>A</sup>
- Aerospace 3 <sup>B</sup>
- Aerospace 4 <sup>C</sup>

### STEM: Computers

- Computer Mysteries 1 <sup>A</sup>
- Computer Mysteries 2 <sup>B</sup>
- Computer Mysteries 3 <sup>C</sup>

### STEM: Electricity

- Electric Excitement 1 <sup>A</sup>
- Electric Excitement 2 <sup>A/B</sup>
- Electric Excitement 3 <sup>B</sup>
- Electric Excitement 4 <sup>C</sup>

### STEM: Geospatial

- Geospatial <sup>D</sup>

### STEM: Physics

- The Power of Wind <sup>B</sup>

### STEM: Robotics

- Junk Drawer Robotics 1 <sup>D</sup>
- Junk Drawer Robotics 2 <sup>D</sup>
- Junk Drawer Robotics 3 <sup>D</sup>
- Robotics Platforms <sup>D</sup>
- Virtual Robotics <sup>D</sup>

### STEM: Welding

- Arc Welding <sup>B/C</sup>

### STEM: Woodworking

- Woodworking Wonders 1 <sup>A</sup>
- Woodworking Wonders 2 <sup>A</sup>
- Woodworking Wonders 3 <sup>B</sup>
- Woodworking Wonders 4 <sup>C</sup>

### Swine

- Breeding Swine <sup>D</sup>
- Market Swine <sup>D</sup>

### Textiles, Quilts & Apparel

- STEAM Clothing 1: Fundamentals <sup>A</sup>
- STEAM Clothing 2: Simply Sewing <sup>A/B</sup>
- STEAM Clothing 3: A Stitch Further <sup>B/C</sup>
- STEAM Clothing: Beyond the Needle <sup>D</sup>
- Quilt Quest <sup>B/C</sup>
- Crochet <sup>D</sup>
- Knitting <sup>D</sup>

### Vet Science

- The Normal Animal <sup>A</sup>
- Veterinary Science <sup>A/B</sup>
- Animal Disease <sup>B/C</sup>
- Animal Health & its Relationship to Our World <sup>C</sup>

### Visual Arts

- Portfolio Pathways <sup>B/C</sup>
- Sketchbook Crossroads <sup>B/C</sup>

<sup>A</sup> = Beginner; <sup>B</sup> = Intermediate; <sup>C</sup> = Advanced; <sup>D</sup> = All Levels