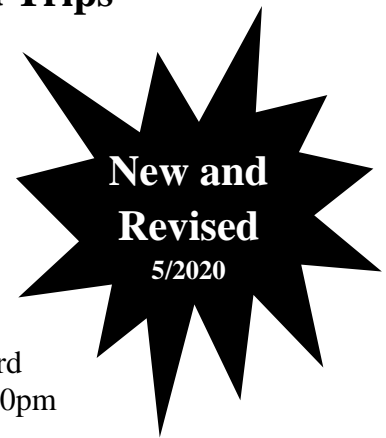


Descriptions of Oswego County 4-H Project Pins & Award Trips

Each Oswego County 4-H member who is **4-H age 12 or older** and has been a member of Oswego County 4-H for **at least 2 years** is invited to apply for project pins and award trips. The project pins recognize a 4-Her's accomplishments in a specific 4-H project area. The award trips provide educational and peer networking opportunities on a state level. These awards are announced and distributed at the annual end of the year award ceremony, Achievement Night.



How to apply for a project pins and award trips:

1. Complete the Oswego County 4-H Award Application and Permanent Record
2. Submit the application to the Oswego County 4-H Office by June 17th at 4:00pm

PROJECT PINS CRITERIA

1. The 4-H'er must have at least 2 years of project completions in the project pin area including the current year.
 2. The 4-H'er must show learning growth over the two years. This means the youth cannot do the exact same event, activity or lesson and have the exact same learning experiences in both years.
 3. The Projects must be completed within the Oswego County 4-H Program and/or its club environment.
 4. The 4-H'er must have participated in an educational program, event or activity organized or sponsored by Oswego County 4-H Program if offered. These include, but not limited to, Public Presentations, County Fair, Winterfest, Winter Round-up, Horse Bowl, Spring Clinic, 4-H Horse Show, Shooting Sports, Amboy Workdays, and Dress Review.
- A 4-H'er can only be awarded a Project Pin once.
 - Maximum number of pins a 4-H'er can earn annually is 3.
 - Maximum number of 4-H'ers to which a project pin is annually awarded is 3.
 - Pins are not awarded if criteria is not met.

PROJECT PINS OFFERED BY OSWEGO COUNTY 4-H

(New additions are underlined.)

ACHIEVEMENT - Outstanding high accomplishments encompassing all the 4-H Program. Development of leadership, participated in and acquired a broad knowledge in the four pillars of 4-H: STEM (Science, Technology, Engineering and Mathematics), Agriculture and Food Systems, Citizenship and Civic Engagement, and Healthy Living. . Must have received at least two other project pins prior to this.

AEROSPACE – Develop skills, knowledge and understanding in space technology including rocketry, aerospace and astronomy.

AGRICULTURE - Develop skills, knowledge and understanding of agriculture, the cultivation and breeding of animals and plants to provide food, fiber, medicinal plants and other products to sustain and enhance life.

ALPACA - Production and management of alpaca projects, including care, health, grooming, feeding, and training.

ANIMAL HUSBANDRY - Production and management of multiple livestock (animals that are raised for meat, fiber, milk, eggs, or other products) projects, including care, health, grooming, feeding, and training. Must have received at least two other animal science project pins prior to this

BEEF - Production and management of beef projects, including, care, health, grooming, feeding, and training.

BICYCLE - Develop skills, knowledge and understanding in driving skills, operation of and how to care for a bicycle.

BREAD - Develop skills, knowledge and understanding in homemade breads, including yeast breads, use of special flours, creative bread making, special breads as appropriate for various occasions and nutritive needs.

CAKE DECORATING - Learn about the different edible materials, and techniques that can be used to decorate a cake.

CATS – Develop skills, knowledge and understanding in the responsibility of care, feeding, grooming, and health.

CAVY – Develop skills, knowledge and understanding of the responsibility of care, feeding, grooming, and health.

CHILD CARE AND DEVELOPMENT- Develop skills, knowledge and understanding of child development and baby-sitting skills through child care projects

CITIZENSHIP AND CIVIC EDUCATION - Citizenship activities in the home, club, community and county. Learning about one's role as an involved member of the community, state, nation and world. Citizenship is the relationship between you and others. It is demonstrated by community service projects, leadership for activities and offices held in-groups.

CLOTHING & TEXTILE- Develop skills, knowledge and understanding in planning, coordinating, purchasing and caring for a wardrobe. Clothing construction is emphasized.

CODING – Develop skills, knowledge and understanding in computer coding.

COMMUNICATION ARTS - Develop skills, knowledge and understanding in different forms of communication: oral, written and visual.

COMMUNITY SERVICE – Develop skills in planning and coordinating a community service project and an understanding of the local community needs.

COMPUTER – Develop skills, knowledge and understanding in building a computer, repairing, and networking.

CONSUMER EDUCATION - Develop skills, knowledge and understanding in consumer decision-making. Study of economics and consumerism. Wise price and quality comparisons of many purchases may relate to other project areas.

COOKING – Develop skills, knowledge and understanding of food preparation, food safety, food selections and food science.

DAIRY - Production and management of dairy projects, including, care, health, grooming, feeding, and training.

DAIRY FOODS –Knowledgeable in milk and milk products planning balanced meals using milk related foods, food preparation skills, investigation of careers.

DOG CARE & TRAINING - Responsibility for the care and training of a dog, including health, grooming, feeding and obedience training. Guide dogs participants are also eligible for this.

ELECTRICITY - Develop skills, knowledge and understanding in the electrical principles used in home wiring, motors and small appliances. Learn about and make simple home electrical repairs. Demonstrate safe electrical practices.

ENTOMOLOGY AND BEES - Develop skills, knowledge and understanding in insects through identification, observation and collection.

EQUINE SCIENCE – Develop skills, knowledge and understanding of the reproduction, physiology, behavior and nutrition of horses.

ENVIRONMENTAL STEWARDSHIP – Develop an understanding and practice of responsible use and protection of the natural environment through conservation and sustainable practices.

FASHION REVUE - Emphasis on self-expression through modeling and accessorizing outfits that have either been constructed by the 4-H member or approved as a purchased clothing consumer education project. Consumer buying habits and personal hygiene are also criteria.

FINE ARTS – Development of understanding and skills in at least four different mediums: painting, sculpture, drawing, watercolor, music, poetry, printmaking, film, conceptual and sequential art, and architecture

FOOD-NUTRITION - Develop skills, knowledge and understanding in nutrition focusing on the importance of selecting foods for a balanced diet and skills in planning, preparing, purchasing and serving attractive, nutritious meals and snacks.

FORESTRY - Develop skills, knowledge and understanding in forests through proper management practices, tree identification and planting, and career exploration.

GARDENING/HORTICULTURE - Develop skills, knowledge and understanding in the home garden production of flowers and vegetables and practice of up-to-date techniques. Harvest may be marketed and indoor gardening can also be included here.

GOAT - Production and management of goat projects, including, care, health, grooming, feeding, and training.

HEALTHY LIFE STYLES - Enhancing the "Health H", members maintain and enjoy good health and find ways to improve health of families and communities. May concentrate on first aid skills, plan nutritious diets, learn and share knowledge about physical well being.

HERPETOLOGY – Learn how to identify native amphibians, understand their value in the ecosystem, and conduct field research.

HOME ENVIRONMENT - The study of learning to use one's personal resources wisely and appropriately. Resources include finances, time, personal skills and interests, education, values, community resources, and distinguishing between needs and wants.

HORSE - Horse care and showmanship skills. Developing knowledge about horse physiology, veterinary needs, equipment, show management, etc.

INDUSTRIAL ARTS – developing the manual and technical skills required to work with tools and machinery for the fabrication of objects in wood or metal.

JUDGING – Development of skills and understanding of being an evaluator. Participation as an evaluator in at least one county wide event.

LEADERSHIP - Development of leadership skills and gain self-confidence through teen leadership, public presentations, etc. Leadership can be provided at the club, county and district levels. Must have participated in and completed the Public Presentation Program in the current year and demonstrated leadership in at least 2 project areas.

LLAMA – Production and management of llama projects, including care, health, grooming, feeding, and training.

OUTDOOR EDUCATION & RECREATION - Develop skills, knowledge and understanding of outdoor education and recreation. Participation and leadership in outdoor recreation activities. Competent in orienteering and wilderness camping and survival.

PERFORMING ARTS – Develop skills, knowledge and understanding in acting, and or puppetry, and stagecraft.

PETS- Develop skills, knowledge and understanding in the care and training of a pet, including health, grooming, and feeding.

PHOTOGRAPHY AND VIDEO- Develop skills, knowledge and understanding in taking, developing, editing or enhancing pictures. Development of creative and artistic abilities.

PHYSICAL SCIENCE: Learn about physics, chemistry, geology and astronomy, sciences that deal with nonliving materials.

POULTRY – Responsibility for care including incubation, brooding, rearing, egg grading and meat production and other management aspects of poultry and husbandry.

PUBLIC SPEAKING - Develop skills, knowledge, and understanding in public speaking, through the Public Presentation Program, radio and TV appearances, being an emcee, room host or speaking in school, church, etc.

RABBIT - Production and management of rabbit projects, including care, health, grooming, feeding, and training.

ROBOTICS - Develop skills, knowledge and understanding in the mechanical engineering, electrical engineering and computer science that deals with the design, construction, operation, and application of robots as well as computer systems for their control, sensory feedback, and information processing.

ROCKETRY – Develop skills, knowledge and understanding in the concepts of forces and motion via rocketry.

SAFETY - Safety for the youth, for the family, for the club and community. Activities and learning can concentrate on a variety of 4-H project areas: fire, bicycle, food, automotive, mechanical, etc.

SCRAPBOOKING – Develop skills, knowledge and understanding in the techniques, materials, layouts, and journaling used in this preservation method.

SHEEP - Production and management of sheep projects, including care, health, grooming, feeding, and training.

SHOOTING SPORTS - Develop skills, knowledge and understanding in shooting sports, an understanding in the regulations and laws.

SWINE - Production and management of swine projects, including care, health, grooming, feeding, and training.

TECHNOLOGY & ENGINEERING – Develop skills, knowledge and understanding in the engineering process including design, and implementation; and an understanding of science and mathematics to achieve a practical purpose.

VET SCIENCE - The study of live animals, physiology, reproduction and diseases. Completion of Units I & II and participation in animal science clinics.

VISUAL ARTS – Develop skills, knowledge and understanding in at least 4 different mediums. Projects should be in skill areas such as macramé, ceramics, counted cross stitch, quilting, stenciling, carving, batik, oils, water color, charcoals, and graphic arts, etc. *Sewing apparel, knitting, crocheting are not visual arts project areas.*

WILDLIFE & FISHERIES - Develop skills, knowledge and understanding in about the local ecosystems. Understanding of its wildlife and habitats, and conservation laws and issues.

WOOD SCIENCE - Develop skills, knowledge and understanding of wood science; including the operation of both hand and power tools, the use of wood and wood products, and career exploration.

OSWEGO COUNTY 4-H AWARD TRIPS

Oswego County 4-H Program provides financial assistance for its 4-H teens to attend a variety of New York State 4-H educational trips. These trips are organized by the New York State 4-H Program and its 4-H Educators. Award trip recipients must be enrolled in 4-H at the time of trip (can not turn 19 before January 1 of the new club year) and meet all the requirements to represent the Oswego County 4-H Program on a State Level. If a 4-H teen is an award trip scholarship and opts not to attend, member can not reapply for the trip scholarship. *Maximum number of trips awarded to one member a year is 2. Award trips do not have to be awarded if teen has not met its criteria.*

Award trips will take place in 2021 except ABC Trip.

4-H AGE = Age as of January 2021

AGRICULTURE BUSINESS CAREERS TRIP (Also known as ABC Trip, held in *October 2020*) a three-day tour exploring Animal Science and Plant Science careers by visiting farms and agriculturally related businesses in New York State near SUNY Morrisville.

Additional criteria for selection:

- 1) Age 14 by January 1 of trip year (2020).
- 2) Completed 2 Animal Science or Plant Science projects and expressed an interest in the field. One project must be in current year.

Scholarship: Up to 2 awards provided.

CAPITAL DAYS TRIP TO ALBANY (Held in May) two teens are selected for a two-day stay in Albany during May. Visits to our Senator and Assemblyman, study of state government in operation, and tours of Albany area government centers are all a part of this conference.

Criteria for selection:

- 1) Age 15 by January 1 of trip year (2021).
- 2) Must hold one office in a local 4-H club in current year, such as President, Vice President, Secretary, Treasurer, News Reporter, Song/Recreation Leader, or Choose Health Leader.
- 3) Completed one community service project in current year.

Scholarship: Up to 2 awards provided annually.

4-H CAREER EXPLORATION: (usually held Tuesday-Thursday the last week in June)

A. Cornell Focus for Teens - A three-day trip to Cornell University gives teens the opportunity to explore the college setting and participate in hands-on, in-depth science programs.

Additional criteria for selection:

- 1) Must be at least entering sophomore year in high school at time of trip (2020), and at time of application at least a 9th grader (2021).
- 2) Completed two 4-H projects. One in current year.

B. University U – Welcomes students entering the eighth and ninth grade Participants will be introduced to Cornell University through campus tours and participating in six different departmental workshops that will expose participants to a wide variety of college majors.

Additional criteria for selection:

- 1) Must be entering 8th or 9th grade at time of award trip (2021).
- 2) Completed two 4-H projects. One in current year.

Scholarship: Up to 4 scholarships for 4-H Career Exploration will be provided annually.