

Wayne County 4-H Project Award Nomination

Instructions:

If you believe you have excelled in one or more of your project areas during the 2023-2024 4-H year, please complete the Project Award Nomination Form and submit it to the 4-H Program Coordinator by the deadline. Applications are due by **December 15, 2024**, and can be submitted via mail to MSU Extension 4-H, 33030 Van Born Road, Wayne, MI 48184, or emailed to Ashleigh Apel at apelashl@msu.edu.

Eligibility:

- Members may be nominated for up to four project areas but will be selected for no more than two (2).
- Applicants must be between the ages of 8 and 19 as of January 1, 2024.
- Divisions: Junior (8-10), Intermediate (11-14), Senior (15-19).
- Members must be currently enrolled in the project area and have participated in that project area for at least two years (the current year and one previous year; they do not need to be consecutive).

Project Area Descriptions: Please refer to the attached sheet for detailed descriptions of each project area. Ensure that your project aligns with these descriptions and that you have set goals for it over two years of 4-H participation.

Application Requirements:

- Please fill out the award form clearly or type it.
- If additional space is needed, feel free to attach extra sheets or retype the form for more detailed answers.
- Awards will be presented at the Wayne County 4-H Recognition Program, and all nominees are invited to attend.

Important Notes:

- Only completed applications will be considered.
- The Member Recognition Planning Committee and MSU Extension staff will make selections. If the committee determines that no nominees meet the necessary criteria, **no award will be given**. Please ensure all information on your application is accurate.

Wayne County 4-H Project Award Nomination Form

Member's Name: _____

Club Name: _____

Age as of **January 1, 2024**: _____

Number of years in 4-H: _____

What years were you involved in this project area as a 4-H member? _____

Project Award Applying For (check up to four, separate answer page for each):

- Aerospace:** The physical science that deals with flight, the earth's atmosphere and space.
- Ag in the Classroom:** In-school exploration of agriculture
- Agronomy:** Programs, activities and projects related to crops, weeds, pest management, soils and soil conservation.
- Alpacas and Llamas:** Domesticated South American mammals having fine, long wool.
- Animal Evaluation:** Learning about horse judging, livestock evaluation and dairy judging.
- Aquatic Science:** The discipline and knowledge base applied to life and living processes in lakes, rivers and streams. Also includes marine science programs and 4-H aquarium projects.
- Beef:** Domesticated bovine developed primarily for the efficient production of red meat.
- Biological Sciences:** The discipline and knowledge base applied to life and living processes.
- Birds and Poultry:** Domesticated birds, chickens, pigeons, waterfowl and other warm-blooded feathered animals.
- Business and Entrepreneurship:** The study of the principles underlying commerce, merchandising and entrepreneurship. Examples of this project area include: business plan development, fundraising, pricing, marketing service or product (such as livestock), economics and distribution and sales.
- Career Exploration and Workforce Preparation:** Learning about alternatives to jobs, permanent callings and professions, the expectations and rewards of each and workforce preparation/employability skills. Examples of this project area include: career assessment and research, post-secondary training options, portfolio development, job search techniques, applications, resumes, interviewing, internships, job shadowing and job fairs.
- Cats:** Domesticated feline animals most commonly referred to as house cats.
- Child Development, Child Care:** Programs, activities, and projects related to family-related skills including babysitting, parenting, family life education, etc.
- Citizenship and Civic Engagement:** preparation for roles as a member of society, public policy and interrelationships. Includes Programming such as Capitol Experience, Citizenship Washington Focus, Wonders of Washington and local citizenship academies.
- Clothing and Textiles:** Programs, activities, and projects related to clothing construction, fabric selection, and design. Includes programs such as buymanship, sewing, etc.
- College and Independent Living Readiness:** Preparing for life post-high school – educationally, financially, physically, socially and emotionally. Includes participation in pre-college programs, post-secondary education opportunities, access/readiness trainings.

- Communication:** Interchange of thought or information as a verbal or written message, including public speaking, demonstrations, creative writing, displays and exhibits, journalism, radio or TV presentation, poetry, non-fiction.
- Community Service:** Acquiring personal skills and knowledge in the process of performing service for others through an organized experience. Includes, club or individually designed community service projects and Youth Experiencing Action (YEA) activities.
- Computer and Digital Technology:** Use and integration of computers and established and emerging digital technologies (iPod, QR codes, iPad, smart phones, games) as tools for science discovery and 4-H projects.
- Dairy Cattle:** Domesticated bovine bred and developed chiefly for milk production.
- Dogs:** A domesticated carnivorous mammal (*Canis Familiaris*) related to the foxes and wolves and raised in a wide variety of breeds.
- Emus and Ostriches:** Large, flightless, ratite birds, having a feathered head and neck and rudimentary wings.
- Engines and Transportation:** Programs, activities and projects related to apparatus used for transportation, agricultural production, lawn or garden applications, including automotive, engines, tractors and field equipment.
- Entomology & Bees:** The study of zoology that pertains to insects and beekeeping.
- Environmental Resource Management:** Programs, activities and projects related to energy, electricity, green and bioenergy and soil conservation.
- Environmental Science and Natural Resources:** The general study of human life and its relationship to other life forms on earth and the physical, biological and chemical environments and cultivation of a personal commitment to responsible resource management. Includes Programs, activities and projects related to environmental stewardship, earth, water and watersheds, wetlands, air, geology and minerals, weather and climate, composting, vermiculture (worm farming), waste management, recycling and household hazardous waste, forestry, Jr. Citizen Planner, Trackers and 4-H Youth Conservation Councils.
- Expressive Arts:** Skills of expressing, imparting and conveying information to others. Includes arts, crafts, clowning, mime, dance, drama, theater, drawing, painting, sculpting, music, performing arts, photography/video, visual arts, and woodworking.
- Financial Literacy:** Examples of this project include: budgeting spending, saving, investing, credit, club treasury, comparison shopping and consumer education, National Endowment for Financial Education (NEFE) High School Financial Planning Programs, Money Smart Week sessions, etc.
- Food and Nutrition:** Food stuffs, their preparation and the act of being nourished by wholesome, sustaining food substances. Includes food preservation, food safety, EFNEP, SNAP-Ed, Jump Into Foods & Fitness (JIFF), Team Nutrition, cake decorating, baking, cooking, etc.
- Global and Cultural Education:** Programs, activities, and projects designed to build knowledge and skills related to global and cultural competency. Includes programming around global and cultural awareness, exploration, documentation, diversity and pluralism and projects such as FOLK PATTERNS, intra- and inter-state exchanges, international exchanges (hosting and traveling), China Art and Dance programs, Michigan 4-H History Project and Backpack to Adventure: Youth leaders in a Global World.

- Goats:** Includes dairy, meat, hair and pygmy goats.
- GPS/GIS:** Includes programs, activities and projects related to the use of GPS/GIS technologies and skills with application in real world settings to enhance understanding of our world and solve real problems.
- Health and Fitness:** Relates to the body's well-being, maintenance of well-being, and learning about and participating in exercise of any kind. Includes sports, physical health, first aid/CPR, mental and emotional health, smoking cessation, etc.
- Horse and Pony:** Breeding, care, training for riding, pleasure or draft purposes.
- Horseless Projects:** Programs, activities and projects related to equine science that does not require ownership of an animal. Includes horse judging, hippology horse bowl activities.
- Horticulture:** Programs, activities and projects related to plants, flowers, house plants, vegetables, ornamentals and herbs, including programs such as Jr. Master Gardeners and those connected to the 4-H Children's Gardens Through science, theme gardens, plant experiments and/or technology integration.
- Introductory 4-H Projects:** General exploration of 4-H programs and projects for newer and/or younger members, including Cloverbuds, mentees in mentoring programs, and other areas designed to give youth exposure to 4-H opportunities.
- Leadership Skills Development:** Communication, conflict management, decision-making, facilitation, planning, goal-setting, problem-solving, inclusion, diversity, and self-confidence. Includes activities such as teen leaders, youth officers and decision makers, Natural Helpers, National Congress/Conference participation, teen/peer mentors, and conflict resolution and mediation.
- Leisure Education:** Learning to transform free time into self-discovery and personal fulfillment through knowledge of self through available alternative activities including social recreation skills and leisure sports such as bicycling, golf, bowling, etc.
- Life Skills and Character Education:** Expanding knowledge of self and expanding capabilities, personal growth, increased self-awareness, expanding personal capacity, includes Character Education, and general life skills development.
- Meat and Food Science:** The studies of nutrients that nourish, sustain, or supply mankind, including the study of animal tissue used for human consumption.
- Mechanical Sciences:** Associated with mechanical arts made, performed or operated by machinery including wood science and industrial arts, designing and using technical plans, developing dexterity and familiarity with tools, machines and processes for construction and repair engineering.
- Outdoor Education and Recreation:** Programs, activities and projects that involve being in, using, enjoying or interpreting the natural environment, including Outdoor Adventure Challenge, Project FISH, hiking, backpacking, canoeing, kayaking, orienteering and ropes courses.
- Physical Science:** Programs, activities and projects related to the natural sciences that deal primarily with nonliving materials, including Astronomy, Chemistry, Mathematics, and Physics.
- Plant Science:** The study of plants and how they grow. Plant Genetics, reproduction and plant responses to the environment.
- Poultry Science and Embryology:** The branch of biology dealing with poultry embryos and their development.

- Proud Equestrian Program:** Riding and horsemanship for persons with disabilities.
- Rabbits and Cavies:** Any of several small, domesticated mammal related to ordinary hares or to rough-haired South American rodents in the Caviidae family, such as guinea pigs.
- Robotics:** The design, construction, operation and application of robots and computer systems for their control, sensory feedback, and information processing, including LEGO, VEX and FIRST Robotics activities.
- Safety:** Programs, activities, or projects that affect being secure or protected from hurt, injury, harm or loss. Includes ATV, automotive and bicycle safety, emergency preparedness, tractor safety education, etc.
- Service Learning:** Acquiring personal skills and knowledge in the process of performing services to others through school-based or community-based organized programs that includes intentional planning followed by personal reflection.
- Sheep:** Ruminant mammals of the genus Ovis, of the family Bovidae, bred in a number of domesticated varieties for the production of meat or wool.
- Shooting Sports:** Programs, activities and projects related to the use of firearms and archery equipment to facilitate personal goal setting, sportsmanship, confidence and safety.
- Small Animals/Pocket Pets/ Lab Animals:** includes all other small, domesticated mammals raised and cared for not listed in any other Animal category.
- Soils and Soil Conservation:** Studies of soils as plant growth media, construction materials and naturally occurring bodies. Soils represent the place where earth's crust, the atmosphere, living things and water are most intimately mixed.
- Swine:** Any of a family (Suidae) of omnivorous, artiodactyla mammals with a bristly coat and elongated, flexible snout; esp., a domesticated pig or hog.
- Technology and Engineering:** Engineering examples include welding, mechanics, technical building, engineering, woodworking, etc.
- Veterinary Sciences:** The study of prevention, alleviation or cure of animal diseases and injury.
- Wildlife and Fisheries:** Programs, activities and projects related to studies of wildlife and fish species in terms of ecosystems, geographic distribution, biodiversity, habitat, human utility, management, native and invasive species, including sport fishing and hunting.

