

JUDGING & EXHIBIT REQUIREMENTS 2007

EVERYONE BEING JUDGED MUST BRING COMPLETED PROJECT BOOK.

91-Discovering 4-H I-Bring one project from the book. Exhibit book & project.

92-Discovering 4-H II-Bring one project from the book. Exhibit book & project.

93-Discovering 4-H III-Bring one project from the book. Exhibit book & project.

94-Exploring Animals-Complete project guidelines. Bring educational display & one page report.

95-Exploring Energy-Complete project guidelines. Bring educational display & one page report.

96-Exploring Me & My Home- Complete project guidelines. Bring educational display & one page report.

97-Exploring Plants-Complete project guidelines. Bring educational display & one page report.

AEROSPACE

501 Rockets Away-(2 liter bottles)-Bring one rocket & launcher. Build and launch a 2 liter bottle water rocket. Exhibit educational display.

503-Rockets Away- (Estes type)-Bring one model rocket & launcher. Estes rockets must be launched using the least powerful engine specified for that rocket. Use only approved electric or fuse ignition system. First level required rocket skill level 1, 2 or 3. Advanced level required rocket skill level of 4 or higher. Exhibit educational display.

502-Science of Flight-Explore project guidelines. Build a glider or flyer from scratch or a kit, or a plastic model of a jet or airplane. Exhibit educational display.

ARCHERY & GUN SAFETY

630-Safe Use of Guns-Complete one activity in project book. Develop educational exhibit on Gun Safety. Exhibit educational display.

631-Archery-Complete project guidelines. Develop an educational exhibit about your project. No bows are allowed at the fair. Exhibit educational display.

BEEKEEPING

641-Basic Beekeeping-First Year-Bring educational exhibit regarding your project. Exhibit educational display.
Second Year-Bring one pint jar of honey. Exhibit educational display.

BICYCLE

517 Bicycle Adventures I- Complete project guidelines. Bring your bicycle to judging and compete in bicycle rodeo. Exhibit educational display.

518 Bicycle Adventures II-Complete project guidelines. Bring your bicycle to judging and compete in bicycle rodeo. Exhibit educational display.

519 Bicycle Adventures III-Complete project guidelines. Bring your bicycle to judging and compete in bicycle rodeo. Exhibit educational display.

CHILD CARE

434-Growing On My Own-Complete project guidelines. Bring project portfolio (scrapbook, journal) and project book to judging. Exhibit educational display.

435-Growing With Others-Complete project guidelines. Bring project portfolio (scrapbook, journal) and project book to judging. Exhibit educational display.

436-Growing In Communities-Complete project guidelines. Bring project portfolio (scrapbook, journal) and project book to judging. Exhibit educational display.

CITIZENSHIP/INTERNATIONAL

396-And My World I, The World Around Me-Complete project guidelines. Bring educational display.

397-And My World II, People & Customs of the World-Complete project guidelines. Bring educational display.

REQUIREMENTS FOR CLOTHING PROJECTS

Judging Requirements-Clothing must be brought to judging on a hanger, NOT worn. Bring your project book to judging. Judges will ask participants questions regarding construction & other information covered in the book.

All members must participate in judging to receive premium.

Training session, skillathon, Best Overall Project & Style Show are optional events we strongly encourage members to participate in.

4-H Training Session will be conducted, 4-H members that attend will receive an additional 5 point bonus on their project judging score.

Skillathon-participants will be awarded 1st place for Jr. & Sr. Divisions. Winners will be announced at the Style Show. Members will receive premium for the higher score of project judging or skillathon (skillathons will be conducted at project judging.)

Best Overall Project-winners will receive special awards for 1st, 2nd & 3rd place, Jr. & Sr. Divisions at the Style Show. This will be a combined total of judging score & skillathon score and 10 points for participating in the Style Show. Tie Breaker will be highest skillathon score.

Members who participate in the style show at the county fair will receive a \$5 bonus premium. This bonus premium will be in addition to the 2 premium allowance.

YOUNGER MEMBERS

409-Ready Let's Sew-Complete project guidelines. Model garment constructed along with accessories that complete the outfit. Exhibit garment constructed.

410-Fun With Clothes-Complete project guidelines. Complete appliqué project using a pattern from the book. Bring & model item made. Exhibit garment constructed.

427-It's Time For Clothing-Beginner-Complete project guidelines. Model an outfit that you have put together for one of your favorite activities. Include all accessories & identify the activity. Exhibit your outfit.

ESPECIALLY FOR 11-13 YEAR OLDS

413-Joyful Jumper-Sew a jumper which may be worn with a blouse, sweater or alone as a dress. Model jumper with other garments planned to go with it. Exhibit jumper made.

419-Tops For Tweens-Make a top & model with other garments & accessories to go with it. Exhibit item made.

424-Clothing For Middle School-Make a becoming outfit for school. Model garment made with other garments or accessories planned to go with it. Exhibit item made.

428-It's Time For Clothing-Intermediate-Complete project guidelines. Model a basic outfit complete with all accessories to personalize it for YOU. Explain how & why you chose the accessories. Exhibit item made.

ESPECIALLY FOR TEENS

406-Clothes for High School & College-Plan & construct an outfit appropriate for school or college. Model garment made with accessories to go with it. Exhibit item made.

407-Accessories For Teens-Make an accessory from the project book. Model with appropriate outfit you selected to go with it. Exhibit accessory made.

425-Frugal Fashion-Put together & model a total look outfit using sales merchandise, second-hand clothing or recycled garments from your wardrobe. Focus on spending the least amount of money possible & bring records for proof. Exhibit total look outfit.

429-It's Time for Clothing-Advanced-Complete project guidelines. Model an outfit that includes at least one of the garments from your basic wardrobe, coordinated with other clothing items that expand your wardrobe. Include all accessories & identify how you plan a basic wardrobe. Exhibit item made.

INTERMEDIATE LEVEL 4-H CLOTHING ANY AGE

412-Sewing For Others-Construct one complete outfit for the person of your choice or adapt three different garments for a disabled or handicapped person. Bring garment made. Exhibit garment made.

415-Active Sportswear-Plan & construct an outfit to wear while participating in active sports. Model garment made along with accessories that complete the outfit. Exhibit garment made.

423-Sportswear For Spectators-Construct one garment in an outfit assembled for a sporting event. Model garment along with accessories. Exhibit garment made.

ADVANCED LEVEL 4-H CLOTHING ANY AGE

408-Creative Costumes-Plan & construct an outfit following project guidelines. Model garment along with accessories that complete the outfit. Exhibit garment made.

417-Dress Up Outfit-Formal Wear-Make & model garment to wear to a special occasion or formal dance. Model with appropriate accessories to complete your outfit. Exhibit garment made.

417-Dress-Up Outfit-Day Wear-Make & model garment for church or parties. Model with appropriate accessories to complete your outfit. Exhibit garment made.

418-Lounging Apparel-Make a lounging outfit & model. Outfit must contain at least one piece of which you have made, you may use other accessories. Exhibit garment made.

420-Outer Layers-Construct an advanced level coat, jacket or cape. Model with an outfit. Exhibit garment made.

426 Clothing For Your Career-Make a becoming outfit appropriate for work or a job interview. Model outfit with accessories to go with it.

CREATIVE ARTS

592-Art As Expression-Complete project guidelines. Bring two completed art projects from the interest areas listed. Identify the interest areas chosen and explain. Exhibit educational display.

ELECTRICITY

527-Magic of Electricity-Bring exhibit derived from one of the activities, experiments or plans in your book. Exhibit educational display.

528-Investigating Electricity- Bring exhibit derived from one of the activities, experiments or plans in your book. Exhibit educational display.

529-Wired For Power- Bring exhibit derived from one of the activities, experiments or plans in your book. Exhibit educational display.

530-Entering Electronics- Bring exhibit derived from one of the activities, experiments or plans in your book. Exhibit educational display.

FIELD CROPS

660-Corn- Complete project guidelines. Prepare & exhibit educational display.

661-Small Grains- Complete project guidelines. Prepare & exhibit educational display.

662-Soybeans- Complete project guidelines. Prepare & exhibit educational display.

FISHING & TRAPPING

622-Trapping Muskrats In Ohio- Complete project guidelines and educational display. Exhibit educational display.

623-Fishing For The Beginner- Complete project guidelines and educational display. Exhibit educational display.

624-Fishing For The Intermediate- Prepare an exhibit demonstrating one of the following: habits & habitats, fish structure, fish in relationship to conservation, cleaning & care of your catch. Exhibit educational display.

FOOD SCIENCE

490-Science Fun With Dairy Foods-Complete project guidelines. Explore how dairy products are made and what chemical reactions take place. Bring educational display.

REQUIREMENTS FOR NUTRITION JUDGING

Judging Requirements-All food brought to judging should be family size and in a suitable serving dish or pan (unless other stated). Also bring utensils that you would use if serving the dish at home. All food projects must be prepared at home, no cooking or preparing at judging. All 4-H members must participate in project judging to receive premium. Everyone being judged must bring completed project book.

Training session, Skillathon and Best Overall project are optional events we strongly encourage members to participate in.

4-H Training Session will be conducted, 4-H members that attend will receive an additional 5 point bonus on their project judging score.

Skillathon participants will be awarded 1st place for Jr. & Sr. Divisions. Winners will be announced at the Style Show. Members will receive premium for the higher score of project judging or skillathon (Skillathons will be conducted at project judging).

Best Overall Project winners will receive special awards for 1st, 2nd & 3rd place, Jr. & Sr. Divisions at the Style Show. This will be a combined total of judging score & skillathon score and 5 points for being in attendance at the Style Show. Tie Breaker will be highest skillathon score.

FOODS & NUTRITION

459- I Spy In The Kitchen-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe form the book and bring to judging. Exhibit meal menu on an index card & educational display about your project for the fair.

461-Let's Bake Quick Breads-Bring planned menus for one day, which includes the food you prepared for judging. Bring one loaf of bread OR four rolls OR four muffins prepared from the book. Fair exhibit a meal menu on an index card & an educational display about your project.

462-Yeast Breads On The Rise-ADVANCED LEVEL-Planned menus for one day which includes the food you prepared for judging. Bring one loaf of bread and three different shaped rolls prepared from the recipes for your project year. First year or Second year. Fair-Exhibit a meal menu on an index card & an educational display about your project.

466-Mini Meal Magic- Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

467-You're The Chef-ADVANCED LEVEL-WILL TAKE 3-6 MONTHS TO COMPLETE-

Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

468-Meals In Minutes-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

469-The Global Gourmet-ADVANCED LEVEL-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

472-The Outdoor Chef-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

475-Star Spangled Foods-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

476-Pathways To Culinary Success-Complete project guidelines. Bring planned menus for one day, which includes the food you prepared for judging. Prepare one dish from a recipe that you included in your project journal. Bring your project journal to judging. Fair-exhibit a meal menu on an index card & your project journal.

481-Food & Fitness For Fun-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book with a personal fitness plan and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project

482-Food & Fitness Choices For You-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book with a personal fitness plan and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

487-Fast Break For Breakfast-Bring planned menus for one day, which includes the food you prepared for judging. Prepare one recipe from the book and bring to judging. Fair-exhibit a meal menu on an index card & an educational display about your project.

FORESTRY

613-Exploring Our Forests-Branch sections from at least 15 kinds of trees showing bark & cross section. These are to be mounted on a wood or stiff panel and each kind of tree should be labeled or leaves of 15 different kinds of trees mounted & labeled. Fair-educational display about your project.

614-Tree Planting-Bring one or two trees from your planting exhibited in a box or bucket. Fair-educational display about your project.

GARDENING

673-From Seed To Flower-Explore project guidelines. Bring three types of annual flowers grown from seed in suitable containers. Fair- educational flower exhibit.

674-Indoor Gardening-Explore project guidelines. Bring a mini greenhouse as described in your book and a one page story of the things you learned from this project. Fair- educational flower exhibit.

691-Vegetable Gardening I-Complete project guidelines. Bring adequate variety of best vegetables grown. Fair-exhibit vegetables or an educational display about your project.

692-Growing With The Seasons-Complete project guidelines. Bring adequate variety of best vegetables grown. Fair-exhibit vegetables or an educational display about your project.

GENEALOGY

442 Family History Treasure Hunt-One scrapbook consisting of photos, letters, references & charts. Poster showing family tree with four generations. Fair-exhibit poster showing family tree with four generations.

GRAZING MANAGEMENT

100-Management Intensive Grazing-Complete project guidelines. Bring educational display illustrating project work. Fair-Educational display.

HEALTH

351 Staying Healthy- Complete a minimum of 6 activities, each from a different chapter. Bring an educational display regarding one of these concepts. Fair-educational display.

352-Keeping Fit-Complete project guidelines. Bring an educational display regarding an activity from the book. Exhibit educational display.

353-First Aid In Action- Complete all activities (1-12) in your book. Create a Family First Aid Kit and treatment booklet. Fair-Bring First Aid Kit & treatment booklet.

357-Alcohol Decision- Complete project guidelines. Educational display demonstrating an activity or concept discussed in the book. Bring one page report described in project guidelines. Fair-educational display.

358-Tobacco & You- Complete project guidelines. Educational display demonstrating an activity or concept discussed in the book. Bring one page report described in project guidelines. Fair-educational display.

HOME DECORATING

491-Adventures In Home Living-Bring 2 or 3 completed projects such as a plant hanger. Tell why you chose it and how it adds to your home. Fair-exhibit a project you have made.

494-Designing Interiors-Educational display with 5-8 pictures showing changes in furniture arrangement and accessories. Keep a written record of new items and cost. Fair-educational display.

495-Your First Home Away From Home-Bring a detailed record of items used; include pictures if desired. Fair-educational display.

INSECTS

644-Exploring Our Insect World I-Exhibit 25 or more species of insects, labeled and identified.
Fair-educational display.

645-Exploring Our Insect World II-Exhibit 50 or more species of insects, labeled and identified on a panel no larger than 22x28. Consult 4-H agent if another exhibit is desired.
Fair-educational display.

LAWN CARE

548-Lawn-care-Complete project guidelines. Develop an educational display from project book.
Fair-educational display.

LEADERSHIP

370-One-on-One-Bring an example of one learning experience with your protégé to judging. Fair-exhibit display of you “in action” as described in project book.

371-4-H Club Teen Leadership-Bring a display including pictures, news articles, etc. of your completed project including activities and goals to judging. Fair-educational display.

372-Multi-Level Teen Leadership- Bring records of your accomplishments as outlined in the book to judging. Fair-exhibit a display of you “in action” as described in your project book.

373-Teen Leadership On The Job-Bring records of your accomplishments as outlined in the book to judging. Fair-exhibit a display of you “in action” as described in your project book.

374-Teen Boardmanship-Bring educational display developed from your project work, completed project book & records of your accomplishments. Fair-exhibit educational display.

377-Speak Out-Bring results of a program you planned, presented and evaluated. Fair-exhibit a display of you “in action” as described in your project book.

391-Leadership Skills You Never Outgrow I-Individual Skills for 9-11 year olds- Bring records of your accomplishments as outlined in the book to judging. Fair-exhibit a display of you “in action” as described in your project book.

392-Leadership Skills You Never Outgrow II: Individual Skills for 12-18 year olds-Bring records of your accomplishments as outlined in the book to judging. Fair-exhibit a display of you “in action” as described in your project book.

393-Leadership Skills You Never Outgrow III: Skills For Working in Groups-Bring report and educational display. Fair-educational display.

394-Leadership Skills You Never Outgrow IV: Skills For Leading Groups for Teens-Bring report and educational display. Fair-educational display.

LEISURE ACTIVITIES

496-Collectibles-Complete project guidelines. Bring an educational display illustrating some aspect of your project. Bring a sample of your collection & project book. Fair-educational display.

MONEY MANAGEMENT

445-Becoming Money Wise-Bring completed project book & records required. Fair-educational display illustrating one important point made in the project.

446-Money Fundamentals-Complete project guidelines on page 26 of the project book. Bring completed project book to judging. Fair-Exhibit educational display illustrating an important point made in the project

447-Money Moves-Complete project guidelines on page 34 of the project book. Bring completed project book to judging. Fair-exhibit educational display illustrating an important point made in the project.

448-Teens...on the Road To Financial Success-Bring completed project book, personal account book and/or records. Fair-educational display illustrating one important point made in the project.

NATURAL RESOURCES

611-Let's Explore The Outdoors I-Bring three animals from the stream exhibited live in water or preserved in alcohol or 3 soil insects or 3 pressed wild flowers. Fair-educational display of your project.

617-Exploring Ohio Ponds-Bring two activities described in the book. Fair-educational display of an activity in the book.

621-Ohio Birds-Bring one bird feeder that you have made from plans. Fair-exhibit bird feeder.

PETS-----SMALL ANIMALS

200-Dog Care-SEE 4-H DOG RULES. Fair-exhibit an educational display.

204-Dog Grooming & Handling-SEE 4-H DOG RULES. Fair-exhibit an educational display.

206-Dog Obedience-Beginner-SEE 4-H DOG RULES. Fair-exhibit an educational display.

207-Dog Obedience-Advanced-SEE 4-H DOG RULES. Fair-exhibit an educational display.

215-Guinea Pig-Bring one guinea pig in a cage. Fair-exhibit an educational display. Bring Small Animal Record Book and Project Book to judging

216-Cat 1-Purrrfect Pals- This project is for members who may or may not have a cat. Know 10 parts of a cat and design & build a scratching post. Bring Small Animal Record Book and Cat Project Book to judging.

217-Cat 2-Climbing Up-Bring cat to judging with a collar and leash on and in a box. Fair-Create a first aid kit for your cat and bring it to the fair. Bring Small Animal Record Book and Cat Project Book to judging

218-Cat 3-Leaping Forward-Bring cat to judging with a collar and leash on and in a box. Fair-Bring an exhibit of zoonotic diseases transmissible by cats. Bring Small Animal Record Book and Cat Project Book to judging

220-Small Animal Project-Bring one of the following to the fair in a cage: hamster, gerbil, mouse, rat, chinchilla, ferret, hedgehog. Fair-exhibit an educational display. Bring Small Animal Record Book and Project Book to judging

PHOTOGRAPHY

579-Adventures With Your Camera-A-Bring on a poster, 5 pictures on any subject or picture story series of 5 pictures. Pictures taken for this year's project. Complete project guidelines. Fair-exhibit an educational display.

580-Adventures With Your Camera-B-Complete project guidelines. Bring your 3 ring binder with completed project book, journal & card stock complete with pictures. Fair-exhibit an educational display.

583-Adventures With Adjustable Cameras-Complete project guidelines. Exhibit may be displayed on poster board an/or in photo album. Bring the following: 5 night scenes without flash; 5 scenes with same exposure with different settings; 5 sharp scenes with low light; 5 scenes created with blurred motion trails; 5 close up scenes. Fair-exhibit an educational display.

POULTRY

151-Raising Pullets- Exhibit either 2 pullets or 1 pullet and 1 rooster. Participate in quality assurance and skillathon.

153-Fancy Poultry-Exhibit 2 birds raised during the project year. See Livestock Rules & Regulations. Participate in quality assurance and skillathon.

166-Turkeys- Exhibit one tom and one hen. Participate in quality assurance and skillathon.

168-Ducks & Geese-Exhibit one drake & one hen or one gander & one goose. Participate in quality assurance and skillathon.

RABBITS

225- Breeding Rabbits and 226 -Market Rabbits see 4-H Livestock Rules. Must participate in quality assurance and skillathon.

227-Pet Rabbit -Interview & bring one doe or one buck. Pet Rabbits come for interview on Tuesday and do not stay at fairgrounds. Pet Rabbit Members do not have to attend Quality Assurance or participate in Skillathon. Their project interview determines their project grade.

RADIO-CONTROLLED VEHICLES

504-Radio Controlled Vehicles-Complete project guidelines. Bring educational display pertaining to the project.

ROPES

540-Rope-Interview & bring ten knots labeled with use of each on a panel no larger than 22" x 18" also bring a long splice of rope. Exhibit your knots.

SELF-DETERMINED

365-Self-Determined-Interview & prepare educational display pertaining to the project.

*Idea Starters Available—See Family Guide.

SMALL ENGINES

541-Crank It Up- Complete project guidelines (at least 7 activities). Bring your Start Your Engines Portfolio. Exhibit educational display of activity included in your portfolio.

542-Warm It Up-Complete project guidelines (at least 7 activities). Bring your Start Your Engines Portfolio. Exhibit educational display of activity included in your portfolio.

543-Tune It Up-Complete project guidelines (at least 7 activities). Bring your Start Your Engines Portfolio. Exhibit educational display of activity included in your portfolio.

THEATER ARTS

596-Play The Role-Complete at least six Curtain and/or Call Board activities each year. This can be repeated 2 to 3 years. Bring Theatre Arts Journal to judging. Exhibit educational display.

597- Become A Puppeteer-Complete at least six Curtain and/or Call Board activities each year. This can be repeated 2 to 3 years. Bring Theatre Arts Journal to judging. Exhibit educational display.

598-Set The Stage -Complete at least six Curtain and/or Call Board activities each year. This can be repeated 2 to 3 years. Bring Theatre Arts Journal to judging. Exhibit educational display.

VETERINARY SCIENCE

173-Horseless Horse-Complete project guidelines. Bring educational display of an activity in the project book. Exhibit display.

244-Vet 1-From Airedales to Zebras-Complete 7 activities in project guidelines. Bring project book to judging. Create a scrapbook of different types of housing for all kinds of animals.

245-Vet 2-All Systems Go- Complete 7 activities in project guidelines. Bring project book to judging. Make an educational display investigating lifecycle and prevention measures for a parasite of an animals specie (not horse).

246-Vet 3-On The Cutting Edge- Complete 7 activities in project guidelines. Bring project book to judging. Make an educational display about reproductive tracts and cycles of a specie of your choice.

WELDING

573-Arcs & Sparks-Complete project guidelines. Bring two projects from the project book. Exhibit educational display.

WOODWORKING

556-Measuring Up-Level 1-Explore woodworking activities. Construct two projects from the plans listed in the book. Exhibit wood projects.

557-Making The Cut-Level 2-Complete project guidelines. Build two wood projects from the plans in the project book. Exhibit wood projects.

558-Nailing It Together-Level 3-Complete project guidelines. Build two wood projects from plans listed in the book and the other can be your choice. Exhibit wood projects.

559-Finishing Up-Level 4-Complete project guidelines. Build two wood projects from plans listed in the book and one of your choice. Exhibit wood projects.

WRITING

587-Writing & Reporting For Teens-Design & display on a poster your own newspaper layout including a heading & pictures. Poster size 14" x 22". Exhibit educational display.

588-Creative Writing-Write your own poetry or fiction story. Exhibit educational display.

GROUP PROJECTS

If a group project is taken by a club the club should exhibit an educational group exhibit directly related to the project. Individuals must be judged to receive premium money and must bring their own display for judging.

625-GPM-Fishy Science-Bring records & educational display.

501-GPM-Rockets Away-Explore science of rocketry through a variety of hands-on experiences. Bring one rocket and launcher.

555-GPM-All Terrain Vehicles-Learn safe operation, proper safety attire and maintenance of an ATV. Bring an educational display illustrating concepts covered in the project.

490-GPM-Science Fun With Dairy Foods-Complete project guidelines. Explore how dairy projects are made & what chemical reactions take place. Bring educational display.

165-GPM-The Incredible Egg-Bring educational display describing project.

511-GPM-CarTeens-Bring educational display illustrating concepts covered in the project.

550-GPM-Safe Operation of Agricultural Equipment-Educational display on any concept covered in the project manual.

602-GPM-Beans About Water-Educational display illustrating concepts learned through project work.

603-GPM-Weather Together-Bring educational display illustrating concepts learned through the project.

695-GPM-Go Plants-Growing Opportunities With Plants-Bring educational display illustrating concepts learned through project work.

956-GPM-Invent; An African-American Inventors Curriculum-Bring educational display illustrating concepts covered in the project manual.

488-GPM-Team Up For Good Nutrition-Bring records and educational display.

