Cooking up Fun! A Pyramid of Snacks

This teaching guide offers 16 different snack recipes, 12 games, 12 science experiments and 12 other food activities to reveal the structure and logic behind The Food Guide Pyramid. The goals for the Cooking Up Fun! initiative are to (1) Increase life skills related to food preparation; (2) Model practices that reflect Dietary Guidelines and the Food Guide Pyramid; (3) Expand opportunities for experiential learning; (4) Develop understanding of the science of cooking; and (5) Have fun! Developed for children ages 9 - 12.

Digital Media free

http://ecommons.library.cornell.edu/handle/1813/3714

Cooking up Fun! Muffins and More

Standards for comparing different types of quick bread and the role different flavors play in the final product define this teacing guide. 14 recipes, 12 activities to interpret and use recipes, 7 activities to practice kitchen and food safety, and 12 science experiments to understand functions of ingredients are included. The goals for the Cooking Up Fun! initiative are to (1) Increase life skills related to food preparation; (2) Model practices that reflect Dietary Guidelines (3) Expand opportunities for experiential learning; (4) Develop understanding of the science of cooking; and (5) Have fun! Developed for children ages 9 - 12

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4-H Clothing Project: Adventures in Clothing: Unit I

The first unit in the "4-H Clothing Project Series" helps students develop basic knowledge about a broad spectrum of topics related to clothing and sewing. The basic science of color is introduced and broadened into color use and color effects in clothing. Design lines as related to fabric design, trims, seams, darts, and gatherings are explored. Clothing choice is introduced based on students' personal "likes" or preferences, as well as needs. Fabrics are explored in terms of basic science, make-up, weave and finish. A longer chapter titled "Creative Sewing" helps participants apply their new found knowledge with basic sewing skills in several step-by-step projects. Sewing machines, sewing tools use, hand sewing, sewing with and without patterns, body measurements, cutting, marking, and pressing are all covered. Clothing care, clothing safety, and personal pointers round out this wonderful curriculum.

Booklet free

Website free http://hdl.handle.net/1813/3404

A Palette of Fun with Arts & Crafts

Arts & Crafts - A Palette of Fun (134 pages) Youth will have many artistic experiences with A Palette of Fun with Arts & Crafts: A Helper's Guide for Children's Art Activities. All activities focus on teaching the elements and principles of art and developing skills for a lifetime. Children learn art through cutting and pasting, painting, sculpting, drawing, printing, and 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 and out of school. Grades K-6.

A suggested part of the 4-H Military Kids curriculum.
$15.00
http://cerp.cornell.edu/4h/search_result_details.asp?pid=1146

Horticulture 1: Budding Gardeners

This horticulture project is designed for beginners. 4-H members learn how to grow plants both indoors and outdoors, and how to grow vegetables and flowers. Experiments are also included in this unit.
$5.00
Purdue University phone: 888 - 398 – 4636

4-H Photo Kids 1 - Focus on Photography

In this new photography curriculum, youth will focus on equipment basics, taking sharper pictures, the concept of lighting and flash, photo composition approaches, sequencing and evaluating photographs.

Book $5.95 80 pages
Website free http://www.4-hcurriculum.org/projects/photography/

Computer Power Unlimited: Newbie Know How
Getting Started with Computers

The Computer Power Unlimited series helps anyone with a computer learn something new. This volume is for beginners with littel or no experieince with computers. The 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 each others about technology and computers.
Booklet $3.95

http://www.four-h.purdue.edu/cpu/cpu.htm