

Wildlife

Project Leader: Phil Carter

Phone: 765-586-5840

Email: pncarter@geetel.net

PROJECT DESCRIPTION:

Learn about Indiana's wildlife through the Wildlife project. Members taking this project can learn about Birds, Fish & Herptiles, Mammals and Outdoor Skills.

EXHIBIT GUIDELINES

1. Information labels on the poster should be the size and location recommended by the manual.
2. List sources for images and information.
3. Use general poster guidelines and requirements found in the rule book.

LEVEL A: GRADES 3-5

- A poster related to an activity from the level 1 manual
- A poster and/or notebook of a wildlife related science experiment appropriate for grades 3-5

LEVEL B: GRADES 6-8

- A poster related to an activity from the level 2 manual
- A poster and/or notebook of a wildlife related science experiment appropriate for grades 6-8

LEVEL C: GRADES 9-12

- A poster related to an activity from the level 3 manual
- A poster and/or notebook of a wildlife related science experiment appropriate for grades 9-12 **Independent**
- **Study** -Learn all you can about a wildlife topic, program, facility, project, etc. and present it on a poster or in a notebook. Take care to follow all state and federal guidelines when working with wildlife, with particular care when raising game birds, migratory birds, and endangered species. See the Indiana 4-H Wildlife project website, www.ydae.purdue.edu/natural_resources/4-H,NR,Projects/Projects/wildlife/, for more information. Include a short manuscript, pictures, graphs, and list the works cited to describe what you did and what you learned. Title your poster or notebook, "Advanced Wildlife -Independent Study"
- **Mentoring** -Exhibit a poster or notebook that shows how you mentored a younger 4-H member. Include your planning, the time you spent, the challenges and advantages of mentoring, and how the experience might be useful in your life. Photographs and other documentation are encouraged. Title your poster, "Advanced Wildlife -Mentor."

STATE FAIR ENTRY: *One entry per level.*

