OHIO 4-H MASTER PROJECTS











4-H 560M

Woodworking Master

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The Woodworking Master project is for members who want to continue with woodworking after completing the Ohio 4-H woodworking projects (556 *Measuring Up*, 557 *Making the Cut*, 558 *Nailing It Together*, and 559 *Finishing Up*). Members of any age may complete this project, but must have completed the existing projects, must have woodworking experience comparable to what is required for other advanced-level 4-H projects, and must be able to plan and complete the project on their own with minimal supervision or assistance.

NAME
AGE (as of January 1 of the current year):
COUNTY:
CLUB NAME:
ADVISOR:





Project Guidelines

- Plan, design, build, and evaluate at least one woodworking project. What you make should be different from what you can make within the guidelines of other 4-H woodworking projects, or require specialized or professional-level skills to complete (beyond what would be expected in other woodworking projects).
- 2. Take part in at least two learning experiences, as outlined and planned in section 2.
- 3. Take part in at least two leadership/citizenship activities, as outlined and planned in section 3.
- 4. Explore career opportunities in which you might apply or use what you learn by completing this project, as outlined in section 4.
- 5. Keep records of what you do, when you do it, how much you spend, and what you learn as you complete the project.

- 6. If possible, have someone take pictures of you working on your project at different stages as you progress from the beginning through completion, and attach copies of the photos in section 6 or in a separate project scrapbook.
- 7. Take part in a judging activity to evaluate the results of your project with someone else. The judging activity could be a simple discussion with your 4-H advisor about what you did particularly well with your project, and what you might like to do better next time, or it could be a more complex activity such as participating in your county's 4-H woodworking judging to see how the results of your work compare with those of other members enrolled in the Woodworking Master project.

Section 1: Planning What to Do and Doing What You Plan

To complete this project, you should plan, design, build, program, and evaluate at least one woodworking project. Whatever you make should be different from what you can make within the guidelines of other 4-H woodworking projects, or should require specialized or professional-level skills to complete (beyond what would be expected in other 4-H woodworking projects). No matter what you make, your project should show creativity, proper joinery technique, and good layout and design. Here are a few examples of the many things you can do:

- Plan, design, and build a replica of a piece of antique furniture. Include information about the piece you are replicating, such as historical time period, original maker, use, etc.
- Plan and build a piece of furniture or other item made from wood using your own design. Create a portfolio that includes your reasons for selecting the item, your drawings, any resources, and a description of the experience.
- Plan and use a lathe to create an item made from wood.
- Plan and carve an item made from wood.
- Learn about and try intarsia or marquetry.
 Incorporate the technique into a new woodworking project.

These are just "starting place" ideas. The whole notion of a master project is to decide what you want to do. Just make sure what you plan is different from what you could do in other woodworking projects, and do what best suits you and your family's needs and interests. This project may be completed or repeated over several years, as long as new skills are developed each year, and as long as additional sources and activities are used. Be sure to enroll in 4-H and register your project with your Extension office each year.

Before deciding for sure what you want to do or make for your project, complete the following:

- Discuss your ideas with family, friends, and your 4-H advisor.
- Talk with someone who has done something similar to what you are planning, and ask for tips and advice.
- Check out books about your topic at the library before you begin.
- Visit websites that provide more information about what you plan to do.
- Check your county's project guidelines (if any) for additional requirements, especially if you choose to participate in county project judging or prepare an exhibit for the fair.

Need more ideas for a project? For an inspiring look at entries from 4-H Woodworking Day at the Ohio State Fair, go to http://4hengineering.osu.edu. (Click on "Woodworking" and then on "Results and Pictures.")

Use this table to outline your goals (what you want to do in your project), the specific steps you need to take to accomplish those goals, new tool skills needed, and when you plan to do them.

Goals	Objectives	Dates

Section 2: Project Learning Experiences

Learning experiences are organized programs or events in which you learn with other people about things related to your project, beyond what you would learn by yourself. Choose **at least two** learning experiences from the list below (or create your own). Write them in the table below. Record your progress by asking your project helper to initial next to the date when each one is completed. You may add to or change these activities at any time.

- Attend a clinic, workshop, demonstration, or speech on a topic related to your project.
- Tour a lumber mill to learn more about how trees are harvested, what makes the wood valuable, different milling techniques, etc.
- Prepare your own demonstration, illustrated talk, or exhibit.
- Participate in county judging.

Learning Experiences (include location)	Date Completed	Project Helper Initials

Section 3: Leadership/Citizenship Activities

Leadership/citizenship activities provide opportunities for 4-H teens to live the 4-H pledge—by using their heads, hearts, hands, and health to think clearly, promote loyalty, provide service, and live better to improve their clubs, communities, country, and world. Choose **at least two** leadership/citizenship activities from the list below (or create your own). Write them in the table below. Record your progress by asking your project helper to initial next to the date when each one is completed. You may add to or change these activities at any time.

- Encourage a friend or a younger person to join 4-H and take a woodworking project, or help younger members plan and complete a woodworking project.
- Do an interview practice session for younger members to help them prepare for judging.
- Attend a local township trustees meeting or county commissioners meeting, and tell them about yourself and your club's service projects.
- Assist in setting up for and cleaning up after a club, county, or other 4-H event, especially those related to woodworking.
- Prepare an illustrated talk, speech, or skit related to your project, and present it to your 4-H club or at the county or area 4-H speaking contest.
- Create an online video that demonstrates a unique feature from one of your woodworking designs. Share it with your project leader and others.

Leadership/Citizenship Activities	Date Completed	Project Helper Initials

Section 4: Explore Career Opportunities

One benefit of completing 4-H projects is that they give you a chance to think about and explore potential career opportunities. Many former 4-H teens use the skills and abilities developed in 4-H woodworking projects in their careers. Some have successful careers directly related to woodworking, such as cabinetmaker, furniture refinisher, custom furniture maker, residential remodeling contractor, etc. Even if you do not pursue a career in a woodworking field, you will use your 4-H woodworking experience throughout life.

Since the process you are working through requires selecting a task and developing a solution, the skills you gain during the project transfer to nearly any career. Every employer is looking for associates who are self-starters and for individuals who can work through a given project from start to finish.

Talk with a parent, project helper, or friend and brainstorm a list in the table below of at least three careers in which you could apply what you learn through this project. In the middle column, list the name of someone you know who could tell you more about that career. Select *one* of the people listed to interview them about their field and how to succeed in it. Summarize what you learned in the space below.

Related Career/Job Title	Person you could visit with who knows about the career	Date you visited ONE of these people about the career
What I Learned:		1

Section 5: Record Keeping

Keep records of what you do, when you do it, how much you spend, and what you learn as you complete the project. Summarize your records in the table below. Add additional pages if needed.

Date	What I Did	Cost	What I Learned

Section 6: Project Photos

Use this page to attach photos of you working on your project at different stages. Add additional pages if needed, or keep your photos and project records in a separate project scrapbook.

Section 7: Evaluating Your Results

Take part in a judging activity to evaluate the results of your project with someone else. The judging activity could be a simple discussion with your local 4-H advisor about what you did particularly well with your project and what you might like to do better next time, or a more complex activity such as participating in your county's 4-H woodworking judging to see how the results of your work compare with those of other members enrolled in the *Woodworking Master* project. To prepare for judging, evaluate what you did for your project using by answering these questions:

1.	Describe what you did for this project.
	What led to this decision?
3.	What did you do especially well in your project? What are the best parts of your project?
4.	If you could improve anything about your project, what would it be? What will you do differently next time you attempt to make something like what you made in your project?

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Date Judging Activity Completed: __

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