



Wildlife and Marine Science

Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

Description of Project:

4-H'ers may explore living things, especially mammals, birds, and fishes that are neither human nor domesticated, and their habitats. Through this project 4-H'ers may:

- develop an understanding and appreciation of the economic and aesthetic values of wildlife resources to the state
- acquire knowledge relative to the wise use and management of wildlife as a resource
- develop an understanding of the habitats and factors affecting the survival of a species
- acquire knowledge about the different marine habitats (i.e., salt waters, marsh areas, and brackish waters)
- learn the various roles that groups of marine life play within marine and global ecosystems
- determine how to conserve, protect, and utilize marine resources through conservation and management
- develop an appreciation for marine resources as a recreational opportunity
- explore careers related to wildlife and marine sciences

Overview:

- ⇒ Choose project
- ⇒ Develop skills in:
 - Project
 - Leadership
 - Service
- ⇒ Prepare portfolio for work completed from January 1—December 31
- ⇒ Prepare presentation
- ⇒ Practice
- ⇒ Compete
- ⇒ Reflect

Examples of Project Development Experiences:

- Participate in a 4-H wildlife judging team
- Go on nature walks with field guides. Identify wildlife and further study their habitats
- Shadow a zoologist or marine biologist for a day and learn their job responsibilities
- Take a trip to a nature center, the beach, or a wildlife management area
- Visit a zoo or aquarium and read the descriptions of all the animals and fish on display. Take notes and compare the similarities and differences among the wildlife

Project Sharing and Helping Examples:

- Coordinate a trip for youth or community members to a nature center, zoo, lake, or ocean
- Interview a marine biologist or wildlife expert and share what you have learned with your group or class
- Organize a group that teaches the public about local wildlife concerns through social media, presentations, and promotional flyers
- Help train younger 4-H'ers for wildlife habitat judging events
- Hold a demonstration on identifying animals and proper wildlife management techniques
- Photograph shark teeth, shells, bones, and feathers and share your findings with others
- Lead a group in making bird houses or feeders. Discuss how to identify local native birds that will visit their feeder/house
- Mentor a younger 4-H'er in a wildlife or marine sciences project
- Create and display a mini-booth at a local fair or public place in your community (such as a library or elementary school)
- Teach a group how to track animals by their tracks and/or scat
- Organize a group trip to 4-H Tidelands Nature Center
- Deliver a presentation on your favorite animal

Recommended Resources:

- Georgia4h.org/ProjectAchievement
- tidelands4h.org
- fws.gov
- georgiawildlife.com/hunting/wildlife-management-areas
- georgiawildlife.com
- gadnr.org
- coastalgadnr.org
- gacoast.uga.edu
- noaa.gov

Special Considerations:

- Youth should remember to be cautious and considerate around wildlife management areas.
- Practice internet safety when communicating with new people online.
- Ask permission before photographing, taping, or quoting someone.
- Be respectful of other cultures.
- Live animals and weapons are not permitted.

At Competition:

Wildlife and Marine Science projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for these presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.

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Date: 3/3/2017

Sources:

Jackson, Jeff. *Junior/Senior Project Notebook*. "Wildlife and Marine Resources Project."

The University of Georgia CAES. 2016 Project Achievement. <http://www.georgia4h.org/projectachievement/>

