

Jr. High Interactive Exhibit - 6th, 7th & 8th graders

The goal is to get your audience to...**Stop, Read & Remember!**

A good exhibit has to attract attention, focus attention on a central idea, and sell the person on the idea that you are trying to present.

Follow these 10 steps for an effective Exhibit:

30 **Determine your Audience:** Your audience will be a group of judges that will have a short amount of time to look at your exhibit. So you will need an exhibit that gets their attention. Think about what you would like to look at. Do you want to read a long paragraph to get the idea of an exhibit?

40 **Determine your Purpose:** Do you want your judge to: Take Action? Solve a problem? Or Change his/her opinion? Without a purpose or objective, your exhibit may be a jumble of elements without any particular point or effect. With a purpose, your exhibit will have something definite to say and do so clearly and briefly!

50 **Develop the Theme:** Choose a single theme or subject to be treated briefly. Make sure that every element, whether visual or text, supports your theme. Leave out anything else! Use strong visual elements and brief text.

60 **Treat the Subject Visually:** You must be able to get your purpose across without having to explain it to someone. In other words, ask yourself the following questions: If I set up

5. **Develop the story line:** The story line consists of 3 steps: state the problem, offer solutions, and show the benefits.

6. **Design:** Good design leads the judge to stop, look and remember! Determine the size, shape, and kind of space your exhibit will occupy. Know the kind of lighting the space has and what is needed. The layout should guide you from one part to the next. Your judge should be able to understand the overall story, not just notice separate parts. Don't over crowd your exhibit, keep it simple but informative!

7. **Visuals:** Good visuals are a must! Use photos, drawings, maps, charts, graphs, actual objects or models.

8. **Lettering:** When planning your exhibit, pay attention to the size, weight, style, and spacing of the letters. Avoid using fancy or ornate letterings. Capitals are good for titles, but upper and lower case should be used for text. The size of the letters should be judged by the viewing distance or the emphasis of the letters on the exhibit.

9. **Color of Board and Letters:** Contrast is one of the most important considerations in determining color combinations for exhibits. Use dark letters on a light board and light letters on a dark board:

10. **Text:** Exhibits are not bulletin boards or enlarged leaflets. Viewers are standing, moving, or have an interrupted or obstructed view. Reading a lot of text is difficult to do. Keep it brief! Try to use active verbs. For example "Improve Your Farm" rather than "Farm Improvements."

Jr High Interactive Exhibits

4-H members in the 6th- 8th grades may participate in the interactive exhibit activity. Youth can only participate in one project area.

Rules and Description:

- The exhibit should showcase knowledge gained, or a technique or skill learned in your 4-H project.
- Exhibit should relate to 4-H project work. It should be self-explanatory and not require step by step instructions. This is not a demonstration.
- 4-H member has 1-2 minutes to explain exhibit. Judges will then have 2-3 minutes to ask questions.
- Interactive exhibits should relate to one of the 27 4-H projects listed below.
- Grades: 6th-8th grades. Competition is by project not by grade division.
- Competition levels: Club, County, Area.
- Youth may only compete in one project area.
- 4-H members will each have ½ of a six-foot table. Free standing tri-fold exhibit boards should be used. Space from the table to the floor may be used.
- Props on table should support project display board.
- The word “4-H” or 4-H emblem should be somewhere on the exhibit.
- No live animals, babies, fireworks, weapons or anything banned or prohibited at school.
- If technology is used, it is only a supplement to your visual and provides no auditory support. It does not replace your exhibit board or presentation.

Tips: Be creative. Have a catchy title. Make your exhibit colorful, but not to cluttered. Use solid color stick on letters. You may use any color board and letters. Use pictures or diagrams to explain. Use key words or pictures and expand on them.

Projects

Beef	Entomology	Engineering/Safety Science
Citizenship	Food Science	Environmental Science/
Public Speaking	Goat	Conservation,
Companion Animal	Leadership	Forestry/Wildlife/Fisheries Horse
Computers/Technology	Line & Design	Horticulture/Garden Nutrition/
Consumer Ed/Economics	Photography	Health/Fitness Performing Arts/
Clothing & Textiles	Plant Science	Recreation Personal Development
Dairy	Poultry	STEM (Science, Technology,
Electric	Sheep	Engineering, Math)
Swine	Vet Science	

Jr High 4-H Interactive Exhibit Scorecard

EXHIBITOR	Possible points	
Appearance of 4-H member Neat & well groomed, Good posture, enthusiastic Voice Pleasing, clear, distinct, correct English	10	
Oral Explanation Main points clearly stated, well organized, Practical questions answered accurately (4-H'er is allowed 1-2 minutes to explain exhibit)	30	
EXHIBIT		
General Appearance of Board Artistic, neat, well balanced, easy to read	20	
Message Told Current interest, one central theme, tells story simply and clearly, message grasped quickly	30	
Creativity Original idea, freshness in presentation	10	
TOTAL POINTS	100	



Williamson County Extension & 4-H
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TO: 6th, 7th, and 8th grade 4-H'er's

RE: Williamson County 4-H Interactive Exhibit Project Contest

You are invited to participate in our **2022 Williamson County 4-H Demonstration Contest**, which will be held at The Williamson County Ag Expo Park, **Monday night, March 28th**. Once you have registered for the contest, after the deadline, you will be assigned a designated time between 6:00 -7:45 PM to present your Interactive Exhibit. You will need to be present for your scheduled time. A virtual awards ceremony will be conducted Tuesday, March 30th. Contest details and check-in information will be emailed to the email address you provide when you register for the contest. Remember to practice your presentation so you will do well. You will compete with 4-H'ers from across the county.

Pre-registration is required! - <https://tiny.utk.edu/InteractiveExhibit>

LOCATION: Williamson County Ag Expo Park, 4215 Long Lane, Franklin, TN

CONTEST FORMAT: The Contest will be in-person. You will be assigned a table top space to set up your exhibit. Review contest rules for your space allocation. Remember that you can use all the space from the floor up.

PRE-REGISTRATION: Now through March 10, 2022. Complete the registration form online. We are looking forward to seeing you at the Williamson County 4-H Interactive Exhibit Contest on Monday, March 28th. If you have any questions, please call us at 615-790-5721.

TIME LIMIT: 1-2 minute explanation, 2-3 minutes for Q & A with the judges.

You may enter both an Interactive Exhibit and a Project Demonstration this year. You might consider how to do both on the same project area or topic so that your demonstration and interactive exhibit are similar in theme and design. You may only advance to the Area contest with your Interactive Exhibit since the Demonstration contest for 6-8th grade is County-level only.

Project Interactive Exhibit Registration Deadline is March 10th, so don't delay! You can sign-up now if you would like!

<https://tiny.utk.edu/InteractiveExhibit>

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4-H Projects

Beef Cattle
Citizenship
Clothing and Textiles
Communication / Public Speaking
Companion Animal (Pets – cats, dogs, etc.)
Computers and Technology
Consumer Education / Economics
Dairy Cattle
Electric
Engineering / Safety Science
Entomology
Environmental Science/Conservation
Forestry, Wildlife & Fisheries
Food Science (Food Safety, Meat Science)
Goat
Horse
Horticulture / Garden
Leadership / Personal Development
Line & Design (crafts & interior design)
Nutrition / Health / Fitness
Performing Arts / Recreation (dance, sports, music, games, shooting sports, camping, etc.)
Photography
Plant Science (field crops)
Poultry
Sheep
STEM (Science, Technology, Engineering, and Mathematics)
Swine
Veterinary Science

Pre-registration is required for the contest by March 10th.



Programs in agriculture and natural resources, 4-H youth development, family and consumer sciences, and resource development.
University of Tennessee Institute of Agriculture, U.S. Department of Agriculture and county governments cooperating.
UT Extension provides equal opportunities in programs and employment.