

DEPARTMENT HUMAN DEVELOPMENT

PREMIUMS: Purple-\$4.00, Blue-\$3.50, Red-\$3.00, White-\$2.00

The term Human Development includes child care, family life, personal development and character development.

- All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: <https://unl.app.box.com/s/eoigrjsuq67yvtq1def160mmjuhozvck> - What it takes to be your Teen Babysitter. In addition another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines - <https://www.education.ne.gov/OEC/elg.html>
- Exhibitors in the Human Development project area will be asked to focus on designing toys/games/activities that meet the different needs of children. Categories are based on the Early Learning Guidelines in Nebraska which identify the important areas in which our children should grow and develop. Use the Nebraska Department of Education website and the resources around the Early Learning Guidelines to help understand the six areas and the skills children need to develop to create your exhibit, in conjunction with your project manual. <http://www.education.ne.gov/OEC/elg.html>
- Premier 4-H Science Award is available in this area.

DIVISION 200 - I HAVE WHAT IT TAKES TO BE A BABYSITTER

Toy, game, or activity made for a selected and identified age group. The intent is for the toy/game/activity to teach the child in the developmental area related to each class. For example a game that is developed to help youth learn language and literacy skills would be an exhibit for class 2. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing for classes 1-6.

- C200001.* **SOCIAL EMOTIONAL DEVELOPMENT** (SF30)
- C200002.* **LANGUAGE AND LITERACY DEVELOPMENT** (SF30)
- C200003.* **SCIENCE** (SF30)
- C200004.* **HEALTH AND PHYSICAL DEVELOPMENT** (SF30)
- C200005.* **MATH** (SF30)
- C200006.* **CREATIVE ARTS** (SF30)

INFORMATION SHEET: Each exhibit in **Classes 1-6 must include:**

- Where did I get the idea for this exhibit?
- What decisions did I make to be sure exhibit is safe for child to use?
- What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 months, Toddlers, 18 months-3 years, Preschoolers, 3-5 years or middle childhood, 6-9 years) 4-H'ers must give at least two examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).
- How is the toy, game or activity intended to be used by the child?

- C200007.* **ACTIVITY WITH A YOUNGER CHILD** - Poster or scrapbook showing 4-H'er working with a child age 0-8 years. May show making something with the child, or child care or child interactions. May include photos, captions, story, or essay. Size of exhibit is your choice. Other people may take photos so 4-H'er can be in the photos. 4-H'er must make scrapbook or poster. No information sheet needed for this class. (SF115)
- C200008.* **BABYSITTING KIT** - Purpose of the kit is for the 4-H'er to take this with them when they babysit in someone else's home. Do not make kit for combination of ages or for your own family to use. See The Sitter manual (4H266 revised 2002) for appropriate items to include. 4-H'er should make one or more items in the kit, but purchased items are also allowed. Display in box or bag suitable for what it contains. Approximate size not larger than 12" x 15"x 10". All items in kit must be safe for child to handle. (SF85)

INFORMATION SHEET: Each exhibit in **Class 8 (babysitting kit) must include:**

- State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for.
- What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age.
- What will the child learn or what skills will they gain by using the kit?
- What item(s) were made by the 4-H'er? 4-H'er should make one or more items in the kit, but purchased items are also allowed. (It is highly suggested that an inventory list of items in the kit be included).

C200009.* **FAMILY INVOLVEMENT ENTRY** - Scrapbook, poster or story describing an activity other family did together. It might include making something such as a doll house or feedbunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event. (SF115)

4-H'ers taking Growing All Together (2 or 3) may enter:

C200010.* **GROWING WITH OTHERS** - Scrapbook or poster. Examples: How to decide if it's time you can be home alone, and related activities. How responsibilities and privileges are related. Friendships. Working with others. Under standing rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories and special interests. (SF115)

C200011.* **GROWING IN COMMUNITIES** - Scrapbook or poster. Examples: a career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playground safety check. (SF115)

DEPARTMENT CLOTHING

**Fashion Show and Clothing Judging will take place on
Tuesday, July 18 - 9:30 a.m. at Nance County Fairgrounds**

- All clothing exhibits, except Division 221 - Beyond The Needle, must be interview judged. Exhibits will be entered at the time of your interview.
- **ENTRY TAGS** - Every clothing exhibit must be described on the appropriate entry tag accompanying it, (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment, place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- **IDENTIFICATION LABELS**-Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label.
- Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
- **PREPARATION OF EXHIBITS**- Please bring all wearable exhibits on wire hangers or hangers with a swivel hook **ONLY**. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger pointing to the left. Fasten skirts, shorts, and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.
- Garments as listed may be made for self (4-H member) or another person.
- 4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.
- **CRITERIA FOR JUDGING** - Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu.
In addition, all entries must conform to rules and regulations as set forth in the current [Nebraska State Fair Book which can be found here <https://4h.unl.edu/fairbook/general/rules>](#)
- It will be acceptable to use the serger for any of the clothing projects; however, the use of serger machines is not recommended for use in the STEAM Clothing 1 projects. An exhibitor will not be judged on whether or not the serger was used, but rather on how appropriately and successfully it was used on the particular garment or item.
- **STATE FAIR SPECIAL RECOGNITION**: All garments and accessories will be considered for the juried "4-H Design Gallery" to be displayed at the Nebraska State Fair only.