

# Home Design & Restoration

The purpose of Home Design & Restoration is to learn design principles and develop graphic design techniques. In addition, activities in this category encourage well-thought-out design plans and diverse artistic techniques. Be sure to take note of the rules section to develop a successful project.

## Rules

Home Design & Restoration Exhibits are evaluated by these criteria:

1. Items must be designed to be used for home decorating, home furnishing or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc.).
2. Accessories should be of high quality (as compared to quick, simple crafts), suitable for use in the home several months throughout the year. Holiday-specific items are discouraged. Exhibits made from kits are also discouraged as kits limit decision making in the design process.
3. Items should show creativity and originality, along with the application of design elements and principles. Youth are required to include the design elements and principles they used, along with simple explanation of how they designed their project with their exhibit. Information on the elements and principles of design may be found in the Design Decisions manual, as well as Portfolio Pathways and Sketchbook Crossroads.
4. Entered in correct class: What medium was changed or manipulated? What medium is the majority of your exhibit made from?
5. Items should be ready for display in the home: pictures framed, wall hangings and pictures ready to hang etc. No single mat board or artist canvas panels allowed. Wrapped canvas (if staples not visible on edge) is accepted without framing. Make sure hangers are strong enough to support the item. Command Strips are not adequate hangers. Items not ready for display will be dropped one ribbon placing.
6. Items should not be made for beginning level or other projects (ex: simple (10 minute) table runners or woodworking). Exhibits from the beginning level project, Design My Place, are county only and not state fair eligible.
7. **Size of Exhibits:** Exhibits may be no taller than 7 feet and no wider than 6 feet. All exhibits must be easily lifted by two 4-H staff.

**8. Entry Tags:** An entry tag which includes a clear description of the entry must be securely attached to each exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.

**9. Identification:** In addition to the entry tag, a label with the exhibitor's name and county should be attached to each separate piece of the exhibit.

**10. Supporting Information:** Supporting information is required for all exhibits. Information must include elements or principles of design used and steps taken to complete project. Tag templates can be found at <https://go.unl.edu/ne4hhomeenvironment>. Exhibits without supporting information will be dropped a ribbon placing.

## **Eligibility**

All static exhibits **must have received a purple ribbon at the county fair to advance** to the State Fair.

## **Scoresheets, Forms, and Contest Study Materials**

Scoresheets, forms, contest study materials, and additional resources can be found at <https://go.unl.edu/ne4hhomeenvironment>.

## **Special Awards**

Special exhibits may be selected for the Design Gallery at Nebraska State Fair from this project area.

# **Home Design & Restoration – Class C**

## **Division 257 - Design Decisions**

### **Rules**

**1.** Attach information to explain steps taken. Information must also include element or principle of design used (p. 9-12).

**Class 1      Design Board for a Room (SF 201)** - Include: color scheme, wall treatment, floor treatment, etc. OR floor plan for a room. Posters, 22" x 28", or multimedia

- presentation (on CD). Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.
- Class 2** **Problem Solved, Energy Savers OR Career Exploration** (SF201) – Identify a problem (such as problem windows, storage needs, inconvenient room arrangement, cost comparison, energy conservation, waste management, etc.) OR explore a career related to home environment (what would it be, what education is needed, what would you do, etc.). Using poster, notebook, multimedia presentation (on CD) or other method, describe the problem and how it was solved OR your career exploration. (p. 74-93)
- Class 3** **Solar, Wind, or Other Energy Alternatives for the Home** (SF201) – Can be models, either an original creation or an adaptation of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home. (p. 74-93)
- Class 4** **Technology in Design** (SF200) - Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging.
- Class 5** **Community Service Activity** (not eligible for SF) Show what was done as a community service activity related to this project. In a notebook, photo story, or poster, show the purpose and results of that activity. Ex: painting a mural at a daycare or 4-H building, helping an elderly person paint or clean their home, etc. May be an individual or club activity.
- Class 6** **Window Covering** (SF200) - May include curtains, draperies, shades, shutters, etc.
- Class 7** **Floor Covering** (SF200) – May be woven, braided, painted floor cloth, etc.
- Class 8** **Bedcover** (SF200) - May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits.) (p. 50-53)
- Class 9** **Accessory – Original Needlework/Stitchery** (SF200)
- Class 10** **Accessory – Textile – 2D** (SF200) - table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10-minute table runners.
- Class 11** **Accessory – Textile – 3D** (SF200) - pillows, pillow shams, fabric bowls, etc. No fleece tied exhibits
- Class 12** **Class 12 Accessory – 2D** (SF200)
- Class 13** **Class 13 Accessory – 3D** (SF200) - string art, wreaths, etc.
- Class 14** **Accessory – Original Floral Design** (SF200)
- Class 15** **Accessory – Original made from Wood** (SF200)– burn, cut, shape or otherwise manipulate
- Class 16** **Accessory – Original made from Glass** (SF200) – etch, mosaic, stain, molten or otherwise manipulate
- Class 17** **Accessory – Original made from Metal** (SF200)–cut, shape, punch, sculpt, reassemble or otherwise manipulate.
- Class 18** **Accessory – Original made from Ceramic or Tile** (SF200) – Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

- Class 19**     **Accessory – Recycled/Upcycled Item for the home** (SF207) - reuse a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.
- Class 20**     **Furniture – Recycled/Remade** (SF207) - made or finished by using a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.
- Class 21**     **Furniture – Wood Opaque finish such as Paint or Enamel** (SF203)
- Class 22**     **Furniture – Wood Clear finish showing Wood Grain** (SF203)
- Class 23**     **Furniture – Fabric Covered** (SF200) - May include stool, chair seat, slip-covers, headboard, etc.
- Class 24**     **Furniture – Outdoor Living** (SF200) - Furniture made/refurbished suitable for outdoor use. (NOTE: May be displayed outside). Include description of what was done to recycle or reuse item in your attached information.
- Class 25**     **Accessory – Outdoor Living** (SF200) - Accessory made/refurbished by 4-H member suitable for outdoor use. (NOTE: May be displayed outside.) Include description of what was done to recycle or reuse item in your attached information.

## **Home Design & Restoration – Class C**

### **Division 256 - Heirloom Treasures & Family Keepsakes**

#### **Rules**

1. This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for “recycled” items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases.

2. NOTE: Resources to support this project area are available on the 4-H website. Attach information including:

1. List of steps taken to complete your project. Before and after pictures are encouraged.

2. Keepsakes documentation: how you acquired the item and the history of the item may be written, pictures, audio or video tape of interview with family member, etc.

- Class 1**      **Trunks (SF206) - including doll-sized trunks or wardrobes.**
- Class 2**      **An article either a repurposed "treasure" (accessory) from an old item or an old "treasure" (accessory) refinished or renovated (SF205)** - May include a display of a collection or collectibles, being careful not to destroy value of the collection.
- Class 3**      **Furniture (SF205)** - either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture.
- Class 4**      **Cleaned and Restored Heirloom Accessory or Furniture (SF205)** - A reconditioned and cleaned old piece of furniture or accessory that is functional for use or display. Item might be cleaned and waxed, and simple repairs made. Item would not be refinished or repainted but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. Consult extension publication Care and Conservation of Heirloom Textiles for information on textiles. This publication can be found in the Digital Commons at: <https://go.unl.edu/gcnh> (Refinished items go in classes 2 – 3.) This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project. <https://go.unl.edu/gcnh> (Refinished items go in classes 2 – 3.) This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project.

## Resources

Apply color and design principles using different materials to make and display objects for your home; Develop original designs; Plan a comfortable, clean, attractive home; Make connections between visual arts and other disciplines; Explore ways to make your house more green; Learn new painting techniques; Design or select furniture, fabric, and storage items for your room; Accessorize a room-design or select unique items such as wall art, wall arrangements, or lamps; Recognize factors that make antiques valuable; Refurbish and restore heirloom or heritage furnishings and accessories; Preserve family heirlooms

**URL:** [https://4hcurriculum.unl.edu/index.php/main/program\\_project/48](https://4hcurriculum.unl.edu/index.php/main/program_project/48)