

Consumer and Family Science - Department C

Home Environment

The purpose of Home Environment 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 Environment 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 projects, Design My Place, are county only and not state fair eligible.
- A. **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.
 - B. **Entry Tags** - An entry tag which includes a clear description of the entry must be securely attached to each Home Environment exhibit. Use color, pattern or picture descriptions to aid in identification. No straight pins.
 - C. **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.
 - D. **Supporting Information** - Supporting information is preferred for all Home Environment exhibits at the county fair. For exhibits chosen for the Nebraska State Fair, it is required. Information must include elements or principles of design used and steps taken to complete project. Tag templates can be found on the [4-H State Fair website](#).

- E. All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.
- F. Scoresheets, forms, study materials and additional resources can be found at <https://go.unl.edu/ne4hhomeenvironment>.

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Division 257 – Design Decisions

- CLASS 1 DESIGN BOARD FOR A ROOM (SF201)**
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 (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 (CD) or other method, describe the problem and how it was solved OR your career exploration. (pages 74-93)
- CLASS 3 SOLAR, WIND, OR OTHER ENERGY ALTERNATIVES FOR THE HOME (SF201)**
Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home. (pages 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 (SF201)**
Show what was done as a community service activity related to Home Environment. 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. May be exhibited as a poster or multimedia presentation (on CD).
- CLASS 8 BEDCOVER (SF200)**
May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibit.) (pages 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. Those should be entered in Division 258 - Design My Place
- CLASS 11** **ACCESSORY – TEXTILE – 3D (SF200)**
Pillows, pillow shams, fabric bowls, etc. No fleece tied exhibits
- CLASS 12** **ACCESSORY – 2D (SF200)**
Must be flat. A two dimensional object is an object with just height and width, and without depth.
- CLASS 13** **ACCESSORY – 3D (SF200)**
String art, etc.
- CLASS 14** **ACCESSORY-ORIGINAL FLORAL DESIGN (SF200)**
Created using artificial flowers
- 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)**
Accessory – Recycled/Upcycled Item for the home - 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 (SF203)**
Opaque finish such as paint or enamel.
- CLASS 22** **FURNITURE—WOOD CLEAR (SF203)**
Clear finish showing wood grain.
- CLASS 23** **FURNITURE--FABRIC COVERED (SF200)**
May include stool, chair seat, slip-covers, headboard, etc.
- CLASS 24** **FURNITURE--OUTDOOR LIVING (SF200)**
Furniture made/refurbished by 4-H member suitable for outdoor use. (NOTE: May be displayed outside at state fair) Include a 4x6 card describing what was done if recycled or reused.
- CLASS 25** **ACCESSORY--OUTDOOR LIVING (SF200)**
Accessory made/refurbished by 4-H member suitable for outdoor use. Include description of what was done to recycle or reuse item in your attached information.

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Division 258 - Design My Place

This division is not eligible for State Fair Consideration

- CLASS 901 SIMPLE NEEDLEWORK ITEM**
Made with yarn or floss, framed or unframed, pre-packaged kits allowed.
- CLASS 902 SIMPLE FABRIC ACCESSORY**
Pillow, laundry bag, pillow case, table runner, etc.
- CLASS 903 SIMPLE ACCESSORY MADE WITH ORIGINAL BATIK OR TIE DYE**
- CLASS 904 SIMPLE ACCESSORY USING WOOD**
Decorate, paint or stain a made or purchased wooden item.
- CLASS 905 SIMPLE ACCESSORY USING PLASTIC**
Investigate creative ways to recycle items such as milk jugs, cups, spoons, shopping bags etc.
- CLASS 906 SIMPLE ACCESSORY USING GLASS**
Investigate techniques to decorate glass such as etching (must be done with adult supervision), imitation stained glass, decorative mirror, reverse decoupage, etc.
- CLASS 907 SIMPLE ACCESSORY USING CLAY**
Figurine, sculpture, decorated clay pot, etc.
- CLASS 908 SIMPLE ACCESSORY USING PAPER**
Paper Mache, mosaic picture, banner, origami. Investigate techniques to recycle cardboard, newspaper, etc.
- CLASS 909 SIMPLE ACCESSORY USING METAL TOOLING OR METAL PUNCH**
- CLASS 910 SIMPLE ITEM USING LEATHER**
- CLASS 911 SIMPLE STORAGE ITEM - MADE OR RECYCLED**
- CLASS 912 SIMPLE BULLETIN OR MESSAGE BOARD**
- CLASS 913 SIMPLE WALL HANGING**
- CLASS 914 3 DIMENSIONAL SURFACE ACCESSORY**
- CLASS 915 OTHER ITEM FOR THE HOME.**

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Division 260 – Sketchbook Crossroads

RULES:

1. Use techniques from manual or comparable techniques.
2. Attach information to explain steps taken. Information must also include element or principle of design used. (p. 8-9)

- CLASS 1 ORIGINAL PENCIL OR CHALK DRAWING (SF200)**
Ready to hang. Scratch art accepted. (pages 10 - 21)
- CLASS 2 ORIGINAL INK DRAWING (SF200)**
Ready to hang. (pages 22 - 28)
- CLASS 3 HOME ACCESSORY MADE WITH FIBER (SF200)**
(page 29)
- CLASS 4 HOME ACCESSORY MADE WITH FELTED WOOL (SF200)**
(pages 29-33)
- CLASS 5 HOME ACCESSORY MADE WITH COTTON LINTER (SF200)**
(pages 34-36)
- CLASS 6 HOME ACCESSORY USING BATIK (SF200)**
(pages 37-39)
- CLASS 7 HOME ACCESSORY MADE BY WEAVING (SF200)**
(pages 40-47)
- CLASS 8 HOME ACCESSORY MADE WITH FABRIC EXHIBITOR HAS DYED (SF200)**
(pages 48- 50)
- CLASS 9 ORIGINAL SCULPTED HOME ACCESSORY MADE WITH CLAY (SF200)**
Original sculpted or thrown home accessory made with clay. No purchased items. (p. 53-62)
- CLASS 10 NEBRASKA LIFE EXHIBIT (SF200)**
An art exhibit using one of the techniques in the above classes to show how art can define a sense of place, or life in Nebraska. For example - a pencil or ink drawing depicting life in Nebraska, using natural resources such as native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants, or flowers to dye fabric. Include the required information listed above and how this project represents life in Nebraska.

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Division 261 – Portfolio Pathways

RULES:

1. Use techniques from manual or comparable techniques.
2. Attach information to explain steps taken. Information must also include element or principle of design used. (p. 8-9)

CLASS 1 ORIGINAL ACRYLIC PAINTING (SF200)

Based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pages 12-13)

CLASS 2 ORIGINAL OIL PAINTING (SF200)

Based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pages 26- 33)

CLASS 3 ORIGINAL WATERCOLOR (SF200)

Based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pages 14 - 170)

CLASS 4 ORIGINAL SAND PAINTING (SF200)

Based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pages 20 - 21)

CLASS 5 ORIGINAL ENCAUSTIC PAINTING (SF200)

Based on techniques learned in Unit I of Portfolio Pathways, framed and ready to hang. (pages 34 - 35)

CLASS 6 HOME ACCESSORY PRINTING TECHNIQUE (SF200)

Made with any printing technique in Portfolio Pathways Unit II. (pages 36-56)

CLASS 7 ORIGINAL MIXED MEDIA ACCESSORY (SF200)

An art exhibit using a combination of two or more different media or materials. One media must be included in another Portfolio Pathways class. (ex. watercolor and graphite)

CLASS 8 NEBRASKA LIFE EXHIBIT (SF 200)

An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example – solar printing; making prints using shed snakeskin or plant; an acrylic, oil; watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. Include the required information listed above and how this project represents Nebraska life.

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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.
2. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases.
3. Attach information including:
 - List of steps taken to complete your project. Before and after pictures are encouraged.
 - 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 (SF205)

Either a repurposed "treasure" (accessory) from an old item or an old "treasure" (accessory) refinished or renovated. 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, G1682* 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.

