

# HOME ENVIRONMENT

(DESIGN MY PLACE, DESIGN DECISIONS, PRESERVING HEIRLOOMS)

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.

See General Rules pg. 2 for additional information.

All static exhibits must receive a purple at the county fair to advance to the State Fair.

HOME ENVIRONMENT exhibits that advance to State Fair are eligible for:

- **PREMIER 4-H SCIENCE AWARD** offered at State Fair. See pg. 5 for details.
- **LOFT GALLERY** - State Fair judges will choose 15-20 art exhibits to be displayed in the Loft Gallery located on the third floor of the East Campus Union. These items will be retained by the State Fair Superintendents for display through November and December, and returned to the counties in January.

## GENERAL INFORMATION & EXHIBITING RULES - HOME ENVIRONMENT

1. **HOME ENVIRONMENT EXHIBITS** are evaluated by these criteria:

- Items must be designed to be used for home decorating or home furnishing or home management (no clothing, purses, note cards, scrapbooks/photo albums, etc).
  - Accessories should be of high quality (as compared to quick, simple crafts) and suitable for use in the home several months throughout the year. Holiday specific items are discouraged. Exhibits made from kits are also discouraged and not accepted as kits limit decision making in the design process.
  - 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.
  - Entered in correct class: What medium was changed or manipulated? What medium is the majority of your exhibit made from?
  - 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. Items not ready for display will be dropped one ribbon placing. Command strips are not considered adequate hangers. Exhibits using command strips will be dropped one ribbon placing making them ineligible for State Fair.
  - Item should not be ones made for another project (ex: 10 minute table runner or woodworking).
  - Exhibits made from pre-packaged kits will NOT be accepted. Kits are defined as any pre-packaged item where the materials and the design are predetermined by the manufacturer. Articles that use patterns or pictures from magazines as starting points for designs are acceptable.
2. **SIZE OF EXHIBITS** – Exhibits may be no taller than 7 feet and no wider than 6 feet. All exhibits must be able to be easily lifted by two 4-H staff.
3. **NUMBER OF ENTRIES PER INDIVIDUAL** – One entry per exhibitor per class.
4. **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.
5. **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.
6. **SUPPORTING INFORMATION** – Supporting information is required for all Home Environment exhibits. Information must include elements or principles of design used and steps taken to complete project. Tag templates can be found on the Nemaha County Fair Book website: <https://extension.unl.edu/statewide/nemaha/nemahacofairbook/> . Exhibits entered without supporting information will be lowered one ribbon placing.

## HOME ENVIRONMENT – BEGINNING UNIT

### DEPARTMENT C – DIVISION 251 – DESIGN MY PLACE

Division 251 Classes 901-913

Pay Category L

- C)CLASS 901 **Needlework Item** (made with yarn or floss)  
C)CLASS 902 **Simple Fabric Accessory** – like a pillow, laundry bag, pillow case, table runner, etc.  
C)CLASS 903 **Accessory made with original batik or tie dye.**

- C)CLASS 904 Simple accessory made using wood.  
 C)CLASS 905 Simple accessory made using plastic.  
 C)CLASS 906 Simple accessory made using glass.  
 C)CLASS 907 Simple accessory made using clay.  
 C)CLASS 908 Simple accessory made using paper.  
 C)CLASS 909 Simple accessory made using metal tooling or metal punch.  
 C)CLASS 910 Story item made or recycled.  
 C)CLASS 911 Bulletin or message board.  
 C)CLASS 912 **Problem Solved** – Use a creative method to show you solved a problem (air quality, water, sound, temperature, lighting, fire escape plan, etc.)  
 C)CLASS 913 **Video** showing how to make a bed, organize a room, or the steps you used to make your simple accessory.

## HOME ENVIRONMENT – INTERMEDIATE & ADVANCED UNITS

### PRESERVING HEIRLOOMS

#### ADDITIONAL GENERAL INFORMATION & EXHIBITING RULES – PRESERVING HEIRLOOMS

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. NOTE: Resources to support this project area are on the 4-H website.
4. Attach information including:
  - List of steps taken to complete 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.

#### DEPARTMENT C – DIVISION 256 - PRESERVING HEIRLOOMS

Division 256 Class 001-004

Pay Category L

- SF)CLASS 001 **Trunks** - Including doll-sized trunks or wardrobes. (SF206)  
 SF)CLASS 002 **An Article - 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. (SF205)  
 SF)CLASS 003 **Furniture** - either a repurposed "treasure" from an old item or an old "treasure" refinished or renovated. May include doll-sized furniture. (SF205)  
 SF)CLASS 004 **Cleaned and Restored Heirloom Accessory or Furniture** - 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 have to 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. (SF205)

### DESIGN DECISIONS

#### ADDITIONAL GENERAL INFORMATION & EXHIBITING RULES – DESIGN DECISIONS

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

#### DEPARTMENT C – DIVISION 257 - DESIGN DECISIONS

Division 257 Class 001-025, 912-913

Pay Category L

- SF)CLASS 001 **Design board for a room** - 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. (SF201)

- SF)CLASS 002** **Problem solved, Energy savers OR Career exploration** – 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 (on CD) or other method, describe the problem and how it was solved OR your career exploration. (p. 74-93) (SF201)
- SF)CLASS 003** **Solar, wind, or other energy alternatives for the home** – 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) (SF201)
- SF)CLASS 004** **Technology in Design** - Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging. (SF200)
- SF)CLASS 006** **Window Covering** - May include curtains, draperies, shades, shutters, etc. (SF200)
- SF)CLASS 007** **Floor covering** – May be woven, braided, painted floor cloth, etc.(SF200)
- SF)CLASS 008** **Bedcover** -- May include quilt, comforter, bedspread, dust ruffle, canopy, etc. For quilts, state who did the quilting. (No fleece tied exhibits.) (p. 50-53) (SF200)
- SF)CLASS 009** **Accessory – Original Needlework/Stitchery.** (SF200)
- SF)CLASS 010** **Accessory – Textile – 2D** (table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning/10 minute table runners.) (SF200)
- SF)CLASS 011** **Accessory – Textile – 3D** (pillows, pillow shames, fabric bowls, etc. No fleece tied exhibits.) (SF200)
- SF)CLASS 012** **Accessory – 2D** (SF200)
- SF)CLASS 013** **Accessory – 3D** (string art, wreaths, etc.) (SF200)
- SF)CLASS 014** **Accessory – Original Floral Design.** (SF200)

For classes 15-18, determine entry by what medium was manipulated.

- SF)CLASS 015** **Accessory – Original made from Wood** – burn, cut, shape or otherwise manipulate. (SF200)
- SF)CLASS 016** **Accessory – Original made from Glass** – etch, mosaic, stain, molten or otherwise manipulate. (SF200)
- SF)CLASS 017** **Accessory – Original made from Metal** –cut, shape, punch, sculpt, reassemble or otherwise manipulate. (SF200)
- SF)CLASS 018** **Accessory – Original made from Ceramic or Tile.** – Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient. (SF200)
- SF)CLASS 019** **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. (SF207)
- SF)CLASS 020** **Furniture – Recycled/Remade** - 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. (SF207)
- SF)CLASS 021** **Furniture -- Wood Opaque finish** such as paint or enamel. (SF203)
- SF)CLASS 022** **Furniture – Wood Clear finish** showing wood grain. (SF203)
- SF)CLASS 023** **Furniture -- Fabric Covered** - May include stool, chair seat, slip-covers, headboard, etc. (SF200)
- SF)CLASS 024** **Furniture – Outdoor Living** - 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. (SF200)
- SF)CLASS 025** **Accessory – Outdoor Living.** 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. (SF200)
- C)CLASS 912** **Picture** - Item is judged for workmanship and wise application of art elements and design principles. (SF200)
- C)CLASS 913** **Community Service Activity** - 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. (SF201)

For Portfolio Pathways and Sketchbook Crossroads see the new VISUAL ARTS Section.