

WE THE PEOPLE

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Date

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Dear Delegate,

At our next workshop, we will be using pictures to build a community map. Each delegate is asked to bring 3-5 photos of their neighborhood or community. We will talk about the local issues you will identify in your photos.



Our workshop will be held on _____ at _____ from _____ to _____.

We look forward to seeing and hearing what you have discovered about your community. Please call us if you have questions. See you soon!

Community Asset Mapping

Before our next meeting, please explore your neighborhood or community. Take 3-5 photos of landmarks, major businesses, dangerous intersections, the things you are proud of in your community or things that could use some improvement. Print your photos and bring them to the next meeting. Your team will use the photos to develop a map of your community. This map will help you identify the service learning project you will complete as a result of work done at the CWF conference. Please bring several ideas of service projects and why they would be beneficial in your community. Your plan will need to be implemented when you return from the conference. It can be something you work on alone, with a mentor or with a group of your friends along with a mentor.

Some ideas to get you thinking include:

- Cleaning up a vacant lot in the community and helping to keep it clean the entire summer.
- Holding a healthy living day camp for elementary students.
- Getting healthy snacks at school.
- Collecting cans and serving meals at the local food pantry every Sunday.
- Using GPS to map out dangerous pot holes for the City Engineer.

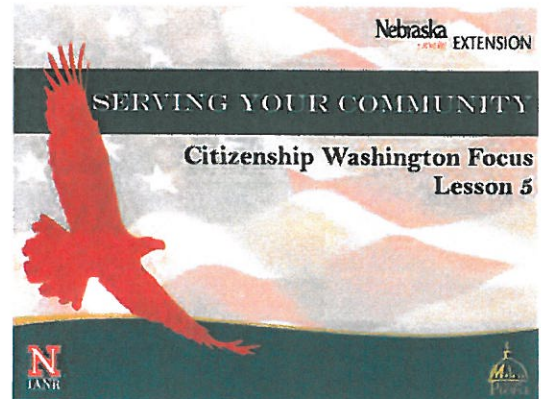
Source: 4-HCCS BU—08184 Service Learning Helper's Guide.



PowerPoint® Tips

When you return home, you may be asked to give presentations about your CWF experience. PowerPoint® is a great way to tell your story. Here are some pointers to develop your presentation.

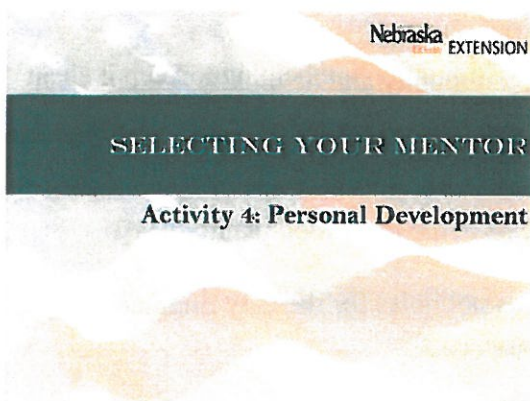
- Think visually.
 - Keep text to a minimum and add a visual component to enhance communication.
- Use readable fonts.
 - Sans-serif fonts (e.g., Arial or Helvetica) are easier to read on the screen than serif fonts (e.g., Times New Roman or Garamond).
 - Avoid using italics and underline as these styles are usually harder to read on screen.
 - Use color, boldface or a different font to make a word stand out.
- Choose appropriate background color based on a room's lighting.
 - Make sure there is high contrast between the background color and the text color.
- The best background color depends on the location of the presentation — light text on a dark background works best in a dark or slightly darkened room, but in a light room, dark text on a lighter background will usually work better. If you use a Slide Design from the PowerPoint library, you can easily select another color combination or customize a color scheme.
- If you are not sure of the lighting level of the room where the presentation will be given, you may want to take along two versions of your slideshow — one with a dark background and one with a lighter background.
- Type your slides' text content in the Outline View.
 - Start a new slideshow file and select your Slide Design.
 - Click on the Outline tab on the left side of the window.
 - Click next to the slide icon in the Outline view and



start entering your text.

- Use Ctrl-Enter to move to the next text box (e.g., from Title to bullet list) or to the next slide. NOTE: PowerPoint defaults to inserting a standard bulleted slide for each new slide.
- If you want another layout for the slide (e.g., bulleted text with image placeholder), select a different layout in the Slide Layout task pane.
- Insert images into PowerPoint.
 - All images must be inserted directly into PowerPoint through the Insert > Picture command.
 - If you use copy-and-paste to add an image, you may corrupt your file. The corruption may not be seen immediately. You may not know the file is corrupted until you try to print a copy of your slideshow, run the slideshow, or edit the file later.

Authors: Lana Johnson & Pam Peters
 Source: <http://cit.information.unl.edu/tips/pptcreating.htm>



Photography Tips

Taking a good, clear photo takes practice. Here are a few simple tips to help you capture lasting memories:

- Keep it steady: a steady camera equals sharp pictures. To steady your camera try:
 - Setting your camera on a solid surface.
 - Keeping your elbows close to your body.
 - Holding your camera so one finger is on the shutter release button and the

thumb is on the bottom of the camera and then press together smoothly.

- Use a tripod.

Remember the Rule of Thirds. Divide the picture into thirds horizontally and vertically. The most important part of your photo should be where the lines intersect.

Keep your photo level.

- Fill the Frame: Always move toward your subject, so as to fill the viewfinder with the subject. We tend to be afraid to get close

to the subject. Use your feet to determine the size of your subject. The closer you get, the larger your subject.

- Know where the light is coming from.
 - Back lighting will create a silhouette.
 - Top lighting will create shadows directly below.
 - Front lighting flattens the subject and can take away from the texture.
 - Side lighting brings out form and texture.
 - Morning and evening light is softer than midday light.

Is It Community Service or Civic Engagement?

What is the difference between community service, service learning and civic engagement? The terms often are used interchangeably. In reality, the difference is the level of involvement in an issue.

- Community Service: Services volunteered by individuals or an organization to benefit a community or its institutions.
- Service Learning: A method of teaching that combines formal instruction with a related service in the community.
- Civic Engagement: Active participation in the public life of a community in an informed, committed and constructive manner with a focus on the common good.

Terms You Should Know

•Amendment

An alteration or addition to a motion or bill.

•Electronic Voting System

Using voting stations around the House Chamber and Member voting cards, it records roll call votes in the U.S. House of Representatives.

•Markup

To change or alter the language of a bill.

•Provisions

Conditions or stipulations added to a bill.

•Resolution

A measure expressing opinions on policies or issues or dealing with the internal affairs of the U.S. House of Representatives or the U.S. Senate.

•Roll Call Votes

A call of the roll in the U.S. House of Representatives or the U.S. Senate to determine whether a quorum is present or to vote on a question.

•Table

A motion to stop action on pending legislation and lay it aside indefinitely.

•Viva Voice Roll Call

A roll call taken verbally.

•Voting Card

A card that is unique to each Member used to vote with the Electronic Voting System.

Source: http://kids.clerk.house.gov/high_school/glossary.html.

Please use this page to add your own specific information important to your particular group.