

# LEADERSHIP, CITIZENSHIP & PERSONAL DEVELOPMENT

## CITIZENSHIP

### CITIZENSHIP GUIDELINES

- The purpose of these citizenship exhibits is to foster civic responsibility and action within the diverse areas of citizenship including community service, service learning, government and policy making.
- Exhibits are entered at 4-H Members own risk. We will not be responsible for loss or damage to family heirloom items or any items in this division.
- Displays should not be larger than 22" X 28" wide. If the size needs to be a different size because the item is larger than 22" x 28" please contact the superintendents for approval. Display collections securely in an attractive container no larger than 22" x 28".
- Supporting Material: All entries must have a statement explaining:
  - The purpose of the exhibit.
  - Exhibitors are encouraged to show evidence of their personal experiences, study or observations that relate to their exhibit. This helps the judges understand what the 4-H Member did and learned in the process that led to the exhibit.
  - References: All exhibitors should reference material sources or supporting information used in exhibits. (i.e., if questions from a game were taken from an outside source, they must be referenced).
  - Identification: All entries should be labeled with the exhibitor's name, club and county.
- Project Materials - The official reference for the citizenship projects is Citizenship Public Adventures Kit and Citizen Guide's Handbook. Other helpful citizenship references include Citizenship Washington Focus guides, Character Counts! and Service Learning Information.
- Scoresheets, forms, contest study materials and additional resources can be found at:  
<https://go.unl.edu/ne4hCitizenship>
- Educational resources can be found at:  
[https://4hcurriculum.unl.edu/index.php/main/program\\_project/92](https://4hcurriculum.unl.edu/index.php/main/program_project/92)

### DEPT. A / DIV. 120

#### CITIZENSHIP

##### GENERAL INFORMATION [Scoresheet SF182]:

- Solve real problems in your community; Discover the possibilities of democratic citizenship; Plan and conduct a project that will create, change, or improve something valuable to people.

Class 1 Care Package Display: This exhibit is a display about the PROCESS of creating and giving a care package, not the actual care package. You may use a poster, Power Point or another multi-media program to describe the PROCESS of developing and giving a care package to a service organization. PowerPoint should be saved to a USB/thumb drive. You need to answer the following questions in your exhibit:

- How did you select the organization?
- What items did you include in your care package?
- Why did you select those items?
- How did it feel to present your care pack to the organization?
- What did you learn from this experience?

- Other information that you feel is important about the care package or organization.

Some examples of care packages are: Backpack for school supplies, litter pan for animal shelter items, suitcase for abuse shelter or homeless shelter, etc.

- Class 2 Citizenship Game: Exhibit consists of a game which could include but isn't limited to symbol flash cards, question and answer board or simulation with props. Clear instructions on how to play the game and what the game hopes to accomplish must be included.
- Class 3 Patriotic or Cultural Fine Arts: Exhibit can be made of any art media but should tie in the relevance of the artwork to citizenship.
- Class 4 Public Adventure Scrapbook: Exhibit should describe your Public Adventure or Service Learning Activity. Scrapbooks must measure no more than 16" x 16".
- Class 5 Public Adventure Poster: Exhibit should describe your Public Adventure or Service Learning Activity. Display posters must be stiff enough to stand when supported from behind and below. Length and width must be no more than 24" x 28".
- Class 6 Written or Recorded Stakeholder Interview: Exhibit should follow the outline found in the Public Adventures Curriculum. It may be written or recorded. Recordings should be saved as a .wav or .mp3 file; a USB/thumb drive will be accepted.
- Class 7 Written Citizenship Essay: Exhibit is designed to promote good citizenship and patriotism. This essay is open to all age groups. All essays should be 300 - 400 typewritten words.
- Class 8 For 9th-12th Graders Only: Oral Citizenship Essay: addressing the theme "Freedom's Obligations" should be 3-5 minutes. No background music, singing or other enhancement allowed. All essays should be saved as a .wav or .mp3 file; a USB/thumb will be accepted. Voice tone should be normal and conversational. A copy of the written essay should be attached.
- Class 9 Service Items: Service Items can include, but aren't limited to, lap quilt, Quilt of Valor, and homemade toys. Only non-perishable items will be accepted. Attached to the exhibit should be an explanation of whom the recipient was and how the service project was made and used. The service item could be part of a larger community service effort.
- Class 10 4-H Club Exhibit: Exhibit should depict what a 4-H club has done in the area of community service. This item could include, but is not limited to, a service item, poster, scrapbook, cultural or creative arts item, care package, or Quilt of Valor.

### DEPT. A / DIV. 130

#### CITIZENSHIP – SEEING i2i

##### GENERAL INFORMATION [Scoresheet SF183]:

- Discover your own family genealogy; Expand your cultural knowledge; Explore different cultures and ways of thinking.
- Class 1 Cultural Fine Arts: Exhibit can be made of any art media but should symbolize what makes them unique.
- Class 2 How Are We Different? Interview: Exhibit should follow the interview guide in the participant manual on page 3 and should reflect on the differences and similarities between you and the person you are interviewing.
- Class 3 Name Art: Exhibit should be a creative art exhibit that symbolizes or explains where your name came from and what it means. Can use any media.
- Class 4 Family History: Exhibit depicting your family cultural history or the ethnic make-up of your community noting who were the first settlers, where did they come from, is there evidence of the background today (local celebrations, family celebrations,

- museum or educational displays, historical markers, etc.).
- Class 5 Exhibit Depicting a Cultural Food: Exhibit depicting a cultural food that is special to your family. Can be a story or essay.
- Class 6 "This is Who I Am" Poem.
- Class 7 Poster: Poster that depicts what you have learned through the i2i Project.
- Class 8 Biography: Exhibit about an historical figure who has made a positive impact on our society or who has made a difference in the lives of others.
- Class 9 Play Script: Play script written about a different culture.

- Class 4 Sample of an Original Product with an information sheet (8 ½" x 11") answering the following questions:
- 1) What did you enjoy the most about making the product?
  - 2) What challenges did you have when making the product? Would you do anything differently next time? If so, what?
  - 3) What is the suggested retail price of the product? How did you decide on the price?
  - 4) Market analysis of the community – data gathered through a survey of potential customers. Survey at least 10 people in your community about your product.
  - 5) How much would you earn per hour? Show how you determined this figure.
  - 6) What is unique about this product?

- Class 5 Photos of an Original Product (mounted on a 14" by 22" poster) must include three photos of developed product and a mounted information sheet answering the following questions. If exhibiting in both Class 4 and Class 5, products must be entirely different products.

Information sheet:

- 1) What did you enjoy the most about making the product?
- 2) What challenges did you have when making the product? Would you do anything differently next time? If so, what?
- 3) What is the suggested retail price of the product? How did you decide on the price?
- 4) Market analysis of the community – data gathered through a survey of potential customers. Survey at least 10 people in your community about your product.
- 5) How much would you earn per hour? Show how you determined this figure.
- 6) What is unique about this product?

- Class 6 Entrepreneurship Challenge - Take on the entrepreneurship challenge. Entrepreneurship Challenge is open to 4-H members enrolled in any of the three units of ESI. Complete five (5) or more of the challenges from the following list. The exhibit will include highlights from these five (5) challenges. Consider labeling each challenge so the viewer will understand what the challenge was. Enter a poster, video (or other digital presentation), report, or scrapbook related to your learning from the challenge. Use your creativity to show and share what you learned. Select five (5) challenges from the list below:

- Sell something.
- Talk to local leaders about entrepreneurial thinking and how it is being applied or could be applied to a current community issue.
- Introduce yourself to a local entrepreneur and take a selfie with them.
- Be a detective! Look for Nebraska-made products and find out more about the business.
- Tour 2-3 entrepreneurial businesses and create a photo story.
- Investigate what it takes to be an entrepreneur and complete a skills assessment.
- Make a prototype (sample/model) of a new product idea. Include the prototype or a photo of the prototype.
- Work with a friend to develop a new business idea!
- Contact your local Extension office to learn about entrepreneurship opportunities.
- Create an activity to teach others about entrepreneurship (color page, puzzle, game, etc.).

# ENTREPRENEURSHIP

## ENTREPRENEURSHIP GUIDELINES:

- Entrepreneurship exhibits help participants develop an entrepreneurial mindset. An entrepreneurial mindset is needed to tackle social issues as well as explore new business opportunities.
- The 4-H member's name, age, town and county must be listed on the back of the exhibit. Entry cards should be stapled or taped (not paper-clipped) to the upper right-hand corner of posters. If exhibit is a poster, it must be 14" x 22" and may be arranged either horizontally or vertically. Poster may not use copyrighted materials, such as cartoon characters or commercial product names. **Exhibits which do not conform to size or content guidelines will be lowered one ribbon placing.** Posters may include photographs, charts or examples as well as a written explanation.
- Scoresheets, forms, contest study materials, and additional resources can be found at: <https://go.unl.edu/ne4hentrepreneurship>
- Educational resources can be found at: [https://4hcurriculum.unl.edu/index.php/main/program\\_project/93](https://4hcurriculum.unl.edu/index.php/main/program_project/93)

## DEPT. F / DIV. 531

### ENTREPRENEURSHIP INVESTIGATION

#### GENERAL INFORMATION [Scoresheet SF181]:

- Learn about entrepreneurs; Learn about the importance of reputation; Sell your product or idea; Develop a concept; Find resources; Understand financials and feasibility; Understand marketing principles; Understand what it takes to be in business.
- Class 1 Interview an Entrepreneur: Share what you learned from the person about having an entrepreneurial mindset. How have they applied that mindset? Have they started a business? Are they tackling a social issue? How do they deliver excellent customer service? How will what you have learned through this interview change your future plans or ways of thinking about entrepreneurship? The summary of the interview should be typed and with a maximum length of two pages (12 pt. font). Enter exhibit in a folder with fasteners (no slide bars).
- Class 2 Social Entrepreneurship Presentation: Prepare a 5-slide power point presentation about a social entrepreneurship venture to benefit a group or individual in your community. Social entrepreneurs are people who are in business to help others. Submit a print out of the note pages which show each slide and include an explanation of each slide. Enter exhibit in a folder with fasteners (no slide bars).
- Class 3 Marketing Package: (mounted on a 14" x 22" poster) must include at least three items (examples) developed by the 4-H Member from the following list: business card, brochure, advertisement, business promotional piece, printout of an internet home page, packaging design, signs, logo design, direct mail piece, etc. The marketing package should be for an original business developed by the 4-H Member and not an existing business.