

- Class 40 Advanced: Portrait Print:
A great portrait captures not only a person's physical image, but also something of the person's character or personality. Photos may be either formal or informal, but must be of one or more human subjects (Activity 9).
- Class 50 Advanced: Still Life Print:
Photos should capture non-moving objects that have been arranged in an interesting way. Photos should demonstrate advanced control over lighting and composition (Activity 8).
- Class 60 Advanced: Freeze/Blur the Moment Print:
Photos should capture a subject in motion. Photographers should adjust shutter speed to either freeze or blur the movement (Activity 11).

- Class 2 ESSAY: Write an essay (3-5 pages) that showcases what was learned in this project area.

COMMUNICATIONS

(NOT Eligible for State Fair)

COMMUNICATIONS GUIDELINES

- The communication category provides 4-H participants an opportunity to improve their presentation and public speaking skills. In addition, 4-H Members will get to demonstrate their knowledge of varying degrees of communication. Competitors have the option of creating a poster, essay, or digital media in the different divisions.
- Static exhibits in this division will be evaluated on clarity of purpose/message in relation to communication, accuracy of information, originality, creativity, evidence of exhibitor's learning in this area, and educational value of exhibit to viewers.
- Scoresheet can be found at:
<https://extension.unl.edu/statewide/washington/UPDATED%201.20%20COUNTY%20ONLY%20SCORESHEETS.pdf>
- Educational resources can be found at:
https://4hcurriculum.unl.edu/index.php/main/data_dump/2

DEPT. B / DIV. 154

[Scoresheet SF94]

COMMUNICATIONS - MODULE 1

GENERAL INFORMATION:

Use one or a combination of the experiential activities in the Communications - Module 1 curriculum to create an educational poster or essay sharing with others what you have learned. Topics may include but are not limited to:

- Identifying cultural differences in communication
- Developing guidelines for internet etiquette
- Evaluating another person's presentation
- Identifying communication careers
- Preparing a presentation using a form of technology

- Class 901 POSTER: Create a poster, measuring either 22"x28" or 24"x36", that showcases what was learned in this project area.
- Class 902 ESSAY: Write an essay (3-5 pages) that showcases what was learned in this project area.

COMMUNICATIONS - MODULE 2

GENERAL INFORMATION:

Use one or a combination of the experiential activities in the Communications - Module 2 curriculum to create an educational poster or essay sharing with others what you have learned. Topics may include, but are not limited to:

- Identifying cultural differences in communication
- Developing guidelines for internet etiquette
- Evaluating another person's presentation
- Identifying communication careers
- Preparing a presentation using a form of technology

- Class 1 POSTER: Create a poster, measuring either 22"x28" or 24"x36", that showcases what was learned in this project area.

COMMUNICATIONS - MODULE 3

GENERAL INFORMATION:

Use one or a combination of the experiential activities in the Communications - Module 3 curriculum to create an educational poster, essay, or digital media sharing with others what you have learned. Topics may include, but are not limited to:

- Composing a personal resume
- Completing research on a speech or presentation topic
- Identifying ways to reduce risks online
- Evaluating own cell phone usage and etiquette
- Critiquing advertisements
- Job shadowing a communication professional

- Class 3 POSTER: Create a poster, measuring either 22"x28" or 24"x36", that showcases what was learned in this project area.
- Class 4 ESSAY: Write an essay (3-5 pages) that showcases what was learned in this project area.
- Class 5 DIGITAL MEDIA: Design a form of digital media (advertisement, flyer, short video or presentation, social media or web page, etc.) that showcases what was learned in this project area. Upload the digital media file to an online location (website, Dropbox, Google Drive, YouTube, Flickr, etc.) and using the web address of the digital media file, create a QR code (using any free QR code creator, i.e. qr-code-generator.com). Print the following on an 8.5"x11" sheet of cardstock: 1) the QR code, 2) 1-3 sentences about what viewers will see when they access the QR code on their mobile device.

POSTERS

(NOT Eligible for State Fair)

POSTERS GUIDELINES

Posters will be judged on the following criteria

- IDEA: simple, clear message, appropriate for a poster.
- LETTERING: readable from a distance, appropriate size in proportion to art.
- ART: one dominant, eye-catching element: art relates to written message.
- ARRANGEMENT: makes good use of entire poster space without being too crowded: art and lettering are balanced.
- COLOR: use of bold colors that harmonize, colors used are legible.
- QUALITY OF CONSTRUCTION: neatness; appropriateness of materials used.
- EFFECTIVENESS: works well as a poster.
- Posters should be no larger than 14" x 22".
- They may be arranged either horizontally or vertically.
- Posters may be in any medium: watercolor, ink, crayon, markers or computer graphics.
- Posters may not use copyrighted materials, such as cartoon characters or commercial product names, logos or slogans.
- When using the official 4-H Emblem (Clover with the H's on each leaf), it must follow approved guidelines:
<https://www.nifa.usda.gov/sites/default/files/asset/document/4-H%20Name%20and%20Emblem%20User%20Guide%202014.pdf>
- Entries which do not conform to size, content or material guidelines will be lowered one ribbon placing.
- Posters may be laminated to protect them.
- Scoresheet can be found at:
<https://extension.unl.edu/statewide/washington/UPDATED%201.20%20COUNTY%20ONLY%20SCORESHEETS.pdf>
- Educational resources can be found at:
https://4hcurriculum.unl.edu/index.php/main/data_dump/2

DEPT. B / DIV. 152

POSTERS

GENERAL INFORMATION [Scoresheet CF83]:

The purpose of the poster is to call attention to a subject. Every poster must be created to catch the viewer's attention quickly. Each must present only one specific message clearly. The poster should clearly feature some aspect of 4-H.

- Class 901 Photo Poster – The poster should focus on a 4-H theme of your choice, using one large, eye-catching photo.
- Class 902 4-H Promotion – The poster should promote the 4-H program.
- Class 903 4-H Topic – The poster should highlight some aspect of 4-H, other than Promotion.

THEATRE

(NOT Eligible for State Fair)

DEPT. B / DIV. 159

THEATRE

GENERAL INFORMATION [Scoresheet WCF Theatre Arts]:

In theatre, youth will learn about tone, overcoming stage fright, making puppets, setting up a stage.

- Scoresheet can be found at:
<https://extension.unl.edu/statewide/washington/UPDATED%201.2%20COUNTY%20ONLY%20SCORESHEETS.pdf>

CONSUMER & FAMILY SCIENCES

CLOTHING

CLOTHING GUIDELINES

- Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts and mathematics) techniques. Through the creation of garments, 4-H Members will learn more about clothing and application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants.
- **Entry tags:** Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left.
- **Identification Labels:** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered, and the number of years enrolled in the project exhibited. Wool entries must have the fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items.
- **Preparation of Exhibits:** Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger pointing to the left. Fasten

- Educational resources can be found at:
https://4hcurriculum.unl.edu/index.php/main/data_dump/2

- Class 901 Puppet – Exhibit consists of a puppet made by the 4-H Member for use in theatre arts.
- Class 902 Script – A script written by a 4-H Member for a play, musical skit, puppet show or other production.
- Class 903 Costume – Made or decorated by 4-H Member for use in a theatre arts production. Made for self or others.
- Class 904 Acting Portfolio – A collection of photographs of the 4-H Member acting in a play. Include a description of the photos.
- Class 905 Portfolio – A collection of photographs, sketches or other samples illustrating learnings such as costume design, stage make-up, written scripts, set design or other learnings.
- Class 906 Stage Set Photography Display – A display of photos of a stage set that was made by the 4-H member. Include descriptions of the photos.
- Class 907 You Be the Teacher – Share with others what you learned in this project. Exhibit may consist of poster, notebook, display, audio file or video file.

skirts, shorts, and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands.

- **Design Data Card:** A Design Data Card must be included with all Beyond the Needle Division 221, Classes 3-8; STEAM 2 Division 222, Classes 3 & 4; and STEAM 3 Division 223, Classes 1 & 2. If the data card is not included, the exhibit will be lowered one ribbon placing. The data card is only required for the classes listed above.
- **General:** Garments as listed may be made for self (4-H member) or another person. 4-H Members enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. i.e. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2.
- **Data card, scoresheets, forms, contest study materials and additional resources can be found at:**
<https://go.unl.edu/ne4hclothing>
<https://go.unl.edu/ne4hcitizenship>
- Educational resources can be found at:
https://4hcurriculum.unl.edu/index.php/main/program_project/37

SPECIAL AWARDS

- **4-H Design Gallery:** All garments and accessories will be juried to be selected for the 4-H Design Gallery at the Nebraska State Fair.
- **Make It With Wool Award:** All garments with at least 60% wool content are eligible for this award.

DEPT. C / DIV. 220

GENERAL CLOTHING

GENERAL INFORMATION [Scoresheet SF20]:

4-H members in all skill levels may exhibit in this area.

- Class 1 Clothing Portfolio: Complete at least four different