EXPLORER AND JUNIOR PROJECT ACHIEVEMENT

Explorer and Junior Project Achievement is designed for 4th and 5th grade members. It consists of a demonstration in the member's project area.

Eligibility for multi-county contest: Check with your Region Office to see if there is a multi-county contest for 4th and/or 5th graders. A county can send one 4th grade participant in each project area and one 5th grade participant in each project area.

Demonstration:

Demonstrations should be 3 to 5 minutes in length and generally "show how" to do something related to the project area. **NO LIVE ANIMALS MAY BE USED IN DEMONSTRATIONS**.

Projects for 4th grade and 5th grade:

*Demonstrations can be done in the following projects:

Dairy Leadership
Beef Energy Mechanics

Beef Energy Mechanics & Safety Science
Citizenship Entomology & Beekeeping Outdoor Rec & Shooting

Clothing & Textiles Entrepreneurship Sports

Communications & Public Environmental/AG Performing Arts

Speaking Engineering Photography & Digital Media

Companion Animals Food Sciences Plant Science Computer & Technology Forestry, Wildlife & Fisheries Poultry

Consumer Education Goat Sheep
Creative Arts & Design Healthy Living Swine

Culinary Arts Horse Veterinary Sciences

Multi-County Contests:

This contest will be conducted in Multi-Counties in conjunction with Jr. High Achievement. A chair county will be selected which serves as the coordination team for the event. The event will take place somewhere within the multi-county area preferably in a central location but not necessarily in the chair county itself.

Judges:

Each county will supply at least one adult volunteer and one 4-H agent to serve as judges for this event. Projects will be divided among those judging pairs.

Awards:

Awards will be provided by the Regional Office. There will be one 4th grade winner in each project area and one 5th grade winner in each project area (project areas listed above).

Scorecard:

The demonstration scorecard will be used as a means of evaluating the demonstration.



REGION 4-H DEMONSTRATION JUDGING SCORECARD

Project		Contestant Number										
Judge		1	2	3	4	5	6	7	8	9	10	
DEMONSTRATOR 1. Appearance - neat, well-groom Good posture	ned 5											
Voice pleasing, clear, distinct correct English	5											
Shows poise and enthusiasm	5											
POSSIBLE POINTS	15											
B. PRESENTATION 1. Introduction - attention getting gives purpose for demonstration	on 10											
2. Main points are clearly stated	10											
Summary - interesting short, but complete	10											
Demonstration given convincingly	10											
 Equipment - well selected and organized visuals neat, clea well-illustrated easy to read 	r 10											
6. Work area left neat	5											
POSSIBLE POINTS	55											
C. SUBJECT MATTER 1. Well Organized and selected.	10											
Source of information Accurate and up to date	15											
Practical questions answered accurately	5											
POSSIBLE POINTS	30											
TOTAL POINTS	100											

A. Demonstrator

1. <u>Appearance</u>: Is demonstrator neat, clean, well groomed; has good posture; no distracting jewelry; girls not overly made up; no chewing gum.

Scores can range from 0 to 5 in this category

2. <u>Voice</u>: Pleasing, clear, distinct, using correct grammar.

Scores can range from 0 to 5 in this category

3. <u>Poise and enthusiasm</u>: Does demonstrator project voice so it can be easily heard; make eye contact with audience and judges; smile and appear at ease; if gestures are used, are they natural.

Scores can range from 0 to 5 in this category

B. Presentation

1. <u>Introduction</u>: attention getting, giving the purpose of the demonstration; brief and important; telling what is to be done; should be more than just the repetition of the demonstrator's name and club or county.

Scores can range from 0 to 10 in this category

2. <u>Main points are clearly stated</u>: Are all steps clearly seen and understood by the audience? Easily distinguished points.

Scores can range from 0 to 10 in this category

3. <u>Summary</u>: interesting and short but complete; key points requirements emphasized; no new material introduced; purpose met.

Scores can range from 0 to 10 in this category

4. <u>Demonstration given convincingly</u>: Does it seem 4-H'er has knowledge of the subject matter and does not simply read the information; Does audience seem interested and not bored.

Scores can range from 0 to 10 in this category

5. <u>Equipment</u>: well selected and organized; work area clearly seen; suitable and effective equipment for the job; equipment handled with ease; arranged for efficient use; used as needed; without name brands or labels; <u>Visuals</u>; neat, clear, easy to read, well-illustrated; used to amplify, not duplicate method shown; charts not too crowded; simple designs; only needed charts used; charts handled smoothly. (Note: some demonstrations show and therefore use equipment to demonstrate; others tell or illustrate and use graphics. Both are equally acceptable.)

Scores can range from 0 to 10 in this category

6. Work area: Is the area left as it was before the demonstration? Scores can range from 0 to 5 in this category

C. Subject Matter

 Selection and Organization: Is it presented in a logical sequence with only one theme or idea presented; subject narrow enough to be covered adequately? Is topic related to a 4-H Project?

Scores can range from 0 to 10 in this category

2. <u>Source of Information</u>: Is it accurate and up to date; UT recommended practices followed; personal experience can be cited; suited to age, interest, and experience of the demonstrator?

Scores can range from 0 to 10 in this category

3. <u>Practical questions</u>: Judges may opt to ask no questions due to time restraints; If questions are asked they should be asked to all demonstrators; are questions asked accurately; admits not knowing instead of guessing. Scores can range from 0 to 5 in this category