

4-H Educational Display Score Sheet

| JUDGE _____ | CONTESTANT NUMBER | | | | | | | | | |
|---|--------------------------|---|---|---|---|---|---|---|---|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| A. GENERAL APPEARANCE - 15 points Artistic - neat, well-balanced Proper amounts of material Pleasing colors | | | | | | | | | | |
| B. POWER TO ATTRACT AND HOLD ATTENTION - 25 points Interesting presentation Moving parts, if any Audience participation, if any Lighting effects, sound, color | | | | | | | | | | |
| C. MESSAGE TOLD - 25 points Current interest Tells story simply and clearly Message grasped quickly Subject matter accurate Subject matter worthwhile | | | | | | | | | | |
| D. UNITY IN PRESENTING MESSAGE - 15 points One story or central theme Important items shown Equal display for important items | | | | | | | | | | |
| E. QUALITY OF WORKMANSHIP - 10 points Easy to read Models well-proportioned Good background material | | | | | | | | | | |
| F. CREATIVITY - 10 points Original idea Freshness in presentation | | | | | | | | | | |
| TOTAL POINTS - 100 | | | | | | | | | | |

Programs in agriculture and natural resources, 4-H youth development, family and consumer sciences, and resource development.
 University of Tennessee Institute of Agriculture and county governments cooperating.
 UT Extension provides equal opportunities in programs and employment.

EXPLANATION OF SCORE SHEET

A. GENERAL APPEARANCE

The objects displayed should be a good selection, avoiding the use of too many objects. The mood of the display should be controlled by color. Colors of equal carrying power which fade together when viewed from a distance are avoided. The display should be attractively arranged with good utilization of space. Scores may vary from 0 to 15 for this category.

B. POWER TO ATTRACT AND HOLD ATTENTION

Posters and printed matter should be used sparingly. The display should be simple. Any action would focus attention into its proper place. Lighting effects should add interest and not distract from the message. Scores may vary from 0 to 25 for this category.

C. MESSAGE TOLD

The display message should be appropriate for the audience which will be viewing it. The display should sell its message. The message should be brief - to the point and aimed at audience. A well-worded message, clearly explained, is necessary. Action should be stimulated. Sc

D. UNITY IN PRESENTING MESSAGE

Only one idea should be expressed at a time. Printed matter should be placed on or near eye level. Printed material reads from left to right. All items which are not immediately understandable are labeled. Scores may vary from 0 - 15 in this category.

E. QUALITY OF WORKMANSHIP

The lettering should be large, plain, clean and legible. Objects and props should be secured substantially. Each item should be shown against a background with suitable contrast of texture, line, value or color. All models should be of comparable size. Scores may range from 0 - 10 points.

F. CREATIVITY

The idea should be timely. Appropriate props (panels, curtains, background, etc.) should be used. The exhibit should be full of appeal and gather comments on being unique. Nothing should be added merely to "decorate." For most impact, a display's message should be keyed to the location. For instance, the bank lobby display might read: "Invest in the future - help 4-H" or "give time with interest." Scores may vary from 0 - 10 points on creativity.