4-H INTERACTIVE DISPLAY CONTEST
(MARCH)

A 4-H interactive display may at first appear to be hard, dull and not much fun! But, as you begin giving 4-H project interactive displays, we hope you will discover new ideas, improve your speaking ability, and HAVE FUN!

WHAT CAN YOU GIVE INTERACTIVE DISPLAYS ON?
Any item that relates to a 4-H project below.

Interactive displays should be the following length:

6th - 7th - 8th grade 2 - 3 minutes

PROJECT AREAS:
Animal Science-Beef
Animal Science-Dairy
Animal Science-Goat
Animal Science-Horse
Animal Science-Poultry
Animal Science-Sheep
Animal Science-Swine
Citizenship
Companion Animals
Computers and Technology
Communications
Consumer Ed/Economics
Electric
Engineering/Safety Science
Entomology
Environmental Science*
Food Science
Horticulture/Garden
Line and Design
Nutrition, Health and Fitness
Performing Arts/Recreation
Personal Development/Leadership
Photography
Plant Science
Veterinary Science

INTERACTIVE EXHIBIT COMPONENT:
An interactive exhibit consists of a table top exhibit (4 per eight foot table). The 4-H'ers will need to have a 2-3 minute talk to explain the exhibit. The contestant needs to be prepared to answer questions by the judges. NO LIVE ANIMALS MAY BE USED IN THE INTERACTIVE EXHIBIT. The Interactive exhibit scorecard will be used to evaluate these exhibits. There is no limit to the number of participants which can represent a county with an interactive exhibit.
Your conclusion should have an interesting ending such as showing a catchy summarizing poster, prompting other people to take the same project.

TIPS TO REMEMBER:
1. Choose a subject you are familiar with and can tell a lot about. Choose something you can tell about from experience.
2. Eye contact is important to keep your audience's attention.
3. Practice - Practice - Practice