

# Jr. High Interactive Exhibit

Stop, Read  
and  
Remember!



**A good exhibit has to attract attention, focus attention on a central idea, and sell the person on the idea that you are trying to present.**

## **What competitions can I enter my exhibit in?**

Junior High (6th-8th Grade) 4-H members:  
Display Exhibit at Local Club Meeting  
Compete in the County Contest  
Compete at the Central Region Project Fair

## **Rules to Follow!**

- Each exhibitor will be given 1/2 of a six foot table for the exhibit. Free standing exhibit boards or posters should be used. Space from the table to the floor may be used. Items may be displayed on the table.
- The 4-H members will be expected to explain their exhibit in 1-2 minutes. The judge will have 2-3 minutes to ask questions.
- Make sure the exhibit has a title and include the word 4-H or the clover somewhere on the exhibit.
- The exhibit needs to be related to the project material for that level.

## **Follow these 10 steps for an effective Exhibit:**

1. **Determine your Audience:** Your audience will be a group of judges that will have a short amount of time to look at your exhibit. So you will need an exhibit that gets their attention. Think about what you would like to look at. Do you want to read a long paragraph to get the idea of an exhibit?
2. **Determine your Purpose:** Do you want your judge to: Take Action? Solve a problem? Or Change his/her opinion? Without a purpose or objective, your exhibit may be a jumble of elements without any particular point or effect. With a purpose, your exhibit will have something definite to say and do so clearly and briefly!
3. **Develop the Theme:** Choose a single theme or subject to be treated briefly. Make sure that every element, whether visual or text, supports your theme. Leave out anything else! Use strong visual elements and brief text.
4. **Treat the Subject Visually:** You must be able to get your purpose across without having to explain it to someone. In other words, ask yourself the following questions: If I set up this exhibit, and then left, would a judge be able to understand the purpose of my theme? This is very important to remember, because sometimes you may not be able to have the opportunity to explain the exhibit, it must speak for itself.

5. **Develop the story line:** The story line consists of 3 steps: state the problem, offer solutions, and show the benefits.
6. **Design:** Good design leads the judge to stop, look and remember!

Determine the size, shape, and kind of space your exhibit will occupy. Know the kind of lighting the space has and what is needed.

The layout should guide you from one part to the next. Your judge should be able to understand the overall story, not just notice separate parts. Don't over crowd your exhibit, keep it simple but informative!

7. **Visuals:** Good visuals are a must! Use photos, drawings, maps, charts, graphs, actual objects or models.
8. **Lettering:** When planning your exhibit, pay attention to the size, weight, style, and spacing of the letters. Avoid using fancy or ornate letterings. Capitals are good for titles, but upper and lower case should be used for text. The size of the letters should be judged by the viewing distance or the emphasis of the letters on the exhibit.
9. **Color of Board and Letters:** Contrast is one of the most important considerations in determining color combinations for exhibits. Use dark letters on a light board and light letters on a dark board:

<b>Letter Colors</b>		<b>Background</b>
Black or red	Best on	Yellow
Green, red, blue, or black	Best on	White
White	Best on	Blue, red, green, or black
Green or blue	Best on	Red

10. **Text:** Exhibits are not bulletin boards or enlarged leaflets. Viewers are standing, moving, or have an interrupted or obstructed view. Reading a lot of text is difficult to do.

Keep it brief! Try to use active verbs. For example "Improve Your Farm" rather than "Farm Improvements." A picture should speak for itself without any explanation. Use simple, commonly used words.

### List of Current 4-H Projects

Beef	Performing Arts / Recreation
Citizenship	Photography
Goat	Plant Science
Dog	Line & Design
Cat	Companion Animals ( any pet)
Computers & Technology	Electric
Consumer Education / Economics	Horse
Dairy	Electric
Entomology	Veterinary Science
Engineering / Safety Science	Swine
Environmental Science / Conservation	Horticulture / Garden
Communication / Public Speaking	Poultry
Food Science	Rabbit
Leadership / Personal Development	
Nutrition / Health / Fitness	

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