



# Jr. High Interactive Exhibit

## 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Graders

A good Interactive Exhibit should attract attention, focus on a central idea, and sell the person on the idea that you are trying to present. Think of your Interactive Exhibit as a science fair project or in-depth report.

### Rules to Follow

- Free-standing exhibit boards should be used. Space from the table to the floor may be used, and items may be displayed on the table.
- 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 4-H clover somewhere on the exhibit.
- Your exhibit needs to be related to the 4-H project material for your grade level. (See back for list of 4-H project areas.)

### Follow these 10 steps for an effective Interactive 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. 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 question: If I set up this exhibit and then left, would a judge be able to understand my purpose and theme?
5. **Develop the Story Line:** The story line consists of 3 steps: (1) state the problem, (2) offer solutions, and (3) 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.

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

Keep it brief! Try to use active verbs. For example, title your exhibit “Improve Your Farm” rather than “Farm Improvements.” A picture should speak for itself without any explanation.

<b>4-H Project Areas</b>		
Beef	Engineering/Safety Science	Nutrition, Health & Fitness
Citizenship	Entomology	Performing Arts/Recreation
Clothing & Textiles	Food Science	Photography
Companion Animals	Forestry, Wildlife & Fisheries	Plant Science
Computers & Technology	Goat	Poultry
Communications/Public Speaking	Horse	Sheep
Consumer Education/Economics	Horticulture/Garden	STEM
Dairy	Leadership/Personal Development	Swine
Electric	Line & Design	Veterinary Science

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

- Display Exhibit in Club Meeting – *March 2021*
- Compete at the Central Region Project Fair – *May 11, 2021*
- Smith County Fair – *June 28-July 3, 2021*



#### **FOR FURTHER INFORMATION, CONTACT:**

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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 government cooperating.  
UT provides equal opportunities in programs and employment.