

4-H ACTION DEMONSTRATION (County Project Only)

Project Description:

An Action Demonstration is not like a traditional demonstration. The 4-H'er gets a recruited audience from people who are passing by. The 4-H'er then involves the audience in the demonstration, helping them to "learn by doing."

Levels:

<u>Beginner</u>	Grades 3 – 5
<u>Intermediate</u>	Grades 6 – 8
<u>Advanced</u>	Grades 9 -12

Categories:

Foods
Animals
General

Project Guidelines:

- Action demonstrations embody the 4-H spirit as they enable even the youngest 4-H'er to share what they have learned with others.
- For most 4-H'ers, the action demonstration is less intimidating than the traditional demonstration.
- An action demonstration should cover a topic learned during the 4-H year; the project book is an excellent source of ideas.
- An action demonstration is not like a traditional demonstration in that the 4-H'er does not stand up on a stage in front of an audience with a prepared speech. Instead the 4-H'er stands behind (or sometimes in front) of a table, drawing in people who are passing by. The 4-H'er then gets this recruited audience involved in the prepared activity, helping the audience to "learn by doing".
- 4-H'ers will register with the 4-H office by noon on Saturday during the fair if they plan on giving an action demonstration.
- Action demonstrations will be given for 20 minutes.
- For judging purposes, action demonstrations are broken into Foods, Animals and General categories. Each category will be divided into Beginner: Grades 3 – 5, Intermediate: Grades 6 – 8, and Advanced: Grades 9 – 12.
- A 4-H'er may give an action demonstration for any project in which he/she is enrolled. Thus, a 4-H'er could give both a Swine and a Beef action demonstration.
- **A Champion and Reserve Champion will be given to each age group, with a Grand Champion and Reserve Grand Champion given overall.**

Exhibit Requirements:

- The topic selected should relate to the project in which the 4-H'er is enrolled.
- The topic needs to be selected so that the main idea can be adequately covered during the 1 – 3 minutes an audience member might remain at the table. The topic should be neither too broad nor too narrow.
- The 4-H'er should understand the topic in enough depth that he/she can answer audience questions related to the topic.
- The topic should include an activity that gets the audience involved in a hands-on mode.
- The demonstration should be able to be given repetitively, as new audience members appear.
- A title poster may be used to help capture the audience's attention, and draw them in. Any other visual aids used should relate to and enhance the topic.
- The 4-H'er needs to explain to audience members what they are to do, help them understand how to do it, and verbally reinforce what they are learning.

- The 4-H'er should dress neatly, but appropriately for the topic covered.
- The 4-H'er needs to draw the audience in, getting them to stop and try out what the demonstration has to offer. This may be through a combination of an interesting topic, an attractive setup, and verbally inviting them over.
- The 4-H'er should show evidence of preparation and practice; he/she should understand the topic and be easily able to lead the audience through the hands-on activity, showing comfort with any materials involved.
- The 4-H'ers needs to make sure to get the audience involved, remembering that the audience is a participant, not a spectator.
- The 4-H'er needs to speak clearly and slowly, with enough volume that the audience participants can easily hear and understand the directions and what is happening. Although there is not a memorized speech as in a traditional demonstration, the 4-H'er needs to be confident and clear in all instructions and information.
- The 4-H'er should establish eye contact with the audience.
- The 4-H'er should be friendly and enthusiastic and conduct himself/herself in a professional and business manner. He/she should project confidence and make it look like fun.
- If any handouts are used, they should relate to and enhance the topic.
- The audience participant should leave the demonstration table with new knowledge or a new enthusiasm or slant to something already known.
- The 4-H'er should "sell" himself/herself and his/her idea.