

- *Cooking Skills*
Use of equipment and utensils
Appearance and cleanliness
Food Safety
Fire starting
Controlling fire
Food preparation to cook
Skilled in Grilling (if applicable)
- *Presentation and Taste*
Degree of doneness
Complimentary ingredients
Eye appeal - presentation
Interview - knowledge
Texture /taste

Fine Arts Guidelines

General Guidelines –

The 4-H Member should:

- Learn art skills & techniques
- Use a variety of media
- Learn good design elements and principals
- Investigate, explore and discover their own individuality
- Learn about history, styles and a variety of cultures in art, artists in the area and art careers.
- Be able to tell the judge what was learned
- Have fun creating
- Share ones art skills with others
- Be aware that some art materials can be hazardous
- Level of difficulty must increase each year in the project as skill level advances.

Exhibition Guidelines

- All works must be original – NO KITS
- One best exhibit for each class as listed in the fair book
- Neatness and general clean appearance of project is very important
- Two-dimensional work should be framed, matted or mounted and ready to hang.
- Paintings must be framed. Frame does not have to be wood . . . must be ready to hang . . . glass is optional.
- Be prepared to discuss your work with the judge, where your idea came from, how it developed and what you learned.

Crafts

Ceramic Projects

- Learn terms; (types of brushes), kiln, clay, under glaze, glaze, stain, mold, slip, firing, green ware, pour, etc.
- Learn what is involved in the pouring process by pouring a mold.
- Learn how to clean and handle green ware.
- Learn what is involved in creating a hand-molded piece. Preparing clay for hand molding, adhering pieces together, how to make a coil, pinch method, slab, drape, dying, allowance for shrinkage, allowance for air to escape in the firing process, tools available, etc.
- Learn about types of ceramic paints, under glaze, glaze, stain, how to apply these and the use of Food and Drink Paints.

Metal Craft

- Enameling, etching, hammered, tin punch molded, etc.
- Start with simple patterns to transfer onto the metal (member should do their own transferring). As skill level increases, use more difficult patterns; increase the difficulty of techniques used, possibly using colors to display the pattern.

Wood Craft

- Wood carving: Always practice safe handling of tools. Learn the names and uses of carving tools. Learn how to sharpen a knife as a sharper knife is safer and easier to use. The type of wood used should match the function of the project. Finish should be neat and complimentary to the work, uniform groove depth with no slips.
- Wood burning: Basswood or Cottonwood are the woods of choice. Graphite (non carbon) paper should be used to transfer pattern to wood. A wood burner with different tips should be used. After a pattern is burned into the wood, oil pencils can be used for a color pattern and shading. Project should be sealed and if a plaque – ready to hang. When burning your pattern, mistakes should be worked into the pattern. Be sure not to leave any pencil or graphite lines on the project.

Glass Craft

- Stained glass, stencil glass, leaded glass, etching, etc
- Glass craft is to be more than 50% glass; such as Mirror lifting, Mirror etching, Stained glass, hand painted ornaments, or pen ink on glass, glass etching and glass painting. Learn to apply stencils, etching cream, learn to properly protect the rest of the glass. As skill level increases, experiment with monogramming, mirrors, cutting, etc.

Stamping Guidelines

Equipment

- Stamps – many varieties
- Stamp inks – dye-based, pigment, embossing, fabric, permanent
- Stamping Surfaces – paper, wood, fabric, polymer, ceramic, terra-cotta, leather
- Stamp Cleaner – diluted window cleaner or non-alcohol baby wipes
- Embossing Powder
- Embossing/Heat Gun – can use other forms of heat but use caution when using the alternative methods (iron, hot plate, stove top or toaster)
- Enhancement materials – colored pencils, markers, watercolor paints, watercolor pencils.

General Guidelines

- All projects must be **complete** in order to be exhibited, and ready for their intended use.
- All projects should be neat, no smears or runs
- Remember how you made your project, the judge will be asking questions and examining your work.

Paper Craft

Paper craft must consist of more than 50% paper. Some suggested projects could be paper Mache, origami, gift wrapping, stationery, and handmade paper, etc. A project with small items such as origami, or that take less than 1 hour, shall consist of at least five different items. These five shall be attractively displayed.

- Gift Wrapping – learn to wrap neat corners and folds. Learn to shape on curves and cylinder packages and how to wrap them. Learn how to select appropriate packages for the item to be wrapped. As skill level increases, learn to make boxes when they aren't available, how to use household supplies attractively as wrapping paper, line a box properly and make bows.
- Paper Mache - needs to be neat, holes covered, painted properly, displayed or hung and appropriately finished.
- Origami – should use origami paper, folds should all be crisp and uniform.
- Stamping – rubber, homemade, sponge – should be clear, neat and tidy. Learn to apply different techniques, multi colored embossing, adding color after stamping.

Card Making Guidelines

Equipment

- Paper – wide range of weights, colors, patterns and textures
- Glue – any craft glue that dries clear, glue sticks, spray adhesive, double-sided tape and/or hot glue
- Craft Knife – replace blade often to make precise, sharp cuts.
- Cutting Mat (optional)
- Metal Ruler – provides nice straightedge for scoring and cutting
- Scissors – ordinary household scissor or decorative-edge scissor
- Hole and Shaped Punches (optional)
- Bone Folder – (optional) this tool creates crisp folds and flat finish to glued papers
- Decorative Elements – anything to add beauty, embellishment and originality to your card project

General Guidelines

- All greeting card projects must include envelopes
- All folds must be crisp and straight
- If cutting windows or other shapes, have smooth, clean cuts and edges
- If a short term project, be sure to include 5 items
- Be sure your project is clean and neat and complete
- Display on a mat, some type of holder or in a basket.

Scrapbooking Guidelines

General Guidelines

- There are many materials available for scrapbooking. Choose whatever papers, stickers, textures, pens, etc., necessary to complete your theme or event.

- The importance of the project is to preserve memories, photo-journaling and photo-documentation.
- Pages and Album must be acid-free and photo safe.
- Albums must be neat and pages in order. Albums must have a title page.
- A page entry must be neat, complete and tell a story.
- Judging will be based on material quality, creativity and overall appeal.
- Put your pages in sheet protectors. There should be 5 double-sided pages to make an album. If continuing an album from year to year, add 5 new pages each year.

Plastic Crafts

Plastic craft is any project that is more than 50% plastic such as Sun catchers, shrinky dinks, clear cast, windshield scraper, desk pen earring rack, and towel ring or jewel box. Learn basic skills and what tools are needed to work with plastic materials. Proper hanging and display techniques must be used.

Decoupage

- Decoupage is the craft of cutting out and gluing pictures to an item such as wood, glass, trays, etc. There is more than one technique for decoupage, however care and patience must be taken to achieve the beautiful mellow gloss with the look of a hand painted article.
- Stenciling – Become familiar with different techniques, for example stencil brush, airbrush, oil, tooth brush, squeegee, pad of velvet, aerosol paint, sponge, etc. Enter your project in the area for the type of medium you stenciled on, for example, fabric, glass, metal, wood, etc. Dyes, ink, French enamels, acrylic paints, poster paints, smoke, aerosol paints and leather dyes can be used.

Fabric Painting & Stenciling

Learn to prepare the article for painting. Learn the types of paint available to use as well as the brushes and brushing techniques. Learn to transfer a pattern/design, (member should transfer their own pattern or design). As skill level increases, different brush techniques, blending and shading should be used. Learn to preserve the paint in the fabric and proper care of the article.

Lawn & Garden Ornamentals

Stepping stones, windmill, scare crow, etc. They should be properly displayed, neat and show individuality.

Wax/Gel Craft

There are many ideas for wax, the most popular is candle making; however there are other ideas such as painting, printing on fabric, rubbing and melted wax pictures. Learn techniques and equipment used. Some examples are:

Hand Carved – Cuts should be smooth and uniform in size and thickness. Use straight or curl to give a straight line to the work. Understand what colors will blend together to set a certain mood. Bottom of the candle must be smooth and flat. Check for fingerprints or marks around sides and base of candles. Smoothness of outside layer and shine is important.

Free Form – Emphasis should be on color combination, neatness, abstracts should have originality. Learn proper safety procedures.

Soap Making Guidelines

Equipment suggested:

Washable cutting board, sharp knife, colorants, molds, measuring spoons and cups, long-handled wooden or stainless steel spoons, glass eyedroppers, pouring jars or pitcher, some type of drying rack (white butcher paper works well), some type of oil or grease if your project requires it, digital scale, towels and whatever else you need to complete your soap project.

General Guidelines

- Some soap require a curing time, be sure to leave yourself enough time for your project to be complete.
- Display your soap project(s) attractively
- Make notes for yourself as you prepare your project since some soap will need to be made several weeks before fair, so you will remember all your steps as the judge will be asking questions about your project.
- Label each soap collection. Have at least 3 samples from each batch.
- Include recipe or instructions for the soap project.

Jewelry

For **fair exhibit** you must have at least three pieces in display. Be able to design your own settings. Some materials that can be used are polished stones or shells, seeds, metal, stringing beads, bead weaving, molded plastics, etc. If the project took less than 2 hours, you must have a group of five different pieces.

Weaving

- *Baskets* – A simple basket with or without handles of natural color, learn terms and materials used. As skill level increases colored reed and or type of reed may be used and a design on the top of the project.
- *Other weaving* – This covers many different projects. Some are loom weaving, ribbon weaving, paper, clay, etc. The weave should be even and consistent. As skill level increases, incorporate a pattern into the weave and experiment with different materials.

Themed Gift Basket, Box, Bag, Etc. – Guidelines

General Guidelines

- This project must be displayed in a basket or some type of container and include everything necessary to make a complete and coordinated gift or display.
- In addition to the basket or container, the project must include at least 7 items. Also, include sisal, Easter grass, tissue paper, raffia or something similar in the basket before adding the gift or display items.

Include a tag naming the basket theme.

Holiday Decoration

Holiday decorations can be one article or several articles. They must pertain to the same Holiday, such as Christmas, Halloween, etc. If one article is shown it should be worthy of taking to the fair. If the member has done several holiday decorations, they can be taken as one entry and shown at the fair, for example; a series of stencil designs, ornaments, etc. Remember short term craft rule.

Recycled Craft

Demonstrate proper selection of material, knowledge of project and proper finishing techniques. Make a craft from used items.

Drawing/Painting/Sculpting

Drawing

- **Suggested Media** – pencil, ink, charcoal, chalk pastels, oil pastels, crayon, mixed media, and other.
- Get familiar with materials used for drawing, different kinds of pencils, media and paper.
- Try different styles of drawing, contour, gesture and modeled.
- Use perspective, overlapping size, space, placement, details, texture, color and value change, converging lines.
- Composition, place the drawing on the paper using good design
- Light and shade – observe light and the shadows it makes. Start out adding shade and shadows from one light source.

Painting

- **Suggested Media** – Acrylic, oil, tempura, watercolor, mixed media, and any other media.
- Experiment and be familiar with the media you are working with
- Develop a brushstroke; feel confident about holding and using a brush. Try thin, thick, straight, curved, angled and other brush possibilities
- Learn basic color work, color wheel, value, warm and cool colors, mixing colors.
- Practice different techniques for the media you're working in-graded wash for watercolor, glazing for oils and acrylics.
- Try painting on different surfaces, canvas, canvas board, wood or flat glass for oil and acrylics. The best surface for watercolors is water color papers, try different types.
- Learn the proper way to care for materials.
- Work on good composition.
- Try new techniques like dry-brush, superimposing colors, wet-on-wet.
- Be familiar with different color schemes and other color vocabulary.

Any Other Fine Art

Calligraphy/Lettering

- Suggested media, any media suggested under drawing and painting or other media.
- Learn about materials and equipment used
- Learn basic lettering styles and practice
- Do lettering with different equipment, pens, brushes, calligraphy markers.
- Experiment with your own creative lettering styles.
- Find out about good poster design and layout.
- Learn about greeting card layout page layout and cover layout.
- Learn about grids and borders.

Print Making

- Learn what print making is.
- Find out what materials can be used for making prints and what can be printed on.

- Make simple prints using objects like stamps. Make your own stamps out of plaster, erasers, or fruits & vegetables.
- Do styrofoam, string or glue line print
- Try a mono-print on glass.
- Make a stencil and print with it.
- Do multi colored print.

Computer & Electronic Art

- All projects should be original and not copies from a program.
- Try using an electric light pen or mouse to draw pictures on the screen.
- Learn how to produce points, lines, curves, shaded areas, the basic elements of drawing.
- Make artistic images and store them in memory, print a picture with them.
- Work with color selections.

Cartoons

- Learn about supplies, tools and techniques.
- Practice heads and facial proportion and expressions.
- Do a caricature.
- Practice whole figures and body action.
- Give an animal human characteristic.
- Add captions to your artwork if you desire.

Sculpture

- Acquire knowledge about the tools, materials and techniques of sculpture.
- Know the difference between abstract and realistic sculpture.
- Try a subtractive sculpture out of plaster or Styrofoam blocks.
- Make an additive sculpture out of clay or paper Mache.
- Do a metal construction or another type of construction.
- Create a mobile.
- Try a wood or wire sculpture.
- Build a sculpture out of armature.

Pottery

- Learn about preparation of clay and what tools and equipment are needed.
- Do projects in pinch, coil, and slab techniques when hand-building.
- Practice forming techniques on potter's wheel.
- Find out about the different stages clay goes through and what can be done.
- Glaze your clay project, if possible.
- Try other techniques such as sand casting, carving, or molded forms, or combine techniques.
- Learn different decorating techniques.

Creative Writing

- Must be typed.
- Grammar, spelling and punctuation are important.
- Read and get familiar with different styles of writing and authors.
- Create a basic poem or a simple short story, with a beginning, middle and end.
- Ideas should have a main theme.

- Try different styles of poetry.
- Learn basic journalism, what, when, why, who and how.
- Write stories in different approaches and styles. Practice dialogue.
- Demonstrate creativity, proper techniques, mediums, and proper display of items.
- Must be mounted on mat, illustration or poster board or in booklet form for stories.

4-H Folk Art

Attached is a sheet which provides information on what Folk Art is and a breakdown of the project areas provided by Michigan State University Museum. The following are the five basic objectives of any Folkpatterns project:

1. To provide members with skills, knowledge, and attitudes needed to successfully collect and interpret oral and visual history materials.
2. To provide members with the opportunities to develop communication skills.
3. To develop in members a deeper appreciation and understanding of the traditional aspects of their lives.
4. To develop in the community an increased awareness of and appreciating for local history and folklore.
5. To join 4-H youths and leaders with local humanities resources in developing and carrying out projects.

Suggested Grade Level: Primarily designed for students between the ages of 11-10 but some projects could be adapted for younger students.

Resources available:

Cooperative Extension:

- MSU Museum Guidelines
- Folkpatterns 4-H Leader's Guide (4H1506)
- Family Folklore: A 4-H Folkpatterns Project (4H1330)
- Foodways: A 4-H Folkpatterns Project (4H1329)
- Folk Arts in Education: A Resource Handbook II
- Folk patterns slides/tapes

Historic Charlton Park Village & Museum is a possible resource for joint projects dealing with late 19th Century activities such as sheep shearing & wool production; dairy processes including milking, butter making, cream separation; broom making, cider production, quilts, genealogy; historic textiles, early agricultural equipment and historical photographs. Possible utilization of Charlton Park educational programs for groups may be feasible.

When available: The Cooperative Extension materials are available all year. Charlton Park would require a 4-6 month lead time with some of its services due to staffing/programming commitments.

NOTE: All Folkpattern project entries must have a registration card completed when project is turned in at the fair.

4-H FAIR GUIDELINES FOR FOLK ART PROJECTS