



INTERACTIVE EXHIBITS

6TH -8TH GRADE



GOAL

To make an exhibit that explains your 4-H project in a simple, easy way. Your exhibit should show what you learned, a skill you practiced, or a technique you used. It should make sense on its own without step-by-step directions or a full demonstration.

RULES

1. You will have 1–2 minutes to explain your exhibit.
2. Judges will have 2–3 minutes to ask you questions.
3. If your talk is less than 1 minute, 5 points will be taken off your final score.
4. Your exhibit must be connected to your 4-H project work.
5. Your exhibit should be self-explaining. It should not teach steps like a demonstration.
6. You will use half of a six-foot table for your space.
7. You must use a free-standing tri-fold board.
8. You may use the table space and the area from the table to the floor.
9. Props may be used, but they should support your project board.
10. The 4-H name or emblem must be somewhere on your exhibit.
11. No live animals, baby animals, fireworks, weapons, or anything banned at school.
12. Technology (like a tablet or laptop) may be used for visuals only. No sound. It cannot replace your exhibit board.
13. Competition is by project, not by grade.
14. Competition ends at sub-region.

TIPS

- Make your board clear. Use pictures, labels, and simple facts so people understand your project at a glance.
- Show what you learned. Tell about new skills, steps you tried, or things you discovered.
- Practice your 1–2 minute talk. Focus on the most important parts of your project.
- Choose props carefully. Only bring items that help explain your project.
- Keep your board neat. Use clean writing, simple colors, and organized sections.
- Be ready for questions. Judges may ask what you did, why you chose the project, or what you would do next.
- Speak with confidence. You know your project best!

