MINNESOTA 4-H PROJECT EVALUATION
AEROSPACE

4-Her Name: ____________________________ Grade: _______

County or Club: _____________________ Years in 4-H: _______ Years in Project: ____

<table>
<thead>
<tr>
<th>Purple</th>
<th>Blue</th>
<th>Red</th>
<th>White</th>
<th>Other</th>
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50% of Score

**Learning Involved:**
- Understands why/how a rocket/airplane flies.
- Understands and can explain safety procedures for when flying or launching.
- Understands basic parts of rocket/airplane and other appropriate terminology.
- Has experimented with a variety of rocket/airplane this year or in previous years.
- Knowledge of aerospace-related careers.

50% of Score

**Workmanship & Techniques of Project**
- Product—Guidelines were followed correctly.
- Exhibit is ready for flight (if meant to be flown).
- Idea—Information used is accurate, complete, organized, logical, creative, practical and clearly presented.

**General Appearance and Design**
- Exhibit is neat and attractive.
- Design elements and art principles were used where suitable.

Comments:
- Strengths/accomplishments
- Skills learned
- Areas to work on
- Possible new challenges
- Questions to think about
### Rules
- The 4-Her’s name, county, age, and project must be on back or attached to exhibit.
- No rocket engines or combustible rocket igniters, or chemically dangerous components are allowed to be exhibited with the display at the fair.
- Flyable models should be ready for flight (do not include fuel) recovery system should be in place and operative.
- Members should be familiar with safety codes in 4-H curriculum.

### Guidelines
- The size of three-dimensional displays and poster should be consistent with the size recommended by Minnesota 4-H.
- Exhibits are not limited to three dimensional displays or posters. They may be actual models, games or technology related exhibits.
- Creativity is encouraged.
- Resources should be credited and documented in the exhibit (e.g., books, internet, 4-H or Extension publications, person with special knowledge, magazine articles, etc.).

### Project Ideas
- Learning to work as a team is important and exhibits may highlight a member’s work within a team.
- History of aerospace.
- Careers in aerospace industry.
- Comparison of equipment design.
- Safety techniques.
- Military air battles.
- Flyable models built from kit or your own design.
- Non-flyable models built from kit or your own design.
- Space stations.
- Space exploration.
- A rocket launch.
- Display of other equipment needed for aerospace project.
- Other.

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**Resources Available:**

**Web site for Minnesota 4-H resources:**
- [www.mn4-H.umn.edu/projects](http://www.mn4-H.umn.edu/projects)
- [http://z.umn.edu/mn4haerospace](http://z.umn.edu/mn4haerospace)

**Web site for all MN Extension Publications:**
- [http://shop.extension.umn.edu/](http://shop.extension.umn.edu/)

**Web site for National 4-H resources:**
- [http://www.4-hdirectory.org/](http://www.4-hdirectory.org/) (Click Browse)
  - Aerospace Adventures 1: Pre-Flight
  - Aerospace Adventures 2: Lift-Off
  - Aerospace Adventures 3: Reaching New Heights
  - Aerospace Adventures 4: Pilot in Command
  - Aerospace Adventures: CD
  - Aerospace Adventures: Helper’s Guide
- [http://www.4-hmall.org/Curriculum.aspx](http://www.4-hmall.org/Curriculum.aspx)