# MINNESOTA 4-H PROJECT EVALUATION

## ELECTRIC

<table>
<thead>
<tr>
<th>4-Her Name: ____________________________________________</th>
<th>Grade: ____________</th>
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<tbody>
<tr>
<td>County or Club: _____________________</td>
<td>Years in 4-H: _________</td>
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- **Purple**
- **Blue**
- **Red**
- **White**
- **Other**

**Comments:**
- Strengths/accomplishments
- Skills learned
- Areas to work on
- Possible new challenges
- Questions to think about

### 50% of Score

**Learning Involved:**
- Can describe ways that electricity and magnetism affects our lives.
- Is learning about naturally occurring electricity. What causes lightning?
- Has explored alternative energy sources.
- Understands flow of electric current (from Point A to Point B)
- Has thought about how electronics have changed our homes and businesses.
- **Safety:** 4-H'er exhibits knowledge of safe working practices, knowledge of (NEC) National Electrical Code rules, and also local regulations that may apply to the project.
- Shows how learning relates to their goal.

### 50% of Score

**Workmanship & Techniques of Project:**
- Has used recommended features and specifications for the specific type of project being built.
- Shows appropriate use of material, and uses suitable methods to make exhibit.
- Exhibit has complete and accurate information, organized writing, and is displayed in logical steps.
- Exhibit shows originality and creativity.
- Exhibit is complete, labeled, and mounted correctly.

**General Appearance and Design:**
- The exhibit attracts and holds attention of the people who see it.
- The exhibit is neat and attractive in appearance.
- Exhibit is well designed, attractive, and readable so that it communicates an idea to the people who view it.
Rules

- Follows National Electrical Code (NEC) rules.

Guidelines

- Constructed projects should not take up more than 20 sq. ft. of floor space without prior approval.
- The size of three-dimensional displays and posters should be consistent with the size recommended by Minnesota 4-H.
- Projects may also include actual models, games, etc.
- 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

- Please note: Project complexity can vary greatly depending on the 4-Her’s interests, age, and abilities.
- Build a flashlight.
- Make an extension cord
- Build a trouble light.
- Build a circuit display.
- Do an electrical demonstration.
- Spend a day with an electrician on the job.
- Help someone wire a house.
- Tour your local power company.
- Make an intruder alarm, amplifier, or rocket launcher.
- Make an educational display on an electrical theory or principle.
- Other ideas related to electricity

Resources Available:

**Web site for Minnesota 4-H resources:**

www.mn4-H.umn.edu/projects
http://z.umn.edu/mn4helectric

**Web sites for National 4-H resources:**

http://www.4-hdirectory.org/ (Click Browse)
Electric Excitement 1: Magic of Electricity
Electric Excitement 2: Investigating Electricity
Electric Excitement 3: Wired For Power
Electric Excitement 4: Entering Electronics
Electricity Excitement: Helper's Guide

http://www.4-hmall.org/Curriculum.aspx

**Other:**

www.energyquest.ca.gov/