# Looking for tips to improve your Club Days Event?? Look no further, we've got them here!!

### What is a project talk?

A project talk tells about one of your projects. It can tell about your experiences in the project and/or give information relating to the project. The talk should be over something you are familiar with and is of interest to you. No questions are asked at the end of the talk.

1. Tells about 2. Purpose: inform 3. Visuals: charts only

## What is a demonstration?

A demonstration is a "show and tell" of how to do something. It is a teaching method. Most demonstrations incorporate an introduction, a body that is the "show and tell" part and a summary to stress the important parts of the presentation.

1. Shows how 2. Purpose: teach 3. Visuals: models, charts

#### What is an Illustrated talk?

In a 4-H illustrated talk, the youth gives information about a subject and uses visuals to explain the subject. Unlike a demonstration, the work is not performed before your eyes and there is not a finished product as a result of the presentation.

# What is a Model Meeting?

A model meeting involves a group effort that displays all the necessary components of a 4-H meeting. Types of motions include Main, Subsidiary, Incidental, Privileged and Unclassified. Use *A Guide to Parliamentary Practice for your Club* on pages 2-3 of *The Meeting Will Come to Order* on page 18.

# **4-H Day Pointers:**

#### **Music:**

- **&** Announce your name, selection and composer
- After you sit down, adjust the piano bench or music stand as needed
- When you are finished, pause and acknowledge the audience's applause
- If you lose your place in the music, keep your composure. Try jumping forward to a place you know. If that doesn't work, ask the judge if you can have your music back. This happens to all musicians. Don't let it sidetrack your performance.
- Accompanists for vocal and instrumental solos do not have to be 4-H members. CD accompaniment is fine, but you must bring your own player.

# **Reading:**

- Readings may be dramatic, humorous or interpretive.
- **&** It may or may not be memorized. Provide a copy to the judge.
- Announce your name, title of your reading and author
- Enunciate and articulate clearly
- Make eye contact with the audience, not just the judge
- **W** Use voice inflection to communicate emotion
- Reproject your voice for all to hear
- **Use gestures, costumes or props to add emphasis**

## **Demonstration/Illustrated/Project Talk:**

- Rick a topic you love to talk about
- Create an outline for your talk
- Include all 3 parts of a presentation: a catchy introduction, the main points and a short summary
- Organize your props and tools for ease of use
- Keep notes handy, but don't READ them word for word
- Be sure to have some "facts" that can be used to fill in if you are making something
- Create bright, easy to read posters. Keep them simple.
- If you make a mistake, keep going.
- \* Practice, Practice, Practice!!!

#### Skits:

- **8** Be sure to speak loud and clear.
- **\*** Face your audience
- Use costumes and props to enhance the performance
- Lines should be memorized, unless one person is the acting "Narrator"
- When finished, all cast members should be present on stage and acknowledge audience applause

#### Dance:

- Choose music appropriate to the style of dance you will be performing
- Members must provide their own music and equipment (extension cord too!)
- Rhythm and staying with the beat are important
- Costumes or similar coordinated outfits add to the presentation.
- Make eye contact with the audience
- Acknowledge audience applause