

Consumer Management – Division Q

1. Read and comply with all General Exhibit Building Rules.
2. The process of learning about you while making decisions as a consumer is an important part of the project. The exhibit should demonstrate use of the decision-making model as described in project materials. Examples include games, stories, computer programs, photographs, notebooks, videos, etc.

541A – Spending Plans and Record Keeping

- Track your spending (account books, computer records, envelope systems, checkbook records, etc).
- Set up family record keeping system.
- Survey peer spending habits (allowance, games, clothing, food)
- Track your 4-H project (s) spending (livestock records, photographs, clothing, etc).
- Describe appropriate use of credit.
- Track how you spend your time (calendar, diary, etc).
- Set up a family calendar system.

541B – Comparison Shopping

- Compare products.
- Compare type of stores or places to shop.
- Compare cost of shopping with cash and credit.
- Compare colleges, trade schools, etc.
- Compare cost of recreational activities.
- Compare financial institutions (banks, credit unions, etc).
- Compare car insurance.
- Compare investments and savings.

541C – Consumer Rights and Responsibilities

- Explore advertising influences.
- Show how to make a consumer complaint.
- Show where to find consumer information
- Evaluate reliability of consumer information.
- Describe cost of fraud (shoplifting, bad check, fake ID, etc).
- Describe potential problems related to privacy issues (social security number, credit card, internet shopping, etc).

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