

4-H EXHIBIT GOAL LABEL – OSCEOLA COUNTY

REVISED FEBRUARY 2024

Please fill out one Goal Sheet for each exhibit you enter. Bring the completed form with you on Judging Day.

Name _____

Grade (Completed) _____

Junior

Intermediate

Senior

4-H Club _____ **Years in Project** _____

Exhibit Class Name _____ **Exhibit Class Number** _____

1. What did you plan to learn or do? *(What was your exhibit goal(s)?)*

2. List sources used. *(This might include books, magazines, people, a project you saw in a store, website, blog, YouTube video, etc. Pinterest is NOT a source. You must list the actual website.)*

3. What steps did you take to learn or do this? Explain what you wanted to do so it is easily understood.
• *The judge wants to know and understand the steps you used to make your exhibit.*

4. What were the most important things you learned?

EXHIBITOR: IF YOUR EXHIBIT IS A CLOTHING, SEWING AND NEEDLE ARTS, HOME IMPROVEMENT, OR VISUAL ARTS PROJECT, YOU ARE ENCOURAGED TO DESCRIBE THE DESIGN ELEMENTS AND ART PRINCIPLES. All other project areas need NOT do the design elements and principles.

- Juniors pick at least two elements and two principles
- Intermediates pick at least three elements and three principles
- Seniors pick at least four elements and four principles.

Design Elements

1. Line:
2. Color:
3. Shape/Form:
4. Texture:
5. Space:

Art Principals

6. Rhythm:
7. Proportions:
8. Emphasis:
9. Balance:
10. Unity:

Intermediate and Senior Members Only:

5. List your expenses and/or profits involved in the project if applicable.

Financial Summary of Project

(Remember that things out of your cupboard do cost someone something.)

Item / Ingredient	Amount Spent
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
 TOTAL:	_____

(If Applicable to Project)
Gross Income totals: \$ _____
Minus expense items: \$ _____

In comparison, is there a difference in costs when you consider buying versus making?

Cost to buy: \$ _____

Cost to make: \$ _____

Total Saved: \$ _____

Senior Members Only:

Evaluate your personal growth, success, disappointments, fun, and frustrating experiences related to this project.

(Attach these reflections on a separate sheet.)

DESIGN *Exploring the Elements and Principles*

Elements of Design

A design is a visual plan you can use to create your 4-H project. Everything you can see has a design. When you describe something you see, you use words that tell about the lines, shapes, colors, textures, and spaces. Line, shape, color, texture, and space are the basic elements of design.

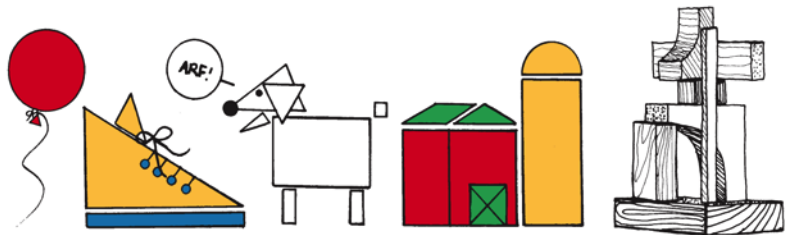
Line

Lines can be horizontal, vertical, dotted, zig-zag, curved, straight, diagonal, bold, or fine. Lines can show direction, lead the eye, outline an object, divide a space, and communicate a feeling or emotion.



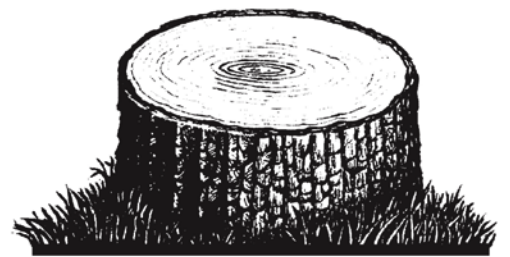
Shape

Shapes are made by connecting lines. Circle, square, triangle, and free-form are words used to identify shapes. Look at the objects around you and describe their basic shapes. Are they one shape, or are they a combination of many shapes? After doing this several times, you will begin to understand what a shape really is. Line creates two dimensional or flat shapes. When shapes are three dimensional, we call them forms. A circle is a shape; a ball is a form. A square is a shape; a cube is a form. A drawing is a flat shape; a sculpture is a three-dimensional form.



Texture

Texture is the surface quality of an item; it's how something feels when touched or looks like it would feel if touched. Sandpaper is rough. Velvet is smooth. A drawing of a tree stump could show rough outer bark and a smooth inner surface. Search for ways to add texture to your projects. Texture adds variety and interest.



Color

Color is described with the words hue, value, and intensity. Hue refers to the name of the color—red or blue, for example. Value tells the lightness or darkness of a hue. Intensity refers to the brightness or dullness of a hue. You can use a color wheel and learn how colors work together.

Space

Space refers to the area that a shape or form occupies. It also refers to the background against which we see the shape or form. Space can be defined as positive and negative. The positive space of a design is the filled space in the design—often it is the shapes that make up the design. Negative space is the background. The negative space in design is as important as the positive area.



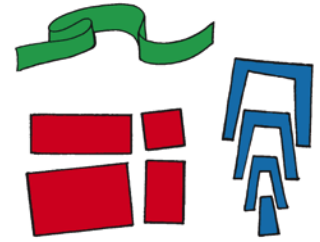
Principles of Design

Some combinations of design elements (line, shape, color, texture, and space) work better than others. Here are some guidelines to help you understand why. These guidelines—rhythm, proportion, emphasis, balance, and unity—are the principles of design.

Rhythm

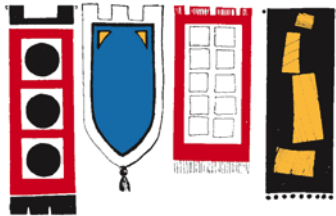
You have felt rhythm in music. Rhythm also allows the eye to move from one part of a design to another part. Rhythm can be created by:

- Repeating a color, shape, texture, line, or space.
- Varying the size of objects, shapes, or lines in sequence.
- Using a progression of colors from tints to shades.
- Shifting from one hue to a neighboring hue (yellow to yellow-orange).



Proportion

Proportion refers to the relationship between one part of a design and another part or to the whole design. It is a comparison of sizes, shapes, and quantities. For example, the relationship between the vertical and horizontal measurements of a wall hanging may be pleasing because the unequal lengths produce an interesting contrast.



Emphasis

Every design needs an accent—a point of interest. Emphasis is the quality that draws your attention to a certain part of a design first. There are several ways to create emphasis:

- Use a contrasting color.
- Use a different or unusual line.
- Make a shape very large or very small.
- Use a different shape.
- Use plain background space.



Balance

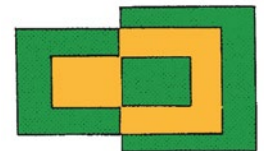
Balance gives a feeling of stability. There are three types of balance. **Symmetrical**, or formal balance, is the simplest kind.

An item that is symmetrically balanced is the same on both sides. Our bodies are an example of formal balance. If you draw an imaginary line from your head to your toes dividing your body in half, you will be pretty much the same on both sides. Designs that have a **radial**



balance have a center point. A tire, pizza, and a daisy flower are all examples of design with radial balance. **Asymmetrical balance** creates a feeling of equal weight

on both sides, even though the sides do not look the same. Asymmetrical designs also are called informal designs because they suggest movement and spontaneity. Asymmetrical balance is the hardest type of balance to achieve and often takes experimenting to achieve.



Unity

When things look right together, you have created unity or harmony. Lines and shapes that repeat each other show unity (curved lines with curved shapes). Colors that have a common hue are harmonious. Textures that have a similar feel add to unity. But too much uniformity sometimes can be boring. At the same time, too much variety destroys unity.

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