



## What Wood U Build?

### A 4-H Art and Architecture Event

**Bench in 2011**

**No size limit for Senior Level participants.**

Woodworking is a great tradition. Wood is perfect for building everything from houses to hat racks. It can be painted or you can show off its natural grain and shine.

**What Wood U Build?** helps you develop your skill in woodworking. It requires that you make decisions about what you like and dislike. You can design your own project or you can search for a plan that you would like to follow.

#### What You Will Learn

- **What Wood U Build?** will help you learn the basics of good design.
- **What Wood U Build?** will help you learn to recognize and practice good and safe work techniques.
- **What Wood U Build?** will help you learn to explore your own personal design preferences, making your own decisions.
- **What Wood U Build?** will help you learn and practice skills that will be useful throughout your life.

#### Who Can Participate

Any Alabama young person may participate in any 4-H competitive event. However, you must be a member of an Alabama 4-H Club. It's easy and quick to join – just call or e-mail your county Alabama Cooperative Extension System Office for information (for contact information, go to [www.aces.edu/counties](http://www.aces.edu/counties)).

If you and your friends are interested, you might wish to start a 4-H Project Club. It could focus on Art and Architecture. Or it might be about Construction, Making and Selling Crafts, or Computer-Aided Design. For information, see **Starting a 4-H Club** ([www.Alabama4H.com](http://www.Alabama4H.com)).

**What Wood U Build?** is a 4-H Event. Your local Extension Office has information on local and regional **What Wood U Build?** events, as well as other 4-H activities.

#### Levels of Competition

Look at **General Event Policy for eligibility.**  
[http://www.aces.edu/fourh/docs/programs/General\\_Contest\\_Policy.pdf](http://www.aces.edu/fourh/docs/programs/General_Contest_Policy.pdf)

Check the **Alabama 4-H Age and Eligibility Chart to determine the divisions of 4-H Membership.**  
[http://www.aces.edu/fourh/docs/programs/Eligibility\\_Chart.pdf](http://www.aces.edu/fourh/docs/programs/Eligibility_Chart.pdf)

#### The Rules for What Wood U Build?

- Compete by yourself or on a two-person team. Youth on teams must be the same 4-H age level (e.g., Senior Level II).
- You must:
  - Create an original design **or**
  - Work from a pattern which you have found.
- You must do all the construction yourself.
- You can't use a kit.
- Your name and county need to be on a small piece of tape attached to your project.
- Provide a copy of the plan.
- Seniors must identify any safety hazards.

**For the Junior/Intermediate Level:** Planning Committees for Local and Regional/Area Events may designate a simple plan that is used by each participant in the event. The plan must be made available to everyone. **This is a size limit in the Junior/Intermediate Levels.**

#### Parents' and Volunteers' Guide

Like all 4-H projects, this activity is just for young people. It is expected that young people create their own projects. The role of adult helper is to support and encourage youth in their efforts, to ask and answer questions about the project, and to help youth learn specific techniques (such as sawing) that they might use in their project.



Issued in furtherance of Cooperative Extension work, acts of May 8 and June 30, 1914, and other related acts, in cooperation with the U. S. Department of Agriculture. The Alabama Cooperative Extension System (Alabama A & M University and Auburn University) offers educational programs, materials, and equal opportunity employment to all people without regard to race, color, national origin, religion, sex, age, veteran status, or disability.

### Where Do I Start

There are two ways of doing this: you may either create an original design or you may work from a pattern which you have found.

If you want to create an original item, you might look at pictures to get some ideas about what they look like or how they are put together.

If you want to work from a pattern, visit a hardware or hobby store, search the Internet or go to your school or community library.

It is extremely important that you practice good safety in using tools. Use tools under the close supervision of a responsible adult.

- **Think Before You Cut** – The most powerful tool in your shop is your brain, use it. Thinking through your cuts and movements before acting can help save both fingers and scrap wood.
- **Keep a Clean Shop** – A cluttered shop is an accident waiting to happen. Keeping your shop clean will help protect you (and your tools) from tripping hazards.
- **Avoid Distractions** – Pay attention to your actions. Looking up to watch the TV or a visitor can result in your hand contacting the blade. Always wait until you have completed your cut before you take your eyes off the blade.
- **Don't Rush** – Keep in mind that this is just a hobby and take a break when you feel rushed or frustrated with a project. Mistakes happen when we rush to complete a job.
- **Protect Yourself** – Wearing the proper shop protection is an important part of safe tool operation. Goggles, Ear Protection, and Lung Protection should be used when operating tools. Use push sticks when working close to the blade and make sure the tool's safety features are in place.
- **Let the Tool Stop** – Giving the power tool time to wind down after a cut is an often-overlooked safety mistake. Even without power, the spinning blade can still do a lot of damage.
- **Fumes and Dust** – Solvent fumes and airborne dust can present health and explosion hazards. Care should be taken to ensure a supply of fresh air and use only explosion proof vent fans.
- **Wear Appropriate Clothing** – Loose clothing or hair can get caught in power tools and cause severe injury.

### The Day of the Big Event

Each county or region will schedule its own **What Wood U Build?** Event. It may be part of a County Round-Up or Regional/Area Congress. Some places may have workshops that help young people learn to build their skills.

On the day of the event, allow yourself **plenty** of time to set up.

And be ready to **informally** answer some questions from the judges. These questions might be things like:

- "How did you create your project?"
- "What did you learn about woodworking?"
- "What would you do differently?"
- "Could you use your design to create a product that people might want to buy?"

### Competition is Celebrating Your Learning

Judges at your county event will determine which entries advance to the next level of competition. Entries are already outstanding as measured by a standard of excellence.

Be ready to informally discuss with the judges your learning experience. This discussion will take about 3 minutes. Judges will probably start by saying something like: "Tell me about your project and what you did". Be prepared with about a 1 minute response. Be excited and confident!

**4-H Regional/Area Awards** will be determined by the planning committee for that event. Notice will be sent to each county involved.

### State Competition and Awards

Each county may register one Senior Level I and one Senior Level II individual in each event that is offered.

On the state level, ribbons will be awarded to 50% of the participants in a contest using ordinal rankings up to a tenth place ranking. Example: If there are 10 participants, first place will receive the Alabama State Trophy and a first place ribbon; placing ribbons will be awarded for the next four ranked participants for placing of second through fifth. The other five participants will receive honorable mention ribbons.

**Disqualifications in What Wood U Build?**

- >Exceeding the size limit
- >Using a kit

**Identification of Entry**

Name(s), county and level of participation should be displayed with each entry. 4-H Project Exhibit cards are available, but not required.

**Suggestions for Event Facilitators**

1) Hearing youth talk about their learning is really fun, and seeing the results of their learning is exciting. Event facilitators should try to have **What Wood U Build?** entries open for public viewing.

2) The selection of judges is important to the success of the event. The ideal judge chats easily with young people and is interested in learning new things. Basically, in **What Wood U Build?** the judge is the learner and the 4-H participant is the teacher. Judges should begin by prompting the 4-H'er..."Tell me about your entry". Sample follow-up questions might be:

- "Where did you get your idea or information?"
- "What equipment did you use?"
- "How did you select your materials?"
- "What were some of the difficulties or problems you had?"
- "What would you change or do better if you could?"

4) The **What Wood U Build?** Score Sheet is designed to make judging easy, uniform, and educational for the 4-Her. A description of each standard (white, red, blue) for each criteria of evaluation is provided. Descriptions are written in youth friendly terms and should be given to

the 4-Her at the end of the competition after the awards have been presented.

**Career Connections**

Skills that are developed through this project have direct connections to a number of exciting and rewarding careers – as well as life-long hobbies. These include: Carpentry and Cabinet Making, Construction, Design, Teaching, Industrial Design, Interior Design, Theatre Set Design, Fine Arts and Crafts, and Hardware Sales. There are also opportunities to learn how to build and sell your own new products.

**Above and Beyond**

All 4-H projects can be taken "above and beyond" just being a short-term activity. Awards and recognition throughout Alabama 4-H are not based on how well you do in competitive events; they are based on your all-round community service, leadership, and project work.

Here are some ideas for taking your interest in Wood Working to a level where you can both grow as a person and have an impact on the lives of others:

- See if your new project is something people want to buy. Offer it on EBay or through a local shop.
- Organize a community show of 4-H Woodworking projects and other art and technology projects.
- Create a web site with short videos of the group's **What Wood U Build?**.
- Talk with a professional woodworker or an experienced hobbyist about your project.
- Teach younger kids simple sawing and hammering techniques by building a small project.
- Make a video about your project or use it in a digital story.
- Take photographs of your project.
- Create a 3-D model of your **project** using CAD (Computer Aided Design) software.
- Invite a woodworker to hold a workshop for the whole group.

## Score Sheet: What Wood U Build?

Name of Participant: \_\_\_\_\_ County: \_\_\_\_\_

Level: \_\_\_ **Junior** (Age 9-11) \_\_\_ **Intermediate** (Age 12-13) \_\_\_ **Senior I** (Age 14-15) \_\_\_ **Senior II** (Age 16-18)

Description of Entry: \_\_\_\_\_

	<b>Knowledge &amp; Skills (Check Column)</b>	<b>Excellent</b>	<b>Good</b>	<b>Could Improve</b>	<b>Points Received</b>	<b>Comments</b>
<b>Minds On Learning (3 min discussion)</b>	<b>Time &amp; Effort - 5 points</b> Time spent in learning new skills					
	<b>Knowledge - 10 points</b> Demonstrated full knowledge of subject with explanations and elaboration					
	<b>Problems Solved &amp; Decisions Made - 10 points</b> Learning by trial & error has taught you important skills and made you independent.					
	<b>Future Learning - 5 points</b> Your detailed plans for continued learning will make you successful.					
	<b>Standard of Quality - 10 points</b> You have full knowledge of quality standards pertaining to your entry; and have used accurate sources of information					

<b>Hands-On Learning (contest entry)</b>	<b>Self Assessment - 10 points</b> You told me your workmanship was excellent					
	<b>Workmanship - 10 points</b> Excellent workmanship					
	<b>Suitable for use - 10 points</b> It is constructed well for intended use.					
	<b>Content - 10 points</b> By looking at your entry I have a complete idea of what you've done and learned					
	<b>Organization - 10 points</b> Logical and interesting sequence. Easy to understand					
	<b>Creativity - 10 points</b> Your entry has lots of appeal and is an original idea					

**Total Score** \_\_\_\_\_

**Disqualifications in What Wood U Build?**

- Exceeding the size limit for Junior/Intermediates
- Using a kit

**Other Comments:**