



What Wood U Build?

A 4-H Art and Architecture Event

It's a TOY in 2007

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.

In 2007, Alabama 4-H will be looking for the best possible wooden toy you can build.

What Wood U Build? lets you:

- Show off your creativity.
- Learn about design and construction.
- Use your skill as an artist and craftsman.
- Plan, organize and carry through on a challenging project.

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).

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.AL4H.org).

What Wood U Build? is a Junior and Senior 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

For details on eligibility, see the General Event Policy.

- **Juniors:** 9 – 13 Years Old. Must be 9, 10, 11, 12, or 13 years old on January 1 of the current calendar year. (Compete only at local and regional level).
- **Senior – Level I:** 14 – 15 Years Old. Must be 14 or 15 years old on January 1 of the current calendar year.
- **Senior – Level II:** 16 – 19 Years Old. Must be 16, 17, 18 or 19 years old on January 1 of the current calendar year.

A Celebration of Design!

The most creative, best-built projects will be displayed in locations across the state. Do a great job, and you'll become famous!

The Rules

The rules are:

- It can't be any larger than 18 inches x 18 inches x 18 inches.
- 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 tell the age group for which the toy is appropriate.
- Seniors must identify any safety hazards of the toy.

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.



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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 toy, you might look at pictures of old wooden toys 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.

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 Would 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.

The Day of the Big Event

Each county or region will schedule its own **What Would U Build?** event or include this project with Freestyle events. It may be part of a County Round-Up or Regional 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. At Regional 4-H Congress for Juniors, and State 4-H Congress for Seniors, all **What Would U Build?** entries are already outstanding as measured by a standard of excellence.

At Regional and State Congresses, you will compete against other 4-H'ers. Judges will award rankings such as 1st, 2nd, and 3rd. Participation ribbons may also be awarded to all entries.

Judges will base their evaluation on criteria such as time and effort, knowledge gained, problems solved, decisions made, future learning goals, knowledge of quality standards, workmanship, completeness of entry, organization and clarity and creativity. See the score sheet for complete details.

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!

Suggestions for Event Facilitators

- 1) The guidelines for **What Would U Build?** have many points in common with Freestyle Showcase. Event Facilitators may wish to include **What Would U Build?** entries with **Freestyle Showcase** entries.
- 2) 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 Would U Build?** entries open for public viewing.
- 3) 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 Would 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 Would 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.

Score Sheet: *What Would U Build?*

Name of Participant: _____ County: _____

Level: _____ Junior (ages 9-13) _____ Senior I (ages 14-15) _____ Senior II (ages 16-19)

Description of Entry: _____

		Blue	Red	White
Minds On Learning (3 min discussion)	Time & Effort	Majority of your learning did not occur this 4-H year. Maybe it's time to try a different project area.	Your learning is just beginning. Keep exploring your interests.	You've spent considerable time and effort in learning new skills.
	Knowledge	Being more knowledgeable would make answering questions easier.	You are at ease with your content, but could answer only easy question. Try to elaborate more.	You demonstrated full knowledge of subject with explanations and elaboration.
	Problems Solved & Decisions Made	You would have learned more with less adult help. See if you can make more decisions on your own.	You asked advice from adults, but made your own decisions and solved problems.	Learning by trial & error has taught you important skills and made you independent.
	Future Learning	Without plans you will not reach your full potential.	Your plans are good, but general. Try to be more specific.	Your detailed plans for continued learning will make you successful.
	Knowledge of Excellence	Try to find information on what quality workmanship looks like. Then you'll be able to judge the quality of your work.	You know 2-4 things to look at to know if you've done a good job. But, there is more to consider and/or better sources of information.	You have full knowledge of quality standards pertaining to your entry; and have used accurate sources of information.

Hands-On Learning (contest entry)	Exhibition of Learning OR (display, album, video, etc)	Item (made, finished, repaired, etc)			
		4-H'ers Self Assessment	You told me that several things need improvement.	You told me there are a few things that need improvement.	You told me your workmanship was excellent.
		Quality	Ask an expert to teach you better techniques and help you select more appropriate materials.	A little more practice and you'll have it perfect.	Excellent workmanship.
		Suitable for intended use	This item can not be used as you intended. Learn more and then try again.	Be careful about the safety, function, or durability or your item.	Enjoy using your item. It is constructed well for it's intended use.
		Completeness of content.	You've only shown a few learning experiences.	You've been busy doing activities. Your entry should also tell about what you learned.	By looking at your entry I have a complete idea of what you've done and learned.
		Organization & clarity	To reduce confusion... change the order, amount, or appearance of your information	Your information is in logical sequence, but difficult to understand.	Logical and interesting sequence. Easy to understand.
		Creativity	People may not be attracted to your display. Be creative.	A little more pizzazz and you'll have it. Make your entry stand out.	Your entry has lots of appeal and is an original idea.

RATING (white, red, blue): _____ **or** PLACING (1ST, 2ND, 3RD, etc): _____

OTHER: _____