



4-H DEMONSTRATIONS

The DO's and DON'Ts



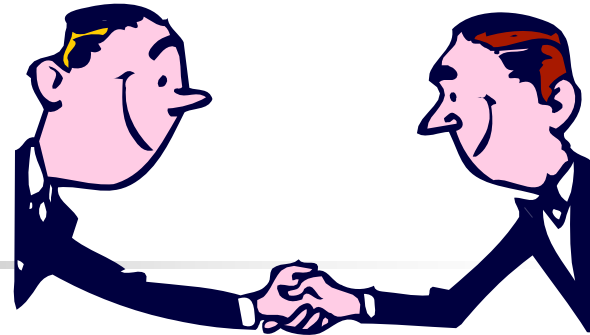
DO

- Be at ease; smile and be happy in your work.
- Wear simple and practical clothing with no unnecessary accessories or jewelry. Dress neatly.
- Be well groomed and watch your posture; first impressions are very important.





DO



- If no one else has done so, introduce yourself, age, club, years in project, after your interest-getter. If this information has been given, you may simply wish to add any pertinent information that is needed.
- Use everyday subjects and materials.
- Use simple words and talk directly to your audience in a friendly, conversational manner.



DO

- Use 'doing' verbs – “I am wrapping” instead of “I wrapped”.
- Tell: “What to do”, “How to do it” and “Why you do it”.
- Use good English, enunciate clearly, and vary the tone of your voice to avoid monotony.
- Speak with confidence and show enthusiasm – it's contagious!



DO

- Develop demonstration around one single idea.
- Visual aids should be neat, clear to read, and visible at a distance.
- Arrange your materials in the order you will use them.
- Include an introduction, a body and summary.





DO

- SHOW in plain view of audience how each step is done. If, to save time, part of the work has been done ahead of time, explain.
- Have only one center of interest at one time; avoid action which will divide the attention of the audience.
- Take nothing for granted when demonstrating.



DO

- Summarize the main points.
- Ask for questions, answer them as completely as possible. If you do not know the correct answer, offer to find it and give it to them later. Always thank your audience for their attention.



DON'T

- Don't memorize your demonstration word for word.
- Don't rush through your demonstration; give the audience time to absorb the value of each point.
- Don't work behind equipment. Keep the working space directly in front of you clean and neat.



DON'T

- Don't display charts, posters or other visual aids until you are ready to use them. It distracts the attention of the audience. Remove them when they no longer add to the demonstration.
- Don't clutter your posters with more than one or two central ideas. Make two or more posters if necessary.

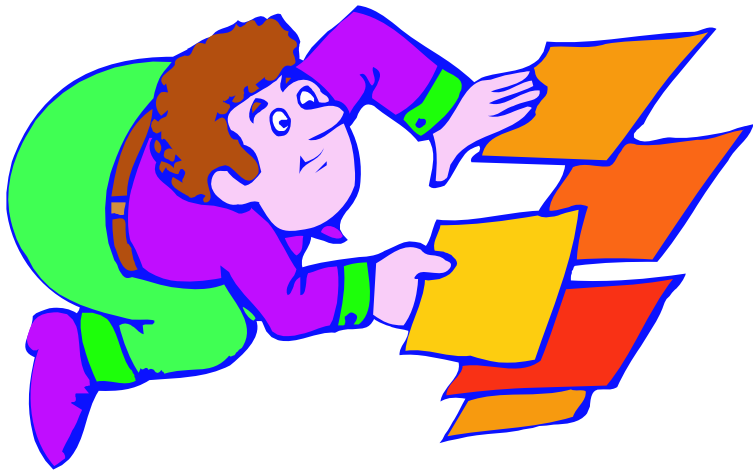


DON'T

- Don't be upset if you have an accident; it could happen to anyone. Correct the situation as graciously as possible and continue.
- Don't call your team mate "partner" or "team mate"; use first names.
- Don't read recipe or directions unless shown on a chart which audience can also see
- Don't divide the work unevenly, if yours is a team demonstration.

TEST OF A GOOD DEMONSTRATION

- 4-Hers can evaluate their own demonstrations by asking themselves the following questions:



- * Did I (we) arouse enough interest so that the audience will want to do what was demonstrated?
- * Did I (we) make it clear enough so that the audience who knew nothing previously about the subject can go home and do it correctly?
- * Have I (we) proved that the subject was worthwhile?