County Fair Exhibit Ideas - Electricity



The county fair . . . what a great time it is! Every summer, families flock to county fairs to see the latest 4-H project exhibits. Exhibiting is a fun way for you to showcase your project work. The following list of exhibit ideas is based on the latest 4-H curriculum. Use it to generate project entries for your next county fair. If you're a county fair superintendent, use this list to enhance your county fair premium book.

Unit 1: Magic of Electricity

- 1. Homemade flashlight
- 2. Simple switch
- 3. Circuit with two batteries and one light bulb
- 4. Compass
- 5. Electromagnet
- 6. Galvanometer
- 7. Electric motor
- 8. Completed member guide (06848)

Unit 2: Investigating Electricity

- 1. Circuit diagrams with explanation
- 2. Series circuit
- 3. Parallel circuit
- 4. Momentary switch
- 5. Three-way switch
- 6. Soldered connection
- 7. Rocket launcher
- 8. Burglar alarm
- 9. Completed member guide (06849)

Unit 3: Wired for Power

- 1. Electrical tool and supply kit
- 2. Display of symbols on wires and cables and their meanings
- 3. Display of light bulbs and the jobs they do best
- 4. Poster on how to read an appliance nametag
- 5. Chart showing the electrical usage of appliances
- 6. Poster on how to replace a switch
- 7. Completed member guide (06850)

Unit 4: Entering Electronics

- 1. Display of electronic parts
- 2. Diode
- 3. Transistor
- 4. Light emitting diode (LED)
- 5. LED flasher
- 6. Photocell alarm
- 7. Light meter
- 8. Silicon controlled rectifier (SCR) intruder alarm
- 9. 6-8 watt amplifier with integrated circuit
- 10. Completed member guide (06851)

Tips for County Fair Judges

Wisconsin 4-H recommends that you use the following criteria to judge electricity entries at county fairs.

- 1. Workmanship
 - a. Difficulty of project or number of skills and components involved should be weighed. An item made from "scratch," for example, should rate higher than an item made from a purchased kit. No kits should be used unless the class specifies a kit.
 - b. Quality of workmanship should be developmentally-appropriate and in proportion to the amount of help received.
 - c. Wires should be accurately cut and spliced.
 - d. Wires, switches, power source, etc., should be properly joined.
 - e. Item should be durable and easy to repair, where appropriate.
- 2. Appearance: Wiring and total exhibit should be neat.
- 3. Materials selection
 - a. Proper materials should be selected according to intended use of item.
 - b. All entries must comply with current OSHA standards.
 - c. Cords and trouble lights must be grounded.
- 4. Design: Wiring layout should show switches, outlets, lighting fixtures and circuits.
- 5. Practicality/usefulness
 - a. Item should have clear directions on how it is to be used.
 - b. Item should work and serve the purpose for which it is intended. All exhibits should be in safe operating condition, complete with batteries where necessary.
- 6. Originality