



# DESIGN DECISIONS

## Design Decisions Challenge

The new Design Decisions project offers a new way to showcase what youth are learning in this project – the Design Decisions Challenge. The 4-H member is challenged to be the designer -- to select a Design Challenge, evaluate the challenge, determine several possible solutions, decide the best one, and DO IT!

This activity is accomplished by using the “Design Decisions” 4-H manual and additional resources from the library, the Internet, or experts in their community. As they work through the Design Challenge, they should take pictures and journal their steps as they progress towards the solution.

The final step is to report their Design Decision Challenge in a creative way by developing a digital photo essay, multimedia presentation, journal, video, poster or notebook. It can be entered in the fair in several categories: the presentations contest &/or Design Decisions classes 1, 17, 18, 20, 21, 24. Top multimedia entries will be shown periodically on the “big screen” at the State Fair. A brochure describing this activity is available at <http://4hcurriculum.unl.edu/catalog/consumerfamily/designdecisions/designchallenge2010.pdf>. and the Design Decisions Homepage (<http://4h.unl.edu/designdecisions>)

Find more at <http://4h.unl.edu/designdecisions>

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