



HINTS FOR IMPROVING FFA DEMONSTRATIONS
Demonstration Means Action:

A How-To Lesson

- There is an automatic penalty for having a demonstration run too long or too short – several teams have lost points for that before.
- Judges read the script for information and content, but don't follow to see whether you follow the script exactly.
- Charts and diagrams can help keep your team focused.

Time and Content: If you rehearse what you are going to say, you should have an easy 20 points. Be timely, interesting, well organized, and have accurate information. Remember... you are teaching how to *do*...

Appearance of Presenters and Materials: Presenters should wear appropriate and uniform attire. Official dress is suggested, where appropriate. Practice with the materials so you will be comfortable using them. Be sure your charts are large enough, and that they are neat and clearly read. Use sanitary gloves if handling food items, and explain their use. Use safety glasses and follow the proper care of tools in mechanical demonstrations.

Presentation: Practice, practice, practice! Make sure the audience will be able to see your presentation. Plan for *all* members to have a role: speaking, handling charts, doing work. Be prepared. Project your voice, and practice with the microphone – you want to be heard clearly. Good charts can help reduce how much you have to memorize. A chart should be large enough to be easily legible at a distance from the stage (at least 20 feet). Remember that a demonstration is meant to teach a lesson, so keep the subject uncluttered by too much material. Power point can be used but presenters must provide all equipment needed. Be excited, be enthusiastic, and be confident. Doing so will make the demonstration one people will *want* to learn.

Effectiveness: If you practice together, and if you are really prepared, it will allow you to concentrate on projecting enthusiasm and energy about the lesson. If you're really into it, your audience will be, too. You'll know if you've done a great job!

Suggestions for FFA Demonstrators at PA Farm Show from Richard Strangeway

1. Follow ALL the rules as printed: Ex. Number of the team members on stage, reading your script or notes.
2. A demonstration is showing how to do a job by building, constructing, or assembling a project
3. Know your script, DO NOT use notes or just read it to the judges
4. A demonstration is not talking about items on the stage, that is an illustrated talk or a speaking contest
5. Know your subject, and practice doing the job so that you are comfortable doing the job.
6. The judges are there to evaluate your skills in doing the job, and how well you demonstrate your skills
7. Do not feel that we are there to just find faults with your demonstration, we can learn too by watching
8. This is an excellent learning experience for you: speaking, doing a job, poise, and learning by doing
9. Practice, Practice, Practice, and then Practice again so you know all the steps to doing the job

10. The students need to feel it is their demonstration, they need the teachers help to get all the materials needed and to aid them in the preparation and appearance of the team
11. You can tell if you are a good demonstration by the effect on the fair goers, a crowd will be watching.
12. A big disappointment overall is with some of the charts; too small printing, you don't need to be a great artist but size of printing should be large enough to be seen from 20 feet away, and NEAT, and sharp, some use a projector which could give a team another member off stage.

I read the scripts to get a feel for what I will see being done on the stage, then as you demonstrate your skills in doing, I pick out the strong and weak points as to what you had said in the script you were going to show me how to do a job, by doing it. Remember you are doing, not just talking!!

SO DEMONSTRATE by doing the project