

# FCCLA STAR Events Volunteer Handbook:

## Recycle and Redesign



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**PLEASE BE SURE TO BRING THIS HANDBOOK AND YOUR CONFIRMATION MAILING TO THE ROOM CONSULTANT AND EVALUATOR ORIENTATION AT THE 2009 NATIONAL LEADERSHIP CONFERENCE.**



June 1, 2009

Dear STAR Events Volunteer:

Family, Career and Community Leaders of America (FCCLA) sincerely appreciates your willingness to serve as a volunteer for STAR Events during the 2009 National Leadership Conference in Nashville, Tennessee. The success of the national STAR Events is dependent upon the support, cooperation, and assistance of many people. Your event assignment and orientation schedule are below and specific information about your assignment is enclosed.

Part of the philosophy of STAR Events is that establishing a team of adult and youth evaluators for each event fosters respect and interaction between youth and adults. STAR Events volunteer teams are typically made up of two adult evaluators, one student evaluator, one adult room consultant, and one student room consultant. You will meet your team at the orientation session which is conducted prior to the events for clarifying rules, answering questions, explaining the evaluation process, and reviewing the philosophy associated with the events. This orientation is very important in ensuring that both volunteers and the participants have a positive experience so volunteers *MUST* attend the designated orientation session listed below.

**Required Events:**

**Recycle and Redesign Orientation Schedule**

- Students, Chapter Advisers, and Chaperone Volunteers – Sunday, July 12 – 4:00-5:00 p.m. – Jackson A
- Business and Industry Evaluators – Monday, July 13 – 7:00-7:45 a.m. – Ryman Exhibit Hall C1

**Volunteer Assignment**    Recycle and Redesign – Monday, July 13 – 7:00 a.m.-4:00 p.m. (lunch will be provided)  
Please see the enclosure for your specific room assignment.

You are also invited to attend the STAR Events Recognition Sessions on Thursday, July 16 in the Delta Ballroom of the Gaylord Opryland Resort. Participants from the Central and Pacific Regions will be honored at the 8:00 a.m. session and the North Atlantic and Southern Regions will be recognized at the 10:30 a.m. session. You are welcome to attend either session as volunteers will be recognized at both. Please join us to take a bow for all of your hard work and help recognize all of the outstanding students.

In addition to the information in this mailing, the Recycle and Redesign Volunteer Handbook on the Programs/STAR Events page of the FCCLA national website, [www.fcclainc.org](http://www.fcclainc.org), will provide you with more information and further directions on your specific duties. Please read this information carefully, familiarize yourself with the rules and procedures *BEFORE* your arrival at the National Leadership Conference. Please bring all mailed and online materials with you to the orientation and event.

If you need additional information or clarification prior to your arrival in Nashville, please contact RanDee Platt, Competitive Events Intern, at 703-476-4900 x253. Onsite, the STAR Events Information Center, located at the Delta D Registration Desk of the Gaylord Opryland Resort, will be open Sunday, July 12 through Wednesday, July 15 for your convenience.

The FCCLA competitive events team looks forward to meeting you and working together in Nashville! This is an exciting and rewarding time for all of us. STAR Events participants are fortunate to have your commitment and support.

Sincerely,

Edie Doane  
Competitive Events Coordinator

RanDee Platt  
Competitive Events Intern



# INFORMATION

*Family, Career and Community Leaders of America, Inc. (FCCLA) is a nonprofit national career and technical student organization for young men and women in Family and Consumer Sciences Education or as defined by your state Department of Education in public and private schools through grade 12.*

## MISSION

To promote personal growth and leadership development through Family and Consumer Sciences education. Focusing on the multiple roles of family member, wage earner and community leader, members develop skills for life through –

- Character development
- Creative and critical thinking
- Interpersonal communication
- Practical knowledge
- Career preparation.

## PURPOSES

1. To provide opportunities for personal development and preparation for adult life.
2. To strengthen the function of the family as a basic unit of society.
3. To encourage democracy through cooperative action in the home and community.
4. To encourage individual and group involvement in helping achieve global cooperation and harmony.
5. To promote greater understanding between youth and adults.
6. To provide opportunities for making decisions and for assuming responsibilities.
7. To prepare for the multiple roles of men and women in today's society.
8. To promote Family and Consumer Sciences and related occupations.

## PROGRAM EMPHASIS

FCCLA –

- Is the only in-school student organization with the family as its central focus.
- Is a career and technical student organization that functions as an integral part of the Family and Consumer Sciences education curriculum and operates within the school system.
- Provides opportunities for active student participation at local, state and national levels.

## MEMBERSHIP

FCCLA has a national membership of approximately 220,000 young men and women in 7,500 local chapters. There are 53 state associations including the District of Columbia, Puerto Rico and the Virgin Islands.

Since its founding in 1945, FCCLA has involved more than ten million youth. Former members are eligible to participate through Alumni & Associates.

## GOVERNANCE

Ten national officers (students) are elected by the voting delegates at the annual National Leadership Conference and together make up the National Executive Council.

The National Board of Directors is composed of adult representatives from education and business and four youth representatives.

State associations and local chapters elect their own youth officers. State programs come under the direction of Family and Consumer Sciences education staff. Chapter advisers are Family and Consumer Sciences teachers.

## FINANCIAL AND COOPERATIVE SUPPORT

FCCLA is supported primarily by student membership dues. Additional funds are raised from individuals, corporations and foundations. FCCLA is endorsed by the U.S. Department of Education (Office of Vocational and Adult Education) and the American Association of Family and Consumer Sciences (AAFCS).



# STAR EVENTS

## STUDENTS TAKING ACTION WITH RECOGNITION

### STAR EVENTS FACT SHEET

STAR Events (Students Taking Action with Recognition) are competitive events in which members are recognized for proficiency and achievement in chapter and individual projects, leadership skills and career preparation.

#### STRUCTURE

Family, Career and Community Leaders of America's STAR Events competition offers individual skill development and application of learning through the following activities:

- **cooperative**--teams work to accomplish specific goals
- **individualized**--members work alone to accomplish specific goals
- **competitive**--individual or team performance measured by an established set of criteria.

STAR Events promote the FCCLA Mission to prepare members for the multiple roles of family member, wage earner and community leader. Each event is designed to help members develop specific lifetime skills in character development, creative and critical thinking, interpersonal communication, practical knowledge and career preparation.

#### PHILOSOPHY

The goals of STAR Events are--

- Active student participation and recognition of youth accomplishments.
- Cooperation and competition are stressed in positive and constructive ways and teamwork is encouraged.
- In addition to participating in STAR Events, members are involved in planning, conducting, and evaluating the events.
- STAR Events are designed to emphasize the positive accomplishments of youth.
- Respect and interaction between youth and adults are fostered by establishing teams of adult and youth evaluators and event managers.
- Members are evaluated against a set of standard criteria rather than against another individual.
- The belief that all people are winners is the foundation of these events and procedures.

#### EVALUATION/RECOGNITION

STAR Events evaluation and recognition procedures were developed around the belief that all participants are winners.

- Participants must advance from local, district/region, and state levels to be selected for national-level participation. Thus, this is an earned honor.
- All participants receive recognition for their achievements in the form of medals and certificates.
- The evaluation teams determine whether recognition should be gold, silver, or bronze.
- Members receive gold, silver, or bronze medals to commemorate their achievements at a STAR Events Recognition Session.

## **NATIONAL STAR EVENTS**

STAR Events currently includes the following competitions:

Applied Technology

Career Investigation

Chapter Service Project (Display and Manual)

Chapter Showcase (Display and Manual)

Culinary Arts

Early Childhood

Entrepreneurship

Fashion Construction

Focus on Children

Hospitality

Illustrated Talk

Interior Design

Interpersonal Communications

Job Interview

Life Event Planning

National Programs in Action

Parliamentary Procedure

Promote and Publicize FCCLA!

Recycle and Redesign

Teach and Train

### **For more information contact—**

Edie Doane, Competitive Events Coordinator  
Family, Career and Community Leaders of America, Inc.  
1910 Association Drive  
Reston, VA 20191-1584  
(703) 476-4900  
(703) 860-2713 fax

# The FCCLA Planning Process for Individual and Team Action

The *Planning Process* is a decision-making tool that supports the organization’s overall philosophy about youth-centered leadership and personal growth. It can be used to determine group action in a chapter or class or to plan individual projects.



## IDENTIFY CONCERNS

The circle represents a continuous flow of ideas and has no beginning or end. As a target, it symbolizes zeroing in on the one idea around which you would like to build a project.

- Brainstorm to generate ideas, or state the activity or problem you want to address if already determined.
- Evaluate your list and narrow it down to a workable idea or project that interests and concerns the majority or all of your members.



## SET A GOAL

The arrow stands for deciding which direction you will take. It points toward the goal or end result.

- Get a clear mental picture of what you want to accomplish, and write your ideas down as your goal.
- Make sure your goal is one that can be achieved and evaluated.
- Consider resources available to you.



## FORM A PLAN

The square represents the coming together of ideas—the who, what, where, when, and how of your plan.

- Decide what needs to be done to reach your goal.
- Figure out the who, what, where, when, and how.
- List the abilities, skills, and knowledge required on your part.
- List other available resources, such as people, places, publications, and funds.
- Make a workable timetable to keep track of your progress.
- List possible barriers you might face, and develop plans if necessary.
- Decide ways to recognize your accomplishments along the way.



## ACT

The different squares in this symbol represent the activities to be carried out to meet your goal. It represents acting on the plan.

- Carry out your group or individual plan.
- Use *family* and *community* members, advisers, committees, task forces, and advisory groups when needed.



## FOLLOW UP

The broken squares suggest examining the project piece by piece. This symbol also represents a “window” through which to review and evaluate the plan.

- Determine if your goal was met.
- List ways you would improve your project or plan for future reference.
- Share and publicize your efforts with others, including the media if appropriate.
- Recognize members and thank people involved with your project.



**Recycle and Redesign** is an *individual event* that recognizes participants who apply recycling and redesign skills learned in Family and Consumer Sciences courses and create a *display* using samples of their skills. Participants select a used fashion or home apparel item to recycle into a new product. Participants will create a brand new object or garment, not simply embellish an old one. However, participants may use additional fabrics, trims, and notions if needed to redesign and creatively embellish the new product. Finished designs are displayed with appropriate *props* and coordinates. At the event site, participants set up their *displays* and present the results of their projects to evaluators.

*Recycle and Design is sponsored in part by Snap Fashion/Style Lens and Wiley, Inc.*



## EVENT CATEGORIES

**Junior:** through grade 9

**Senior:** grades 10–12

## ELIGIBILITY

1. States may submit one entry in this event.
2. Participation is open to any nationally affiliated FCCLA member.
3. The project must be planned and prepared by the participant.
4. The project must be developed and completed within a one-year span beginning July 1 and ending June 30 of the school year before the National Leadership Conference.
5. Students who are or have been enrolled in Family and Consumer Sciences courses or unit of study are eligible.

## PROCEDURES & TIME REQUIREMENTS

1. At the designated time, participants will have 30 minutes to set up their *displays*. Only participants are allowed in the setup area. Other persons may not assist. *Displays* not set up at the designated time will not be allowed to present.
2. The oral presentation **should be 5–10** minutes in length. A one-minute warning will be given at 4 minutes. Participants will be stopped at 5 minutes.
3. Following the presentation, evaluators will have 5 minutes to interview the participant.
4. Evaluators will have 5 minutes to use the rubric to score and write comments for each participant.
5. The total time required for this event is approximately 45 minutes including set-up time. Presentation and evaluation time total is 15 minutes.
6. To select skill areas for your event, see “Recycle and Redesign Skills Selection Chart.”

## GENERAL INFORMATION

1. Participants must bring all necessary supplies and/or equipment. Wall space will not be available.
2. Tables and electrical outlets must be requested through the state adviser. Extension cords and power strips are not provided.
3. Spectators are not allowed to observe any portion of this event while in progress.
4. Scrapbooks, manuals, and photo albums are not allowed in this display event.
5. Participants may not carry in for the oral presentation additional *visuals* or *props* that are not already contained within the set *display*. Items within the *display* (handouts, samples, etc.) may be used as in-hand *visuals* during the oral presentation, but must be returned within original display dimensions when done.

# RECYCLE AND REDESIGN Specifications

## Display

A *display* may be used to document and illustrate the work of one project.

The *display* may be either freestanding or tabletop. Freestanding *displays* should not exceed a space 48" deep by 60" wide by 72" high, including *audiovisual equipment*. Tabletop *displays* should not exceed a space 30" deep by 48" wide by 48" high, including any *audiovisual equipment*. Participants using a tabletop display are allowed a standing mannequin in addition to their table space, however, all other information or *props* outside the *display* will be considered part of the *display* and subject to penalty (tablecloths, storage items, boxes below the table, etc.). *Visuals* or *props* used during the oral presentation of the *display* must be contained within the *dimensions* of the *display*, and movement of the *display* during the presentation must occur within the original *dimensions* only. Scrapbooks, *flip charts*, *manuals*, and photo albums are not allowed. Each *display* must include a *project identification page* and a *Planning Process* summary page.

Project Identification Page	One 8½" x 11" page on <i>plain paper</i> , with no <i>graphics</i> or decorations; must include participant's name, chapter name, school, city, state, FCCLA national region, and project title.
FCCLA <i>Planning Process</i> Summary Page	One 8½" x 11" summary page of how each step of the <i>Planning Process</i> was used to plan and implement the project; use of the <i>Planning Process</i> may also be described in the oral presentation.
Contents of Display	<p>The <i>display</i> <b>must contain</b> coordinates to complement the garment/ensemble/accessory, a fabric profile, cost itemization, time log, and photo storyboard.</p> <p><b>Coordinates:</b> Other garments/accessories that complement the project garment/ensemble or accessory should be arranged attractively in the display.</p> <p><b>Fabric Profile:</b> A fabric profile should be prepared front side only on paper not larger than 11" x 17" and displayed. The fabric profile will contain a fabric swatch or swatches of each fabric used to make the project and all available information about fiber content and fabric type—construction, finishes, properties, performance, and care.</p> <p><b>Cost itemization:</b> A detailed cost itemization should be prepared front side only on 8½" x 11" paper and displayed. The cost itemization will show a list of all supplies/notions used to make the product with quantities, unit costs, and total costs.</p> <p><b>Time Log:</b> A log of time invested in designing and making the garment/accessory should be prepared front side only on 8½" x 11" paper and displayed. Total hours should be shown.</p> <p><b>Photo Storyboard:</b> A storyboard of photos telling the story of the project should be prepared front side only on paper not larger than 11" x 17" and displayed.</p>
The display MAY CONTAIN these items, but they are NOT REQUIRED:	<p><b>Thematic props or decorations:</b> These include, but are not limited to, titles, banners, flowers, balloons, furnishings, fabric drapes, cutouts, and theme-related objects. Elements may be stationary or moveable.</p> <p><b>Audiovisual:</b> Audiovisuals are permitted as long as all parts other than the electrical cord fit within the dimensions of the display area. Audiovisuals are not required.</p> <p><b>Mannequins:</b> Any type of mannequin that will fit within the display size limitations is acceptable, but mannequins are neither required nor provided.</p> <p><i>Note:</i> The display may not contain a live model. The participant may not model the garment/accessory during the presentation.</p> <p><b>Basic Marketing Plan:</b> The participant may choose to demonstrate the marketability of their product by developing a brief marketing plan. The plan should include, but is not limited to basic marketing elements such as target market information, a product description, pricing options, promotional ideas, and possible places of sale. Information should be presented in the way the participant best sees fit.</p>

## Recycle and Redesign Specifications (continued)

### Oral Presentation

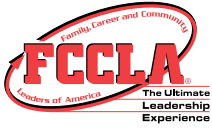
The oral presentation **should be 5–10** minutes in length and is delivered to evaluators. The presentation is to describe efforts in detail.

Knowledge	Demonstrate knowledge of concepts related to the selected skill areas.
Grammar and Pronunciation	Use proper grammar and pronunciation.
Organization	Deliver oral presentation in an organized, sequential manner; concisely and thoroughly summarize research.
Use of Visuals	Design original, appealing visuals. use these effectively during the presentation.
Voice Quality	Speak clearly with appropriate pitch, tempo, and volume.
Body Language	Use appropriate body language including gestures, posture, mannerisms, eye contact, and appropriate handling of notes or notecards if used.
Length of Presentation	The presentation should be 5 to 10 minutes in length.
Responses to Questions	Provide clear and concise answers to evaluators' questions regarding project.

### Recycling and Redesign Skills

Participants are to select a project that showcases their recycling and redesign skills.

Design	The design should exhibit effective form and function.
Workmanship	The product should exhibit high quality workmanship and should be marketable.
Creativity	The design and product should reflect creativity, imagination, and innovation.
Recycling and Redesign Skills	Products will be evaluated on the 8 recycling and redesign skills selected by the participant. See Recycle and Redesign Skills Selection Chart.



# STAR Events Point Summary Form

## RECYCLE AND REDESIGN



RECYCLE AND REDESIGN

Name(s) of Participant(s) \_\_\_\_\_

State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_

Category:  Junior  Senior

**DIRECTIONS:**

1. Make sure all information at top is correct. If a student named is not participating, cross their name(s) off. If a team does not show, please write "No Show" across the top and return with other forms. Do **NOT** change team or group numbers.
2. Before student presentation, the room consultants must check participants' *display* using the criteria and standards listed below and fill in the boxes.
3. At the conclusion of presentation, verify evaluator scores and fill in information below. Calculate the final score and ask for evaluators' verification. Place this form in front of the completed rubrics and paper clip all items related to the presentation together. Please do **NOT** staple.
4. At the end of competition in the room, double check all scores, names, and team numbers to ensure accuracy. Sort results by team order and turn in to the Lead or Assistant Lead Consultant.
5. Please check with the Lead or Assistant Lead Consultant if there are any questions regarding the evaluation process.

ROOM CONSULTANT CHECK			Points
<b>Registration</b> 0 or 5 points	<b>0</b> Did not attend/incomplete team attendance	<b>5</b> The individual or ALL participating members of the team attended	
<b>Display Set-up</b> 0-1 points	<b>0</b> Participants did not set up their display within the allotted time period	<b>1</b> Participants set up display during the allotted time period	
<b>Display Dimensions</b> 0-1 points	<b>0</b> Does not fit within the appropriate dimensions/objects move out of the display during the presentation	<b>1</b> The display fits and stays within the appropriate dimensions	
<b>Project Identification Page</b> 0-2 points	<b>0</b> Project ID page is missing	<b>1</b> Project ID page is present but includes incorrect information	<b>2</b> Project ID page is present and completed correctly
<b>Punctuality</b> 0-1 points	<b>0</b> Participant was late for presentation	<b>1</b> Participant was on time for presentation	

**EVALUATORS' SCORES**

Evaluator 1 \_\_\_\_\_ Initials \_\_\_\_\_  
 Evaluator 2 \_\_\_\_\_ Initials \_\_\_\_\_  
 Evaluator 3 \_\_\_\_\_ Initials \_\_\_\_\_  
 Total Score \_\_\_\_\_ divided by number of evaluators

**= AVERAGE EVALUATOR SCORE**

**ROOM CONSULTANT TOTAL**  
(10 points possible)

**AVERAGE EVALUATOR SCORE**  
(90 points possible)

**FINAL SCORE**  
(Average Evaluator Score plus Room Consultant Total)


**RATING ACHIEVED** (circle one)      **Gold:** 90-100      **Silver:** 70-89.99      **Bronze:** 1-69.99

**VERIFICATION OF FINAL SCORE AND RATING** (please initial)

Evaluator 1 \_\_\_\_\_ Evaluator 2 \_\_\_\_\_ Evaluator 3 \_\_\_\_\_ Adult Room Consultant \_\_\_\_\_ Event Lead Consultant \_\_\_\_\_

# RECYCLE AND REDESIGN

## Rubric

Name(s) of Participant(s) \_\_\_\_\_

State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_

 Category:  Junior  Senior

DISPLAY							Points
<b>FCCLA Planning Process Summary Page</b> 0–5 points	<b>0</b> Planning Process summary not provided	<b>1</b> Inadequate steps in the Planning Process are presented	<b>2</b> All Planning Process steps are presented but not summarized	<b>3</b> All Planning Process steps are summarized	<b>4</b> Evidence that the Planning Process was utilized to plan project	<b>5</b> The Planning Process is used to plan the project. Each step is fully explained	
<b>Product Care Information</b> 0–3 points	<b>0</b> No information provided	<b>1</b> Information inadequate	<b>2</b> Most information provided	<b>3</b> Very thorough information			
<b>Cost Itemization Accuracy</b> 0–3 points	<b>0</b> No cost itemization	<b>1</b> Many omissions in itemization and errors in calculation	<b>2</b> Most items shown and only one or two errors in calculations	<b>3</b> Completely accurate and thorough			
<b>Time Log</b> 0–1 points	<b>0</b> No time log provided	<b>1</b> Time log provided					
<b>Photo Storyboard</b> 0–3 points	<b>0</b> No storyboard in project	<b>1</b> Limited photographs and confusing arrangement	<b>2</b> Adequate photographs arranged in a clear and logical format	<b>3</b> Appropriate number of photographs, arranged well to tell a story			
<b>Display</b> 0–5 points	<b>0</b> Display not used during presentation	<b>1</b> Display has many errors, does not show evidence of originality and is not aesthetically pleasing	<b>2</b> Display has minimal visual appeal and lacks originality	<b>3</b> Display needs some improvement in content and design	<b>4</b> Display has good word, color, and design choice	<b>5</b> Display is creative, appropriate, and of high quality	
<b>Selection of Accessories</b> 0–3 points	<b>0</b> Not enough accessories used	<b>1</b> Accessories detract from display	<b>2</b> Somewhat complementary	<b>3</b> Well chosen, very complementary			
ORAL PRESENTATION							
<b>Oral Presentation</b> 0–10 points	<b>0</b> Presentation is not done or speaks briefly and does not cover components of the project	<b>1–2</b> Presentation covers some topic elements	<b>3–4</b> Presentation covers all topic elements but with minimal information	<b>5–6</b> Presentation gives complete information but does not explain the project well	<b>7–8</b> Presentation covers information completely but does not flow well	<b>9–10</b> Presentation covers all relevant information with a seamless and logical delivery	
<b>Knowledge of Recycling</b> 0–5 points	<b>0</b> Little or no evidence of knowledge	<b>1</b> Minimal evidence of knowledge	<b>2</b> Some evidence of knowledge	<b>3</b> Knowledge of recycling is evident but not shared in presentation	<b>4</b> Knowledge of recycling is evident and shared at times in the presentation	<b>5</b> Knowledge of recycling is evident and incorporated throughout the presentation	
<b>Use of Display During Presentation</b> 0–5 points	<b>0</b> Display is not used during presentation	<b>1</b> Display is used to limit amount of speaking time	<b>2</b> Display is used minimally during presentation	<b>3</b> Display is incorporated throughout presentation	<b>4</b> Display is used effectively throughout presentation	<b>5</b> Presentation moves seamlessly between oral presentation and display	
<b>Voice—pitch tempo, volume</b> 0–3 points	<b>0</b> No voice qualities are used effectively	<b>1</b> Voice quality is adequate	<b>2</b> Voice is good, but could improve	<b>3</b> Voice quality is outstanding and pleasing to listen to			
<b>Body Language</b> 0–3 points	<b>0</b> Body language shows nervousness and unease/ inappropriate clothing	<b>1</b> Body language shows minimal amount of nervousness/ clothing is appropriate	<b>2</b> Body language is good and clothing is professional	<b>3</b> Body language and clothing choice both enhance the presentation			
<b>Grammar/ Word Usage/ Pronunciation</b> 0–3 points	<b>0</b> Extensive (more than 5) grammatical and pronunciation errors	<b>1</b> Some (3–5) grammatical and pronunciation errors	<b>2</b> Few (1–2) grammatical and pronunciation errors	<b>3</b> Presentation has no grammatical or pronunciation errors			

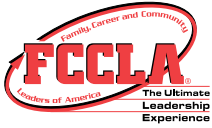
## Recycle and Redesign Rubric (continued)

						<b>Points</b>	
<b>Responses to Evaluators' Questions</b> 0–5 points	<b>0</b> Did not answer evaluators' questions	<b>1</b> Unable to answer some questions	<b>2</b> Responded to all questions, but without ease or accuracy	<b>3</b> Responded adequately to all questions	<b>4</b> Gave appropriate responses to evaluators' questions	<b>5</b> Responses to questions were appropriate and given without hesitation	
<b>DESIGN AND CONSTRUCTION SKILLS</b>							<b>Points</b>
<b>Effectiveness of Product Design</b> 0–3 points	<b>0</b> Both form and function need improvement	<b>1</b> Satisfactory form <i>OR</i> function but not both	<b>2</b> Good form <i>AND</i> function		<b>3</b> Outstanding form <i>AND</i> function		
<b>Overall Quality of workmanship</b> 0–3 points	<b>0</b> Low quality, not marketable	<b>1</b> Marginal quality of workmanship	<b>2</b> Fair quality, somewhat marketable		<b>3</b> Very good quality, marketable		
<b>Creativity, Imagination, and Innovation</b> 0–3 points	<b>0</b> No evidence	<b>1</b> Little evidence	<b>2</b> Some evidence		<b>3</b> Highly creative, innovative		
<b>Selected Skill Areas</b> 0–24 points	See separate <i>Recycle and Redesign Skill Area Rubric</i> for additional criteria ratings. Transfer total points earned for 8 selected skill areas to the "Points" column at right.						

**RECYCLE AND REDESIGN**

**Evaluator's Comments:**

**TOTAL**



# RECYCLE AND REDESIGN

## Skill Area Rubric



Name of Participant \_\_\_\_\_

State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_

**INSTRUCTIONS:** Circle the appropriate rating for each of the eight selected skills and enter each rating in the “Points” column on the right. Provide comments on the page to help participants understand their ratings in terms of strengths and areas for improvement. Verify points total, and enter in the Selected Skill Area “Points” column on the *Recycle and Redesign Rubric*.

<b>EVALUATION CRITERIA</b>					<b>Points</b>
Possible Points: 0–24					
<input type="checkbox"/> Good choice of item for recycling	<b>0</b> = Not done	<b>1</b> = Choose Better	<b>2</b> = Good Choice	<b>3</b> = Excellent Choice	
<input type="checkbox"/> More than one recyclable item in one product	<b>0</b> = Not done	<b>1</b> = Only One Item	<b>2</b> = Two Items	<b>3</b> = Two+ Items	
<input type="checkbox"/> Innovative use of recyclables	<b>0</b> = Not done	<b>1</b> = Could Use Better	<b>2</b> = Good Use	<b>3</b> = Excellent Use	
<input type="checkbox"/> Conservation theme or slogan	<b>0</b> = Not done	<b>1</b> = Improve Theme	<b>2</b> = Good Theme	<b>3</b> = Excellent Theme	
<input type="checkbox"/> Design of an energy-saving product	<b>0</b> = Not done	<b>1</b> = Improve Design	<b>2</b> = Good Design	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Design of a product that promotes environmentalism	<b>0</b> = Not done	<b>1</b> = Improve Design	<b>2</b> = Good Design	<b>3</b> = Excellent Design	
<input type="checkbox"/> Name of product	<b>0</b> = Not done	<b>1</b> = Improve Name	<b>2</b> = Good Name	<b>3</b> = Excellent Name	
<input type="checkbox"/> Sketch of accessory design	<b>0</b> = Not done	<b>1</b> = Inaccurate Sketch	<b>2</b> = Good Sketch	<b>3</b> = Excellent Sketch	
<input type="checkbox"/> Shaped seams, edges, and/or corners	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Pocket(s)	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Gathers and/or ruffles	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Strap, tie, or band	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Lining, facing, and/or interfacing	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Application of trims	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Use of embellishments	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Embroidery, hand or machine	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Napped fabric or one-way print	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	
<input type="checkbox"/> Basic Marketing Plan	<b>0</b> = Not done	<b>1</b> = Improve Quality	<b>2</b> = Good Quality	<b>3</b> = Excellent Quality	

**Evaluator’s Comments:**

**TOTAL SCORE FOR SKILL AREA**

# RECYCLE AND REDESIGN

## Skills Selection Chart

Name of Participant \_\_\_\_\_

State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_

**INSTRUCTIONS:** Each participant's project must represent at least 8 of the skills listed below. Upon check-in at registration, each participant will turn in 1 copy of this page with the 8 skills represented in the project checked. In the event that more than 8 skills are represented in a project, participants should check the eight that best reflect the quality and difficulty of work accomplished. If participants check more than eight skills, the first eight on the list only will be evaluated.

### RECYCLED DESIGN

Include in your recycled design a minimum of eight recycling and promotional skills from those listed below:

- Good choice of item for recycling
- More than one recyclable in one product
- Innovative use of recyclables
- Conservation theme or slogan
- Design of an energy-saving product
- Design of a product that promotes environmentalism
- Name of product
- Sketch of accessory design
- Shaped seams, edges, and/or corners
- Pocket(s)
- Gathers and/or ruffles
- Strap, tie, or band
- Lining, facing, and/or interfacing
- Application of trims
- Use of embellishments
- Embroidery, hand, or machine
- Napped fabric or one-way print
- Basic Marketing Plan

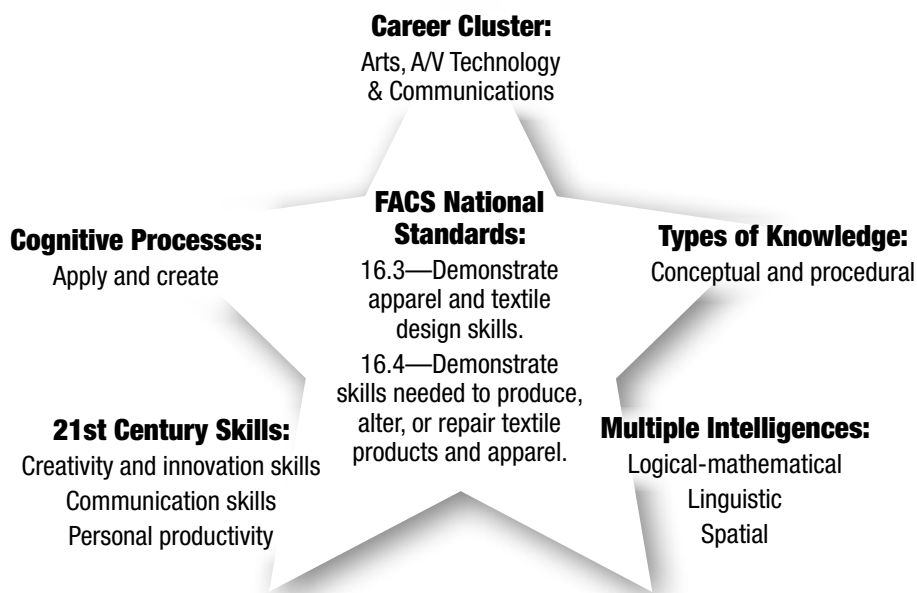
## Recycle and Redesign Teaching Tips for Advisers

The Recycle and Redesign Display event is an opportunity to make principles of conservation and environmental sustainability personally relevant to students. As they inventory apparel items in their homes that are no longer serviceable and explore ways to convert these into useful products, they will truly understand the concept of using resources to meet needs.

Set the stage for this eye-opening project by displaying front and center in the classroom a “Treasure Chest” of used clothing, linens, trims, and other recyclables. In advance, print the words Recycle and Redesign on various colors of paper circles. Have each student randomly select a circle and find the person who has the other word (Recycle or Redesign) on the same color paper to serve as their partner. Allow 30 minutes for partners to select one to five items from the chest and sketch a design for a product. Provide sharing time to enjoy the creative ideas that are born.

Follow up by challenging students to go home and collect apparel items and trims that could be used to design recycled products and bring to class. Remind them to look for items that are no longer useful as is, but are made of fabric that is still sturdy and durable—e.g., jeans, shirts, tee shirts, jackets, bedspreads, and sheets. Ask them to bring trims, buttons, thread, and a variety of embellishments, then follow event guidelines to construct and display their recycled designs.

Plan to observe Recycle and Redesign Day in your school to showcase students’ recycled products. Use a recyclable, such as water bottle caps, to design a mascot for the day. Glue pompons onto bottle caps, add eyes, antennae, felt visors, and other details to create recycle characters to be attached to buttons, badges, or magnet strips. Have students create a slogan for the day, print on small paper rectangles, and attach to toothpicks to create flags for mascots to fly. Hold a contest for the best slogan/mascot design to promote recycling and conservation of resources. Recognize all participants for their contributions to the success of Recycle and Redesign Day.



The STAR Events glossary was developed to help clarify questions about terms in the *STAR Events Manual*. Be sure you understand the rules for your event. Make certain you are following the national rules if they are different from your state rules.

**Applied academics**—The use of knowledge from general coursework (communication, math, science, social science) in projects related to Family and Consumer Sciences.

**Audience**—A group of listeners, or readers of a work, program, or performance.

**Audio equipment**—Equipment used for the broadcasting of sound (e.g., compact disc, cassette player, etc.).

**Audiovisual equipment**—Equipment that uses both sight and sound to present information (e.g., television, video-cassette recorder, LCD projector, etc.).

**Bibliography**—An alphabetical list of sources of information in an organized, consistent format (i.e. APA, Chicago, MLA) on a given subject, period, etc.; a list of books, articles, software, etc., used or referred to by an author.

**Campaign**—Activities to achieve a specific objective.

**Community**—A group of people living in the same locality and under the same governance; the region in which one lives (i.e., *family*, school, *peers*, town, *city*, *employment*, etc.).

**Comprehensive Student**—Students enrolled in general courses in a Family and Consumer Sciences program.

**Content**—The subject or ideas contained in something written, said, or represented.

**Content pages**—Pages of a *manual*, business plan, or *portfolio* that contain information about the project; one side of page only with no *stacking/overlapping*.

**Costume/Uniform**—Clothing of a distinctive design or fashion worn by members of a particular group and serving as a means of identification.

**Creative thinking**—The ability to generate new ideas.

**Critical thinking**—The ability to use communication and problem-solving skills effectively to direct, monitor, and evaluate.

**Dimensions**—The stated or required size of a *display*, *manual*, *portfolio*, or container (i.e., measurements, number of pages, etc.). The measured *dimensions* include all items that are a part of the *display*, *manual*, *portfolio*, or container (tablecloths, audiovisuals, *props*, equipment, moving parts, etc.). Examples include but are not limited to: tablecloths

placed under a *display*, a *display* with one or more panels when the panel(s) are extended, and storage of items under or around the *display* table.

**Display**—An arrangement of material that includes but is not limited to: photos, project samples, etc., used to showcase a chapter's service project, chapter program of work, or a Focus on Children project, and is contained within a specified area that includes all materials, *visuals*, and *audio-visual equipment* to be used for the presentation.

**Divider pages**—Pages of a *manual* or *portfolio* that separate sections and do not contain *content* but may include *graphic* elements, titles, logos, theme decorations, page numbers, and/or a table of contents for a section.

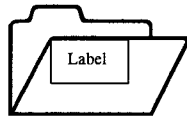
**Easel**—A stand or frame that may range in size used to hold materials upright, usually during a presentation or display.

**Electronic Portfolio**—An electronic portfolio, also known as an **e-portfolio** or **digital portfolio**, is a collection of electronic evidence assembled and managed by a user, usually on the Web (also called Webfolio). Such electronic evidence may include inputted text, electronic files such as Microsoft Word and Adobe PDF files, images, multimedia, blog entries, and hyperlinks. E-portfolios are both demonstrations of the user's abilities and platforms for self-expression, and, if they are online, they can be maintained dynamically over time. Some e-portfolio applications permit varying degrees of audience access, so the same portfolio might be used for multiple purposes.

**Employment**—The work in which one is engaged; an activity to which one devotes time; may or may not include wages.

**Family**—Two or more persons, sometimes living under one roof, who nurture and support one another physically and emotionally, share resources, share responsibility for decisions, share values and goals, and have commitment to one another; environment created by caring people—regardless of blood, legal ties, adoption, or marriage—where individuals learn to be productive members of society; a context for discovery where one can comfortably accept challenges, make mistakes, have successes, be self-expressive, and grow as an individual.

**File folder**—A letter-size folder 8½" x 11" with one fold on lower horizontal edge and open on the other 3 sides; may have a tab at the top or may be straight cut. Within the *file folder*, each set of materials should be stapled separately.



**Flip chart**—A chart consisting of sheets hinged on one side that can be flipped over to present information sequentially.

**Graphic**—A picture, border, map, graphic font, or graph used for illustration or demonstration.

**Hard copy**—Readable printed copy of the output of a machine, such as a computer.

**In-depth service project**—A detailed project that addresses one specific interest, concern, or need.

**Individual event**—An event completed by one person.

**Lesson plan**—A set of plans for teaching a concept that includes objective(s), plan of action, time schedule, resources, supplies, equipment, and evaluation process.

**Manual**—An arrangement of materials in an FCCLA scrapbook containing information about an in-depth chapter service project or chapter program of work that may include but is not limited to pictures, news clippings, and program booklets.

**National programs**—Frameworks for FCCLA action that encourage members to enhance their personal growth and build leadership skills.

**Occupational student**—An *occupational student* is one who has completed or is currently taking a concentrated program that prepares individuals for paid *employment*.

**Overlapping**—See *stacking*.

**Peer**—A person who is equal to another in a particular category such as ability, age, rank, and/or qualifications.

**Peer education**—To provide with information, teach, or instruct a person or group equal in ability, age, rank, and/or qualifications (e.g., teens teaching teens).

**Plain paper**—8½" x 11" paper with no *graphics* or design. Paper may be any color.

**Planning Process**—A five-step method (identify concerns, set a goal, form a plan, act, and follow up) to help FCCLA chapter members and advisers plan individual, group, or chapter activities.

**Pointer**—See *prop*. Laser *pointers* are not allowed.

**Portfolio**—A record/collection of a person's work organized in a format that best suits the project and meets the requirements of the event. Portfolio may be either hardcopy or electronic. See event specifications for allowable format.

**Problem solving**—The ability to recognize problems and devise and implement plans of action to solve the problems.

**Professional**—Worthy of the high standards of a profession.

**Project identification page**—A page at the front of a document or display containing headings specifically called for by event rules.

**Prop**—An object used to enhance a theme or presentation (e.g., book, puppet, *pointer*, etc.) that does not include *visuals*, audiovisuals, or *costumes/uniforms*. Live objects are not allowed.

**School-based learning**—Knowledge obtained through school curriculum and *community* service projects/activities that enhances a student's ability to work in a specific occupation.

**School relationships**—Relationships within an educational institution (e.g., student to student, student to educator, student to organization, etc.).

**Seating and Traffic Standards**—Standards for the amount of space needed for and around seating areas with various levels of traffic produced by the National Kitchen and Bath Association (Kitchen Planning Guidelines 8 & 9). NKBA Planning Guidelines can be found online at: <http://www.nkba.com/guidelines/kitchen.aspx>.

**Skit**—A short, rehearsed, theatrical sketch that could include interaction with others (also called role play).

**Stacking/Overlapping**—Placing more than one piece of paper, program, or catalog on a page so when the page is fully extended it covers another document on that page. If this occurs it is counted as two or more *content* pages. Participants may avoid *stacking/overlapping* penalties by gluing or laminating items or sealing sheet protectors when used.

**Sound business practices**—Practices that are *comprehensive*, ethical, realistic, and profitable.

**Team**—A *team* may be composed of one, two, or three participants from the same chapter and/or school with the following exception: the Parliamentary Procedure *team* may have four to eight participants from the same chapter and/or school.

## STAR Events Glossary (continued)

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**Team event**—An event that can be completed by an entire chapter but may be presented by a *team* of one, two, or three members.

**Technology**—A method, system, or process for handling a specific, technical problem.

**Uniform**—See *costume*.

**Visual equipment**—Equipment used for visual projection without sound (e.g., projectors, VCRs, LCD projector).

**Visuals**—Posters, charts, slides, transparencies, presentation software, etc.

**Work-based learning**—Knowledge obtained through job shadowing, informational interviews, or career research projects that enhances a specific *occupational* area.

# EVALUATOR INFORMATION

Recycle and Redesign

## EVALUATORS— GENERAL INFORMATION AND INSTRUCTIONS

- ❑ Evaluation teams typically consist of two adults and one student member.
- ❑ Become familiar with the rules, point summary forms, and the rubric sheet criteria for your assigned event. Question any criteria not understood. Remember that individual state event rules often differ from national event rules and that national rules must be followed for the national event.
- ❑ Before each participant begins, you will receive a rubric sheet, point summary form, and other pertinent information about the participant. Take a few minutes to preview the information, as it is a part of their presentation and evaluation.
- ❑ Time is allowed at the completion of each presentation for you to work (quickly) on your ratings and comments.
- ❑ When completing the rubric sheet, fill in the correct score bubble. Write the appropriate rating in the score column and *write comments* on the back of the rubric sheet. Written comments serve as a valuable source of feedback for the individuals and teams. Record total points. Verify point total and initial.
- ❑ If unsure about anything concerning the presentation, ask the participants to explain or clarify.
- ❑ Do not request that participants hand you items—instead, please stand up for a closer look.
- ❑ Score the participant entry and discuss the presentation in private with the other evaluators on your team. Spend a few minutes reviewing the strengths and areas for improvement of the presentation. Do NOT inform participants of their score and/or rating.
- ❑ Compare ratings with other evaluators and discuss the scores given to each student. The adult room consultant will then total scores and determine the average rating. Together, the evaluators will review the score and come to a consensus on the rating. Although evaluator scores will vary, (we recommend that all three evaluator ratings be within a 10-point range.) If the scores are outside a 10-point range, discuss the criteria and make sure there is a consensus between evaluators to standardize the participants score. **Rounding off points: Scores should NOT be rounded.**
- ❑ Each team of evaluators will complete a point summary form for each individual or team. Verify point total and initial. Include the point summary form for each individual or team even if there are no point deductions.
- ❑ Rubric sheets and point summary forms are to be turned in to the room consultant at the end of the presentation, *NOT* held by evaluators until the end of the day to be adjusted.
- ❑ The decisions of the evaluators are final.
- ❑ Do not discuss the final ratings with anyone prior to the Recognition Sessions.
- ❑ Discuss any suggestions for improvement on your event with the event lead consultant. Your comments are welcomed and appreciated.

# THE EVALUATION PROCESS

Evaluators play a key role in STAR Events. In fact, evaluators play a key role in determining whether the experience is a positive or negative one for the student participants. **It is the goal of STAR Events to make participation a positive experience for all participants, regardless of the ratings they receive.** A considerate, sensitive, and fair evaluation process can accomplish this. The evaluation procedures attempt to accomplish the following:

- ❑ ***Focus on the achievements of youth.*** The evaluation process must stress what students do well and give them credit and recognition.
- ❑ ***Promote interaction between youth and adults.*** Student and adult evaluation teams have been created to enable youth and adults to share responsibility and exchange views from their level of experience.
- ❑ ***Encourage youth to take an active role in their own evaluation.*** Participants are asked to evaluate themselves as well as review the comments evaluators make about their performance.
- ❑ ***Measure achievements against standard criteria rather than against another student.*** All efforts should be made to rate the individual or team against the criteria on the rubric rather than comparing them to previous presentations.
- ❑ ***Recognize that all students are winners.*** Each participant has winning qualities or they would not have made it to the national level STAR Events. The evaluation process must reaffirm to students what those winning qualities are.

Evaluators make important value judgments about a student's accomplishments. Participants will accept these opinions and evaluations provided certain conditions are met. It is important, that as an evaluator, you strive for the following:

- ❑ ***Consensus.*** Although evaluator scores will vary, it is important that a consensus is reached between an evaluation team in regards to the event criteria. Please attempt to have the evaluation rating of participants within a 10-point range.
- ❑ ***Consistency.*** Attempt to rate students consistently when their performance is similar.
- ❑ ***Fairness.*** Do not let influencing factors interfere with your evaluation of a participant(s) presentation. If you know the individual(s) or feel influenced in any way, ask that the participant(s) be sent to another team for evaluation.
- ❑ ***Honesty and Sincerity.*** Make simple, forthright statements of your beliefs concerning the presentation. When offering constructive criticism, keep in mind the feelings of the individual(s).
- ❑ ***Attention to Detail.*** Be very specific in your evaluation comments. Rather than "You did a fine job," highlight the areas where they did a fine job.
- ❑ ***Feedback.*** Focus primarily on what the participant did well. Don't overload on the negatives—that's what the participant is likely to remember the longest. Positive comments and thoughtful, constructive suggestions will benefit the participant the most in the long run.

**Many thanks—evaluators make these events possible!**

## RECYCLE AND REDESIGN

## EVALUATOR

- ❑ Participants may give up to a 10 minute oral presentation of their project to the evaluators. Following the presentation, evaluators will have 5 minutes to question participants and determine their knowledge of the subject or ask for clarification. The evaluators will take 5 minutes to review the **display** following the interview.
- ❑ Score the entry and discuss in private with the other evaluators on your team.
- ❑ Spend a few minutes reviewing strengths and areas for improvement of the presentation. Make written remarks on the rubric or the provided comment sheets.
- ❑ Complete the rubric and initial your rubric next to the "Total Score" box at the bottom of the second page.
- ❑ Submit your final rubric and any additional comment sheets to the adult room consultant for review.
- ❑ Once the adult room consultant has finished reviewing and totaling the participant's score, double check for accuracy and initial the Point Summary Form where directed.
- ❑ At the end of the day complete the evaluator evaluations form and submit to the youth room consultant.
- ❑ Thank the room consultants for their assistance and work throughout the day.

**DO NOT INFORM PARTICIPANTS OF THEIR SCORE OR RATING!**

**ROOM  
CONSULTANT  
INFORMATION**

**Recycle and Redesign**

## *Prior to the Event*

- Read all information provided through the mail and online from FCCLA national headquarters for room consultants in your event thoroughly.
- Bring a calculator to the National Leadership Conference** for totaling rubrics.

## *At the National Leadership Conference*

- Attend the room consultants' orientation to review specific responsibilities.
- Assist with participant registration/orientation.
- Arrive early 30 minutes prior to the designated participant setup time to familiar yourself with your station.
- Room consultants need to be at the door and at stations helping students find their assigned table or floor space. Coordinate participant assistance with the youth room consultant.
- Assist with setup and serve as room doorkeeper. Allow participants 30 minutes to setup displays in designated space, **from 7:00 to 7:30 a.m. only**. At 7:30 a.m. make sure all students have stopped working on their displays and left the room. Do not let anyone into setup displays after 7:30 a.m.
- Ensure displays fit within the display dimensions as marked after setup time is completed. Fill out the room consultant information on the point summary for each entry before participants give their oral presentations for the evaluators.

Serve as a doorkeeper for the event and enforce the no spectator policy.

- Check off participant names on time schedule when they present.
- Encourage evaluators to make constructive and thorough comments on rubrics.
- Keep evaluators on schedule, and check for blank score bubbles on rubrics.
- Total points on rubrics and point summary form, and indicate the final rating. Show evaluators final ratings for each participant and have evaluator initial their rubric and the point summary form. If ratings are not consistent, remind evaluators that we ask evaluation teams to be within a 10-point range.
- Collect and return rubrics and point summary form to the Assistant Lead Consultant in team number order.
- Collect and return supplies to the Assistant Lead Consultant.
- In necessary, assist with the breakdown and removal of displays. Follow the direction of the Lead or Assistant Lead Consultant following the last team of the day. Return any remaining materials to the Lead Consultant.
- Assist with Recognition Sessions if needed.
- Do not discuss ratings with anyone prior to Recognition Sessions.

## *Prior to the Event*

- ❑ Read all information provided through the mail and online from FCCLA national headquarters for room consultants in your event thoroughly.
- ❑ **Bring a stopwatch to National Leadership Conference** for timing events. A wristwatch is not acceptable.

## *At the National Leadership Conference*

- ❑ Attend room consultants' orientation to review specific responsibilities.
- ❑ Assist adult room consultants as needed.
- ❑ Arrive early 30 minutes prior to the designated participant setup time to familiar yourself with your station.
- ❑ Room consultants need to be at the door and at stations helping students find their assigned table or floor space. Coordinate participant assistance with the adult room consultant.
- ❑ Usher participants from outside the room to their display for their oral presentation and introduce them to the team of evaluators.
- ❑ Introduce each participant or team to the evaluators.
- ❑ Serve as timekeeper for the event.
  - begin timing as participants begin their oral presentation
  - hold up warning card at 9 minutes (one minute warning)
  - stop participants at 10 minutes
  - allow 5 minutes for questioning by evaluators
  - ensure that all audio and/or visual recordings are limited to 1 minute playing time
- ❑ Following the question session, usher participants out of the room and allow 5 minutes for evaluators to review displays and prepare for the next entry before bringing in the next participants.
- ❑ Have participants complete the STAR Events evaluation form following their presentation outside of the competition room and collect completed forms. Return all evaluations with the other competition materials to the Assistant Lead Consultant at the end of the day.
- ❑ Thank participants for their time and participation and usher the next participants in.
- ❑ At the end of the day complete the room consultant evaluation form and collect completed evaluations from the evaluators and adult room consultant. Return evaluations to the Assistant Lead Consultant with the other competition materials.
- ❑ Thank evaluators at the end of the event.
- ❑ Assist with Recognition Sessions, if needed.
- ❑ Do not discuss ratings with anyone prior to Recognition Sessions.