

THEMATIC PROMOTION

New Mexico - State Event

Thematic Promotion, an individual or team event recognizes participant(s) for designing and creating banners related to the State Leadership Conference theme. The participants will prepare an artistic banner related to the theme of the State Leadership Conference using the fundamental elements of visual design: Shape, Color, Space, Form, Line, Value, and Texture.

Eligibility

Participation is open to any state and nationally-affiliated FCCLA chapter member.

Event Levels

■ Level 1: through grade 8 ■ Level 2: grades 9–10 ■ Level 3: grades 11–12 ■ Level 4: Post-Secondary

Rules

- 1. Participants are required to attend orientation prior to the contest.
- 2. Members will design and construct a banner that represents the theme of the State Leadership Conference.
- 3. The chapter name or school name may not be included on the banner front; however, each entry <u>must</u> include a detachable label which will be placed on the banner at the conclusion of judging by the lead consultant. This label must be 8½" X 11" and printed in black, bold letters. (Failure to include the information label will result in points deducted from the event score.) It shall include: participant name(s), chapter name, school, city, and district.
- 4. Maximum size of the banner shall be **4'** by **5'**. There is no minimum size requirement. Banners will be measured prior to hanging. Banners that exceed these maximum dimensions will have points deducted from the event score.
- 5. Banners will be judged on two levels: traditional and digital.
 - Traditional: Banners must be made from materials of the chapter's choice.
 - Digital: Banners can be designed and reproduced using computer elements.
- 6. All banners must be checked in at the State Leadership Conference registration to allow for time to measure before the opening session.
- 7. The chapter must prepare the banner for hanging with a rod and cord. An easel or stand to display the banner must be provided. Failure to do so will result in points deducted from the event score.
- 8. The banner will be evaluated using the criteria outlined on the evaluation sheet.
- 9. All banners will be available for viewing during specified times at the conference. They must be removed by the designated time. The times will be specified at STAR Event orientation.
- 10. Top two participants will be recognized during the Awards Session.



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Name:		District:	District:		
Chapter:					
Level: (Circle one)	Level 1	Level 2	Level 3	Level 4	

Directions:

- 1. Make sure all information at the 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. At the conclusion of the presentation, verify evaluator scores and fill in the 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.
- 3. At the end of the competition in the room, double-check all scores, names, and team numbers to ensure accuracy. Sort results by team order and turn them in to the Lead or Assistant Lead Consultant.
- 4. Please check with the Lead Consultant if there are any questions regarding the evaluation

ROOM CONSULTANT	CHECK				POINTS
	0		2	2	
Orientation 0-2 points	Did not attend		Provided evidence of attendance		
	0		3		
Stand/Easel 0-3 points	Did not provide a means to hang/display banner		A means to hand/display the banner was provided		
	0	1	2	3	
Banner Size 0-3 points			1 to 2 inches over dimensions	Stayed within dimensions	
	0				
Information Sheet 0-2 points	Did not attach information sheet		2 Attached information sheet		
			Room Co	nsultant Total	
Evaluator's Scores			$(10_{1}$	points possible)	
Evaluator 1					
Evaluator 2			Average E	valuator Score	
Evaluator 3				points possible)	
				Final Score	
	(Average Evaluator Score plus				
Total Average Score			Room Co	onsultant Total)	
RATING ACHIEVED (circ	ele one) GOLD	90-100 SI	LVER 70-89.99	BRONZE 1	-69.99
VERIFICATION OF FINA	L SCORE AN	D RATING (p)	lease initial)		
Evaluator 1 Evalu				1 C144	



Thematic Promotion Digital Rubric

Name(s) of Participant(s) District: School: Level 3 Level: (Circle One) Level 1 Level 2 Level 4 **Points** 0-1-2 3-4-5-6-7-8 9-10-11-12-13 18-19-20 14-15-16-17 State theme not Does not Somewhat Adequately Represents theme communicates the clearly and represented, or adequately communicates communicate the the theme, using theme, using concisely, using a message not clearly variety of theme. The a few relevant some relevant **State Theme** identified message is images and text. images and text. techniques, such difficult to The message is The message is as images, text, **Presentation** understand, and not clear, and somewhat easy to and color. The 0-20 points the tone is the tone is understand, and message is easy generally inappropriate for the tone is to understand, the audience appropriate for and the tone is generally the audience appropriate for appropriate for the audience the audience 0-1 2-3 4-5-6 7-8 9-10 No color The color The color scheme The color The color scheme scheme and scheme is not scheme is is somewhat is both cohesive lacks depth, cohesive or somewhat cohesive and and visually emphasis and is visually cohesive. visually appealing. Uses not effective appealing. Uses value contrast to appealing. Value contrast and lacks Does not use creates some value contrast to create a strong Color/Value visual appeal. value contrast depth, emphasis create a sense of sense of depth 0-10 points effectively. The and mood. depth and and emphasis, visual appeal is Visual appeal is emphasis, while while creating a lacking in more lacking in 1-2 creating a mood mood in a way than 2 areas. areas. in a way that is that is both both effective and highly effective visually and visually appealing. appealing. 0-1 2-3 4-5-6 7-8 9-10 Utilizes space Utilizes space No Defined Does not have a Has some sense effectively to effectively to Design. Does sense of balance. of balance, but create a sense of create a strong not utilize the The elements are doesn't balance, sense of balance, space the same size, effectively use effectively using effectively using different sizes. effectively shape and different sizes. different sizes. texture. It is not shapes, and shapes, and shapes, and Space/Form visually textures. It is textures. It is textures. It is 0-10 points appealing and is somewhat somewhat visually difficult to look visually visually appealing appealing and at appealing with a with a few does not feel topseveral elements that may heavy or bottomelements that need to be heavy. may need to be adjusted. adjusted.

	0-1	2-3	4-5-6	7-8	9-10	
Line/Texture 0-10 points	Uses all the same lines and does not have any texture to the banner. It is not visually appealing, hard to read, and lacks texture or the texture is distracting or confusing.	There is no variety to the lines and textures used. The effects lacks depth but is clear in the wording and still has some visual appeal, although it lacks interest.	Uses the same type of lines to create a visual presentation. Not many textures are used to create different effects, a sense of depth and interest. The banner is visually pleasing but could be improved with utilizing lines and textures in a more interesting way.	Uses different lines to create a somewhat pleasing visual presentation. It utilizes a few different lines and textures to create a few different effects and interest without feeling cluttered. The banner is visually appealing, easy to read and does not feel flat.	Uses different lines to create a highly effective visual presentation. It utilizes a variety of lines and textures to successfully create different effects, a sense of depth and interest without feeling cluttered. The banner is visually appealing, easy to read and does not feel flat.	
Use of Digital Effects 0-10 points	The banner does not use digital effects. The banner is visually unappealing and does not engage the viewer.	Digital effects are used in a way that is ineffective. The effects are used to distract from the overall design of the banner, or they are overused. The banner is not visually appealing and does not engage the viewer.	Digital effects are used in a way that is somewhat effective. The effects are used to enhance the overall design of the banner, but they are not used consistently. It is visually appealing, but it does not leave a lasting impression on the viewer.	7-8 Digital effects are used in a way that is appropriate and effective. The effects are used to enhance the overall design of the banner, but they are not particularly creative. The banner is visually appealing and engages the viewer.	9-10 Digital effects are used in a way that is both creative and effective. The effects used to enhance the overall design are not overused. It is visually stunning and leaves a lasting impression on the viewer.	

	0-1	2-3-4-5-6	7-8-9	10-11-12	13-14-15	
Creativity, Imagination, & Innovation 0-10 points	Not creative, imaginative, or innovative. It uses poorquality materials, techniques, or ideas, and it is visually unappealing. It does not engage the viewer and is likely to be ignored.	Not creative or imaginative. It uses standard materials, techniques, or ideas, and it does not stand out from other banners. It is not visually appealing and does not engage the viewer.	Somewhat creative and imaginative. It uses some interesting materials, techniques, or ideas, but it does not stand out as particularly original or innovative. It is visually appealing, but it does not leave a lasting impression on the viewer.	Creative and imaginative. It uses interesting materials, techniques, or ideas to create a visually appealing and engaging work. It is original and stands out from other banners.	Highly creative, imaginative, and innovative. It uses unique and unexpected materials, techniques, or ideas to create a truly original work. It is visually stunning and leaves a lasting impression on the viewer.	
	0-1	2-3-4-5-6	7-8-9	10-11-12	13-14-15	
Overall Quality of Workmanship 0-15 points	The materials are of unacceptable quality, and the workmanship is unacceptable. The banner is not only visually unappealing, but it may also be unsafe or unusable.	The materials are of poor quality, and the workmanship is poor. The banner has many errors or flaws, and it is visually unappealing.	The materials are of fair quality, and the workmanship is adequate. The banner may have a few more noticeable errors or flaws, but they do not detract from the overall appearance of the banner.	. The materials are of good quality, and the workmanship is generally good. The banner may have a few minor errors or flaws, but they are not noticeable.	The materials is of the highest quality and the workmanship is impeccable. The banner is free of errors and flaws, and it is visually stunning.	
VERIFICATION OF SCORE (please initial)					TOTAL	
Evaluator Lead Consultant STAR Coordinator				(90 points possible)		

Evaluators Comments: