

ATTENTION LEADERS AND ASPIRING FILMMAKERS

Missouri 4-H and FilmFest 4-H present...

THE MISSOURI 4-H MANNEQUIN CHALLENGE



Inviting all 4-H Clubs

The 4-H Center for Youth Development invites 4-H clubs and programs to share a short Mannequin Challenge video (or link) showing 4-H club meetings where youth experience:

Safety – physical safety, emotional safety, and inclusive practices

Support – welcoming, active learning, encouragement and skill-building

Interaction – cooperative learning and leadership opportunities

Engagement – higher order thinking skills through choice, planning and reflection

Refer to the *Quality Matters in 4-H Program Improvement Checklist* on page 3 and 4 for a full list of strategies that might be reflected in your 4-H Club Mannequin Challenge video.

What is a Mannequin Challenge?

The Mannequin Challenge is a viral Internet video trend where people remain frozen in action like mannequins while a short video is recorded. Professional athletes and sports teams that have posted increasingly complex and elaborate videos. Do a search for #mannequinchallenge on your favorite social media site to learn more!

Eligibility

Must have five or more members in your club or program to submit a video.

Purpose of contest

For use in staff and volunteer trainings, and to raise leaders' awareness of strategies for increasing club quality.

Timeline

- November 18, 2016 – Contest announced
- January 31, 2017 – Submissions due to State 4-H office
- February 15, 2017 – Prize Winners Announced

Prizes

The first (top) prize is a Polaroid Cube HD action camera!

The 2nd and 3rd place videos will be awarded a \$50 and \$25 credit to the National 4-H Mall.

Top five finishing clubs all receive \$10 off passes to FilmFest 4-H 2017 for all members!

In addition, each club that shares a Mannequin Challenge video clip with the state 4-H office will be entered into a drawing. Ten clubs will have their name randomly drawn and can choose one of four entry prizes valued at \$20 each: a Club Snack Basket, a Club Energizer Kit, a Club Planning and Reflection Kit or a First Aid and Emergency Preparedness Kit.

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4-H Club Mannequin Challenge Video Judging Criteria:	Yes	No
County and club name sent to 4hyouth@missouri.edu with video/link		
Submitted to state 4-H office by January 31, 2017, 5pm CST		
Statement verifying photo release by all video subjects		
Video should be one minute in length		
Music is optional; if used, it must be non-copyrighted		
Video shows good production quality (i.e., good lighting, sound, etc.)		
Video shows program quality items found on Program Quality Checklist (1 point for each item depicted in Mannequin Challenge video)		
Visual production – clear, steady image, absent of titles and graphics		

Rules

All videos submitted will be judged on the criteria listed below.

- To enter, upload your video to a site of your choice (YouTube, Google+, etc.) and send an email to 4hyouth@missouri.edu with the following information:
 - The link to your video
 - The name of your county and 4-H club
 - The name(s) of the filmmaker(s)
 - The names of all participants
 - A statement that everyone shown in the Mannequin Challenge has given consent to be photographed in the video clip.
- Mannequin Challenge videos should depict a freeze-frame version of a 4-H club meeting. The videos should be one minute in length, from start to finish.
- Music must not be copyrighted. For filmmaking resources, visit <http://filmfest4h.org>.
- The video should be free of any additional titles, transitions or add on graphics.

Resources

- Read and use the Missouri 4-H Quality Improvement Checklist** on the following pages to plan your Mannequin Challenge. Choose bulleted items that you think you can show through your “freeze frame” scene. It is not necessary or possible to show all of the strategies in a two-minute Mannequin Challenge video clip so pick the ones you want and have fun. Remember, show as many of them as you can; judges will assign one point for each checklist item (e.g., if the video shows a first aid kit, that will count as one point toward total score).
- Incompetech.com** – royalty free music files

Prizes will be announced via email to 4-H staff and club leaders on February 15, 2017.

Questions? Send an email to 4hyouth@missouri.edu.

Sponsored by Missouri 4-H and FilmFest 4-H



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Missouri 4-H Quality Improvement Checklist (Each bulleted item = 1 point)

I. Domain: Safe Environment

Scale and bulleted list of scale descriptors
SCALE 1. Emotional Safety/Cultural Competency
<ul style="list-style-type: none">• Positive emotional climate• No evidence of bias
SCALE 2. Healthy Environment
<ul style="list-style-type: none">• Free of health and safety hazards• Clean and sanitary• Adequate ventilation and lighting• Comfortable temperature
SCALE 3. Emergency Preparedness
<ul style="list-style-type: none">• Written emergency procedures posted• Accessible fire extinguisher• Visible first aid kit• Youth supervised
SCALE 4. Accommodating Environment
<ul style="list-style-type: none">• Ample program space for activities• Space suitable for all activities• Sufficient furniture (quantity and size)• Enough materials and supplies for all youth
SCALE 5. Nourishment
<ul style="list-style-type: none">• Drinking water available and accessible• Food and drinks plentiful and available• One or two healthy food choices

II. Domain: Supportive Environment

Scale and bulleted list of scale descriptors
SCALE 6. Warm Welcome
<ul style="list-style-type: none">• Youth greeted• Program leader uses warm tone and respectful language• Program leader uses friendly gestures
SCALE 7. Session Flow
<ul style="list-style-type: none">• Session starts and ends within 10 minutes of schedule time• Materials and supplies ready; enough materials/supplies for all youth• Program leader explains all activities clearly• Appropriate time for activities
SCALE 8. Active Engagement
<ul style="list-style-type: none">• Youth engage with materials or ideas or improve skill via guided practice• Activities balance concrete and abstract• Program activities lead to tangible products or performances
SCALE 9. Skill-Building
<ul style="list-style-type: none">• Program leader states a specific learning or skill-building focus• Program leader encourages youth to try out skills or attempt higher levels of performance

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<ul style="list-style-type: none">• Program leader models skills
<ul style="list-style-type: none">• Program leader breaks difficult tasks into smaller steps
<ul style="list-style-type: none">• Program leader provides encouragement or support to struggling youth
SCALE 10. Encouragement
<ul style="list-style-type: none">• Program leader supports youth with specific, non-evaluative language
<ul style="list-style-type: none">• Program leader makes frequent use of open ended questions
<ul style="list-style-type: none">• Program leader is actively involved with youth
SCALE 11. Reframing Conflict
<ul style="list-style-type: none">• Program leader approaches calmly; seeks youth input
<ul style="list-style-type: none">• Program leader follows up with youth after a conflict
<ul style="list-style-type: none">• Instances of bullying during programming

III. Domain: Interaction

Scale and bulleted list of scale descriptors
SCALE 12. Belonging
<ul style="list-style-type: none">• Program leader provides structured ‘get to know you’ opportunities
<ul style="list-style-type: none">• Exclusive behavior
<ul style="list-style-type: none">• Youth identify with program offering
<ul style="list-style-type: none">• Program leader provides structured opportunities to recognize youth
SCALE 13. Collaboration
<ul style="list-style-type: none">• Program leader provides opportunities for youth to work collaboratively
<ul style="list-style-type: none">• Activities allow interdependent roles
<ul style="list-style-type: none">• Youth work toward shared goals
SCALE 14. Leadership
<ul style="list-style-type: none">• Youth participate in small or large group conversation
<ul style="list-style-type: none">• Youth assigned leadership roles
SCALE 15. Adult Partners
<ul style="list-style-type: none">• Program leaders shares control with youth
<ul style="list-style-type: none">• Program leader talks with youth about their lives outside of the program

IV. Domain: Engagement

Scale and bulleted list of scale descriptors
SCALE 16. Planning
<ul style="list-style-type: none">• Youth make plans
<ul style="list-style-type: none">• Identifiable planning strategies used
<ul style="list-style-type: none">• Youth encouraged to set project or program related goals
SCALE 17. Choice
<ul style="list-style-type: none">• Open ended content choice; open-ended process choices
SCALE 18. Reflection
<ul style="list-style-type: none">• Program leader provides intentional opportunities for reflection
<ul style="list-style-type: none">• Program leader uses multiple reflection strategies
<ul style="list-style-type: none">• Program leader initiates structured opportunity for youth to give feedback