

## **CREATIVE WRITING GUIDELINES**

The following are guidelines for providing learning experiences in creative writing.

### **GENERAL GUIDELINES FOR ALL MEMBERS**

1. Check for spelling, punctuation, grammar, and neatness. Proofing is a must!
2. Project must be done out of school.
3. Project should reflect the age and experience of member.
4. Be creative when getting ready for the judge.
  - a. create a cover
  - b. mat your poem
  - c. do anything else that would make your project look special when presenting it to the judge.
5. Learn to create a basis for critical evaluation of reading materials.
6. Develop an interest in learning good techniques of communicating.
7. Learn how to exercise originality of thought.
8. Develop a better vocabulary and feeling for words.
9. Improve mechanics of writing.

### **POEMS**

#### **Young**

1. Try basic poems; example, rhythm, short story poems.
2. Start to be aware of different poets such as Dickenson and others.
3. Exhibit one poem about a person, place, or thing.
4. Have an adult read over before the fair.
5. Make sure that if the poem is fiction it goes in the fiction class and if non-fiction in the non-fiction class.

#### **Junior**

1. Try poems that reflect some emotions.
2. Read poems by several poets like EE Cummings and Thomas Hardy.
3. Exhibit one poem with at least three stanzas.
4. Have an adult go over the poem before the fair.
5. Make sure to enter your poetry in the right class.

#### **Senior**

1. Try poems that reflect some inner feelings and emotions.
2. Study poems from the many different poets of the world.
3. Exhibit two or more poems that are at least three stanzas long.
4. Have another person proofread your work.
5. Make sure to enter your poetry in the right class.

## **SHORT STORIES**

1. Proofread for spelling and punctuation.
2. Project should reflect the age and experience of the exhibitor.
3. Be creative in your story (if fiction) and in making a cover for your story.
4. If non-fiction make sure that all events, times, and places are correct.
5. The member should read stories for many different authors throughout the year.
6. Exhibit just one story.
7. Write on a subject that interests you.
8. Have fun, try more than just one story.
9. Make sure that the story is in the proper class, if non-fiction it goes under non-fiction and if fiction under fiction.

## **SPEECHES, SCRIPTS, MUSIC, ETC.**

1. Display exhibits properly, make sure that your project is on appropriate paper for project.
2. Project should reflect the age and experience of the member.
3. Study different speeches, scripts, and types of music during the year.
4. Have the project reflect a part of yourself.
5. Be creative and have fun.
6. Have someone else go over your project before the fair.
7. Iron out the rough edges and make sure that everything is complete.

## **4-H FAIR CLASSES FOR CREATIVE WRITING**

### General Information:

1. Project must be completed under the direction or approval of club leader. Exhibits made and graded for school projects cannot be judged as 4-H exhibits.
2. Evaluation forms will be used in the judging.
3. Exhibits are due at fair by a time designated in current fairbook. They will then be judged and returned to club's booth.

### Division 4 - Creative Writing

- \* Poems and Short Stories (fiction)
- \* Poems and Short Stories (non-fiction)
- \* Speeches, Scripts, Music, etc.

## **REFERENCES RECOMMENDED:**

### Bulletins available at the Extension office:

- "How To Write Clearly" by Edward T. Thompson  
"How To Write With Style" by Kurt Vonnegut

Other Books:

1. A Program That Produces Good Writing, by Ken Macrorie
2. Writing The Natural Way, Gabriel Ricco, Tarcher Press, 1982
3. Assessing The Further Reaches of Creative Potential by E. Paul Torrence
4. The Elements of Style, by William Strunk, Jr. & E.B. White

Suggested Learning Activities:

1. Plan and continually evaluate the project with leader.
2. Analyze news items and other writings for content and form.
3. Write or tell a short story of 500 words or less.
4. Write short poems of 8 lines or more on any topic.
5. Select poems for oral reading which are especially meaningful.
6. Play games and exercises which demand quick and inventive responses. Example: Write a paragraph about two seemingly unrelated words, such as cat and kite.
7. Write an original story about a picture or painting.
8. Write brief, interesting news items concerning activities of your club, school and community.
9. Exhibit writings.